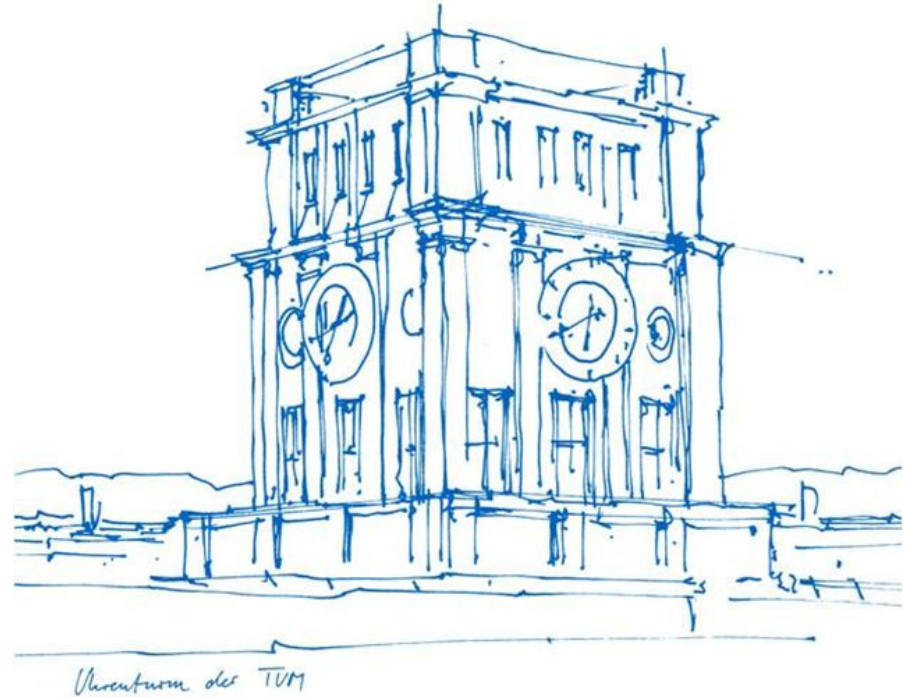


Game Prototype Rebomb

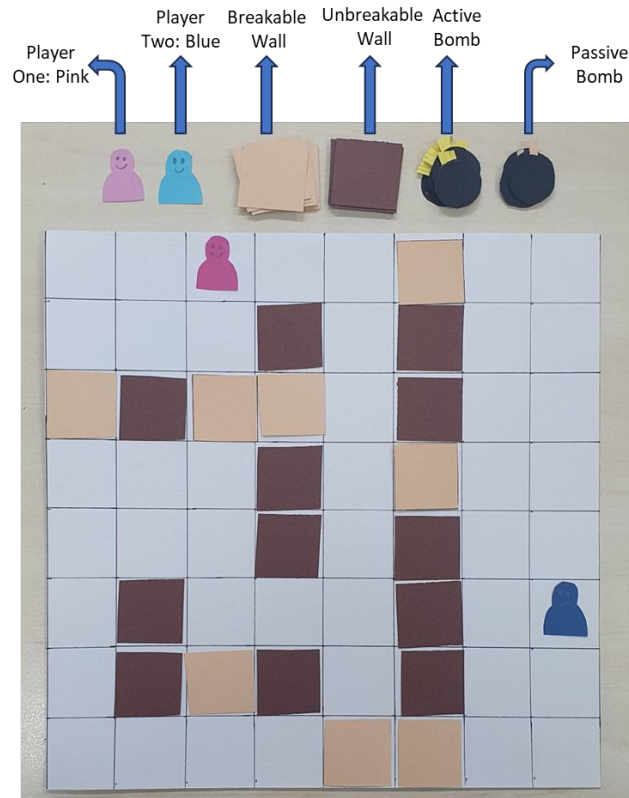
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Prototype Design

- **Movement:** Each player can move up to 3 tiles per turn.
- **Active Bombs:** Explode after 3 turns.
- **Passive Bombs:** Explode only when affected by another explosion.
- **Range:** Explosion range is 2 tiles.
- **Breakable Walls:** Can be destroyed by explosions from nearby active or passive bombs.
- **Turn Mechanics:** Players move simultaneously in each turn.
- **Explosion Timing:** Explosions occur in a calculation step after each round.
- **Time Travel:** Players can travel up to 3 rounds back in time.
- **Bomb Collision:** Players cannot walk over bombs.
- **Time Travel Usage:** Time travel can be initiated at the beginning of a round.
- **Walls:** Players cannot walk over them. Explosions cannot pass through them.



Gameplay demonstration of prototype

The demonstration gameplay of our prototype is attached as a video in the Games Lab documentations.

Gameplay Insights

- **First impressions**
 - Matches take too many turns to complete (more than 20)
 - Bombs explosion range (1) too small
 - Interaction between players is too small
 - Chain reactions are not really happening in the game
- **Concerns of alternative turns**
 - Matches can end up in deadlocks (no resolution)
 - Bomb timing can be confusing
 - Simultaneous movements (players could block each other)
 - Explosion effects disappear too fast

Experience

Player Strategy

- **Timing and trapping**
 - Predict and limit movement of enemy
 - Combination of explosion range & step size & dncounting
- **Early bomb triggering**
 - Clear the battlefield
 - Find the hourglass
- **Chain the explosion**
 - Target opponents in a distance
 - Keep themself far and safe

Weapons and Items

- **Collision volume of bombs**
 - Restricting movements
 - Motivating trapping strategy
- **Hourglass for rewind turns**
 - Revising a near-lose game
 - Work as part of a trap

Game Idea Revision

- **Map Design**

- More breakable walls: Increase suspense, longer games
- Many non-continuous unbreakable walls: Provide possibilities of trapping and encourage using chained explosions

- **Numerical Design**

- Explosion range: Encourages blocking if too small, kills the value of cascaded explosions if too large
- Tests required to find the sweet point

- **Game Mode**

- Before: Turn-based available for local multiplayer
- Potential problem: Too long waiting time if having 4+ players
- Possible modification: Allowing simultaneous actions for all players within a round, have to be online multiplayer. More modifications required to solve edge conditions in simultaneous actions

Game Idea Revision

- **Time Travel Feature**

- Proven successful in deepening strategy depth and being a powerful resource to compete for
- Use cases: A redo when user is in danger, or as an aggressive action by taking advantage of the last bomb remaining
- Players feel unclear of the consequences in paper-based prototype, effect preview required in the real game

- **Game Concept**

- Our 4 members all feel fun to play with the prototype
- We are different types of gamers (e.g. puzzle game fans, competitive esport gamers, turn-based game fans). We are more confident to make the game attract larger player audience

Thank you for your time!

We wait for your feedback!