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About This Game

Otiiz's Adventure - Sushi Champ is a role-playing game. Friends who like to eat sushi or watch other people eat sushi should not miss it.

In addition to a wide variety of sushi, there are ten unique opponents, each with a different winning picture after winning.

Feature

Otiiz has four different skills that can be upgraded, you can get the points in battles or interact with other NPCs.

Different locations have unique plots that are triggered randomly.

Simple operation, no need to have any gaming experience.

Save and load files at any time.



Title: Otiiz's adventure - Sushi Champ

Genre: Casual, Indie, RPG

Developer:

BXTT studio

Publisher:

BXTT studio

Franchise:

Otiiz's adventure 2

Release Date: 18 Dec, 2018

a09c17d780

English, Traditional Chinese

```
File Edit Help
43 return output;
44 }
45
46 [maxvertexcount(GEO_OUTPUT)]
47 void GS_Main( triangle PS_INPUT input[3], inout TriangleStream<PS_
48 {
49     PS_INPUT output[3];
50
51
52     float layerStep = FurSize / (int)Layers;
53
54     for(int i = 0 ; i < (int)Layers ; i++)
55     {
56         float layerOffset = layerStep * i;
57
58         for(int j = 0 ; j < 3 ; j++)
59         {
60             output[j] = input[j];
61
62             output[j].Depth = layerOffset / FurSize;
63
64             output[j].Position.xyz += output[j].Normal * layerOffset;
65
66             float4 worldPos = mul(output[j].Position, World);
67
68             output[j].Position = mul(mul(worldPos, View), Projection);
69             triStream.Append(output[j]);
70
71         }
72     }
73
74 float4 PS_Main(PS_INPUT input) : SV_TARGET
75 {
76     float4 furTex = FurTexture.Sample(TexSamplerLinear, input.TextCod
77     clip(furTex.r - input.Depth);
78
79     return float4(ColorTexture.Sample(TexSamplerLinear, input.TextCod
80 }
81
82 technique1 Main
83 {
84     pass p0
85 }
```

Zoom: 44% R C





As some players may know, I spent fifteen years being an aspiring novelist before shifting into game development. Thanks to that, a 45,000 word visual novel like Cursed Sight actually felt quite familiar.

Without the potential distractions of gameplay, I am able to world build more than my previous projects. Hopefully this style will be to your liking. Thank you so much for your support, and hey, spoilers ahead, so please consider playing through the game first!

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