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The last eternity a 3D role-playing game with a cross-platform development

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Abstract
This paper describes a cross-platform game engine for PC-based and iOS-based mobile devices. The purpose of this paper is to demonstrate a case study for a game developer and a game designer on the mobile platform. We discuss an implementation case-study on the game 'The Last Eternity'. We present the wrapper around OpenGL-ES and OpenGL for PC, a structure of 3D game engine, a simple script design within the game engine, and a design and structure of the game. The game design, limitations, technical problems, and API are solved and discussed in this paper. © 2013 IEEE.

Author Keywords
3D Role-Playing Game; Cross-Platform; Game Computer; iOS 3D Game Engine

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