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# Naruto Abunai WIP

Posted by Pjotrkiller - 2009/05/14 17:24

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This is our WIP Naruto MMORPG, we can use some more team members ;) Here is some information about it.

Naruto: Abunai is a Next Generation Massively Multiplayer Online Role-Playing Game based on Naruto.

Naruto is very popular world-wide and is a very complete world, which means that we should not have to use our imagination to create Naruto's world in a fully dynamic 3D environment. This manga does not have an end yet, that's why naruto's community is important and keeps growing.

In the first place we are making this game because we are fan of Naruto, in the second place we are making this game to get more experience in game making since our jobs and studies are not directly related to video game conception and making a MMORpg on our own would be a big plus on our resume. We also have in mind to open our own video game company based on this MMORpg

Our Goal is to Revolutionize MMORpg, by having your custom character to have the ability to altar the world around them wither it be earth base or blowing up stuff to possible changing the weather to utilize the elements it produces and all the other great Naruto stuff. The world will remain how you left it (With some exceptions)

Custom Character?

Yes Custom meaning you can be in any clan since we plan to Resurrect All the Clans known in the Naruto Anime/Manga We also plan to Make the Characters features Customizable (Gender, Height, Body Type, Appearance, Choice of Clan and their Unique Abilities, etc)

Pretty much what you see in the Manga and Anime we want in the game.

If you interested in Joining the Team to build this game read this first then check out [Naruto-Abunai.com](http://Naruto-Abunai.com) the forum link will be on the site

All applicants need experience in the relevant areas:

- Having worked on at least one project before, completed or abandoned. (Recommended but not Needed)
- Passion for games
- Passion for Naruto
- Working well in a team
- Determined Worker (If your not assigned something; do something else that hasn't been done and make it known)
- Regular Check Ups with the Manager(In Teamzone) for Tasks to be completed
- Microphone for Team Meetings (On Team Speak)
- Reasons for missed work (No Lame Excuses)
- You will need to provide something you worked on by yourself.

3d Artist / Animator

- Low Poly Knowledge
- UV Mapping Experience
- Knowledge of bones system.
- Knowledge of key frame animation.
- Knowledge of IK systems / rigs.

Artist

- Having experience, more than 2 years of work.
- Having a portfolio.
- Knowledge of colour/theme composition, menu graphics, fonts.

Concept Artist

- Having experience in manga drawings.
- Having a portfolio.
- Having experience in architecture and environment designing.
- Knowledge of style, character, emotion, themes.

C++ developer

- Expertise in using C/C++
  - Networking experience in TCP/IP and UDP protocols
  - Familiarity with implementing client/server architecture
  - Experience with code optimization
  - Experience with Irrlicht.
  - Experience with bullet.
- Knowledge of shader language and CUDA is greatly appreciated.

#### Level Designer

- Having experience with modeling software.
- Having experience with event scripting.
- Knowledge of MySQL and linux is a big plus.
- Ability to learn and give feedback on level design tools.

#### SFX Artist

- Expertise in sound management.
- Experience in game sound implementation.
- Experience in 3D sound design.
- Ability to compose complex sheets of music in notes.

Team members are expected to work both diligently following directions and independently at other times, and must be somewhat talented as well as skilled in areas. Do not post an application if you are not up to the job.

#### Team Application:

Nick Name : (User Name)

Full Name : (Private Info can be sent to the Admins they will not release it therefore you can Remain "Anonymous until accepted")

Birthdate :

Applied Section : (3d, prog...)

Hours : (how many hours you plan to work on the game per week an approximate everyone has a life )

Commentary & Examples of Work : (If you want to add something like your experience, that you are a naruto fan...)

Note : If you refuse to Submit your Real Personal Information to the Admins once accepted is useless because we don't care and you won't get profit (if profit) from the game if you gave wrong information.

Thank you for your time. Peace

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## Re:Naruto Abunai WIP

Posted by Neeraj123 - 2010/04/05 10:15

Source: Kung.Fu.Panda.2008.720P.BLURAY.X264-OUTDATED

Created with encode-handheld.pl v3.8a

My encodes have been tested and found to work on PSP, iPhone, iPod touch, iPod nano 3g, 4g, iPod classic, iPod 5g, iPod 5.5g, Zune, and the new Android G1 phone/pda from Google/T-Mobile.

Please ensure you are running PSP firmware 4.01 or above before claiming the release doesn't work on your PSP.

This release was tested on PSP CFW firmware 5.00 M33-4:

<http://www.dark-alex.org/>

This release was also tested on Apple iPod 5g 30GB.

Zune 30GB will not sync these directly. Zune software will transcode H.264 files at device sync.

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#### Video

Dimensions: (480x204) (widescreen)

Codec: H.264 / AVC

H.264 Level: 21

Coder: CAVLC

Passes: 2

Bitrate: 384kb (ABR)

#### Audio

Codec: MPEG-4 AAC Audio

Channels: Stereo

Sample rate: 48000 Hz

Bitrate: 128kb

Copy files or folder to /VIDEO on your PSP memory stick (use a USB Mini-B cable).

(or)

Sync video files using iTunes to your iPod.

(or)

Sync video files using Zune software to your Zune.

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Want to watch it on the big screen?

Here are a few ways to do that:

1) Do you have a PSP slim? If so buy the TV out cables and direct connect to your tv and play them that way. You can buy regular composite cables, svideo cables, and component cables. I recommend these:

PSP Slim Component Cable (games too):

<http://www.amazon.com/PSP-Slim-Component-Cable-Xbox-360/dp/B00149S0H6/>

PSP S-Video/AV Cable (video only):

<http://www.amazon.com/PSP-S-Video-AV-Cable-Sony/dp/B0015SKP5Q/>

2) Do you have an XBOX 360 and a PSP? Hook your PSP to your XBOX 360 via the USB Mini-B cable. Go to the media blade on your 360, select videos, change source, select portable device, navigate to your video.

3) If for some reason you don't have a PSP and you do have an XBOX 360 then you can just put the video files on any USB device and just connect them to your XBOX in the same manner as above.

4) You can also stream the video to your XBOX 360 using Windows Media player 11 or uShare on Linux. To stream via Windows Media Player 11 to XBOX 360 follow this guide:

<http://owlet.spaces.live.com/blog/cns!D48B90C1DDF5D401!297.entry>

5) Watch via XBMC on your XBOX or Linux HTTPC:

<http://xbmc.org/>

6) There is most likely a way to stream this to a PS3 or play via USB device also, but I don't own one, so I can't advise on how to do that.

7) Use Apple TV:

<http://www.apple.com/appletv/>

8) Use an Apple AV cable with your iPod device. Check the description to make sure the cable works with your iPod. I don't recommend the old iPod photo cable as it doesn't come with a charger device also. The other 2 cables let you charge your iPod while watching TV so that your battery doesn't die midway ;-)

Apple Composite AV Cable:

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<http://store.apple.com/us/product/MB129LL/B>

Apple Component AV Cable:

<http://store.apple.com/us/product/MB128LL/B>

iPod photo AV Cable (don't buy this):

<http://store.apple.com/us/product/M9765G/B>

9) Use a Popcorn Hour A-110

<http://www.popcornhour.com/onlinestore/>

10) Connect your Zune to your Xbox 360 via the USB cable. Go to the media blade on your 360, select videos, change source, select portable device, navigate to your video.

11) Connect your Zune right to your TV with AV cables. For instance if you own a iPod photo AV Cable then this cable works just fine, swap the left and right cables when you hook to TV. Refer to the guide for compatible cables and pinout or buy a cable from amazon:

Zune AV Cable from Amazon:

<http://www.amazon.com/Microsoft-Zune-Audio-Video-Cable/dp/B00166MRZS/>

Zune AV Cable guide (shows pinout and compatible cables):

<http://www.anythingbutipod.com/archives/2006/11/microsoft-zune-av-cable-pinouts.php>

12) Stream to your PS3 or Xbox 360 using TVersity, refer to:

<http://tversity.com/>

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Note: playing mpeg 4 videos on Xbox 360 requires the Dec 2007 video update. You may also need to download the optional video codec pack. Refer to:

<http://blogs.msdn.com/xboxteam/archive/2007/11/30/december-2007-video-playback-faq.aspx>

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Need more memory for your PSP?

Buy the new Sony MSMT16G 16GB Memory Stick PRO Duo (Mark2) Media:

<http://www.amazon.com/Sony-MSMT16G-Memory-Stick-Mark2/dp/B0013AX2HO/>

Not enough? Here is how to get 32GB of storage on PSP

[http://boardsus.playstation.com/playstation/board/message?board.id=psp&thread.id=3420076&view=by\\_date\\_ascending&page=1](http://boardsus.playstation.com/playstation/board/message?board.id=psp&thread.id=3420076&view=by_date_ascending&page=1)

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Apple iPod playback tip.

Don't like my widescreen videos not filling your iPod 4:3 screen? Take the following steps:

Main menu > Videos > Video Settings > Widescreen > Off

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