

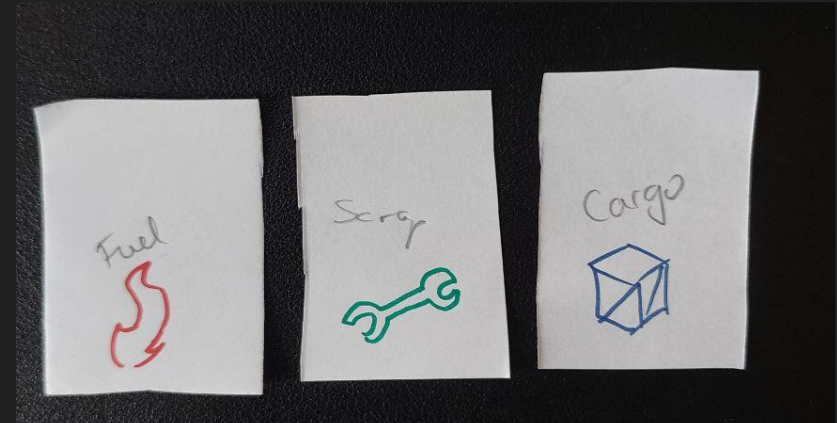
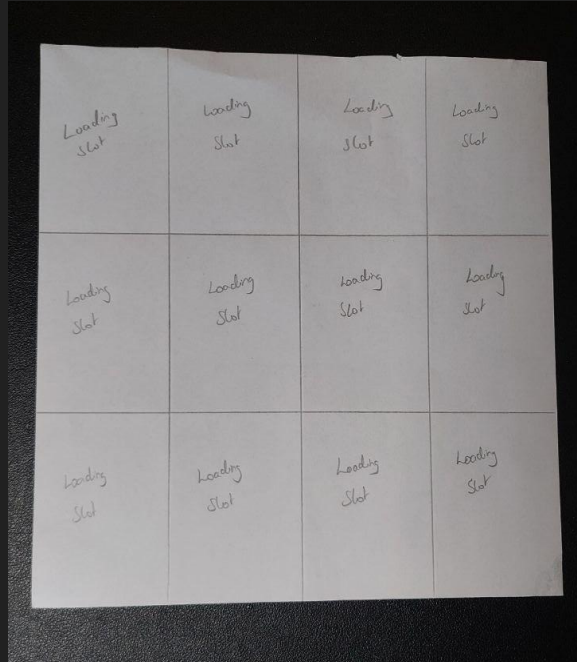
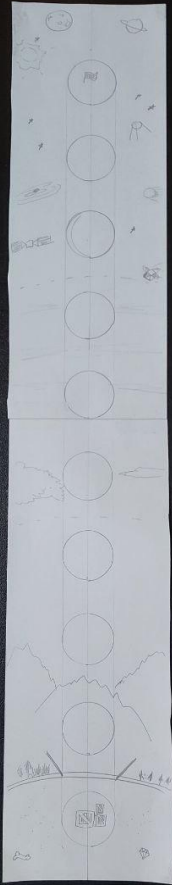
Physical Prototype

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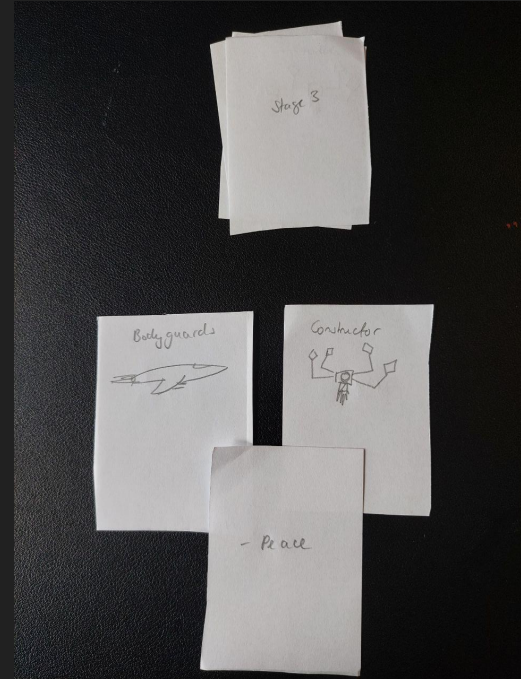
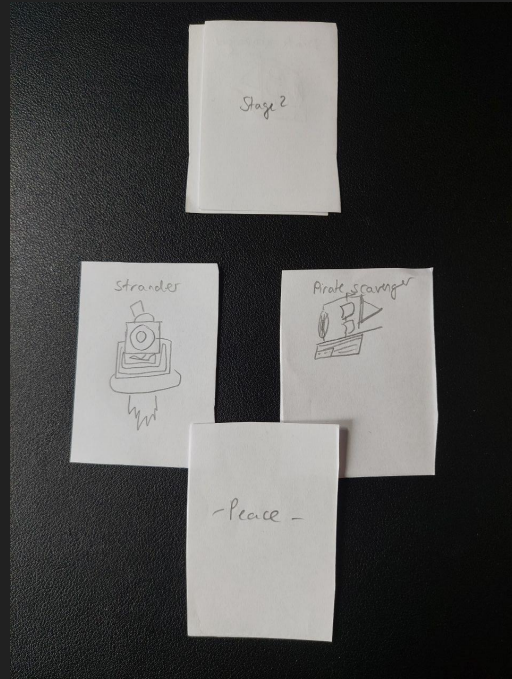
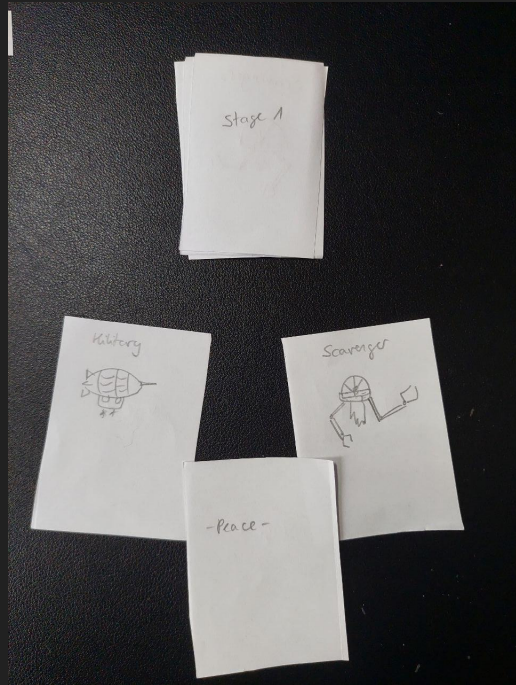
Approach

- Focus on gameplay loop
- Flinging mechanic and physics based combat not translatable
- Focus on 3 major phases:
 - Loading phase
 - Load fuel and cargo
 - Climbing phase
 - Expend fuel for each climb
 - Card deck to determine enemy encounter
 - Combat phase
 - Separate DnD inspired combat
 - Amount of enemies decided by 1d4
 - Successful attack determined by 1d20 against AC10

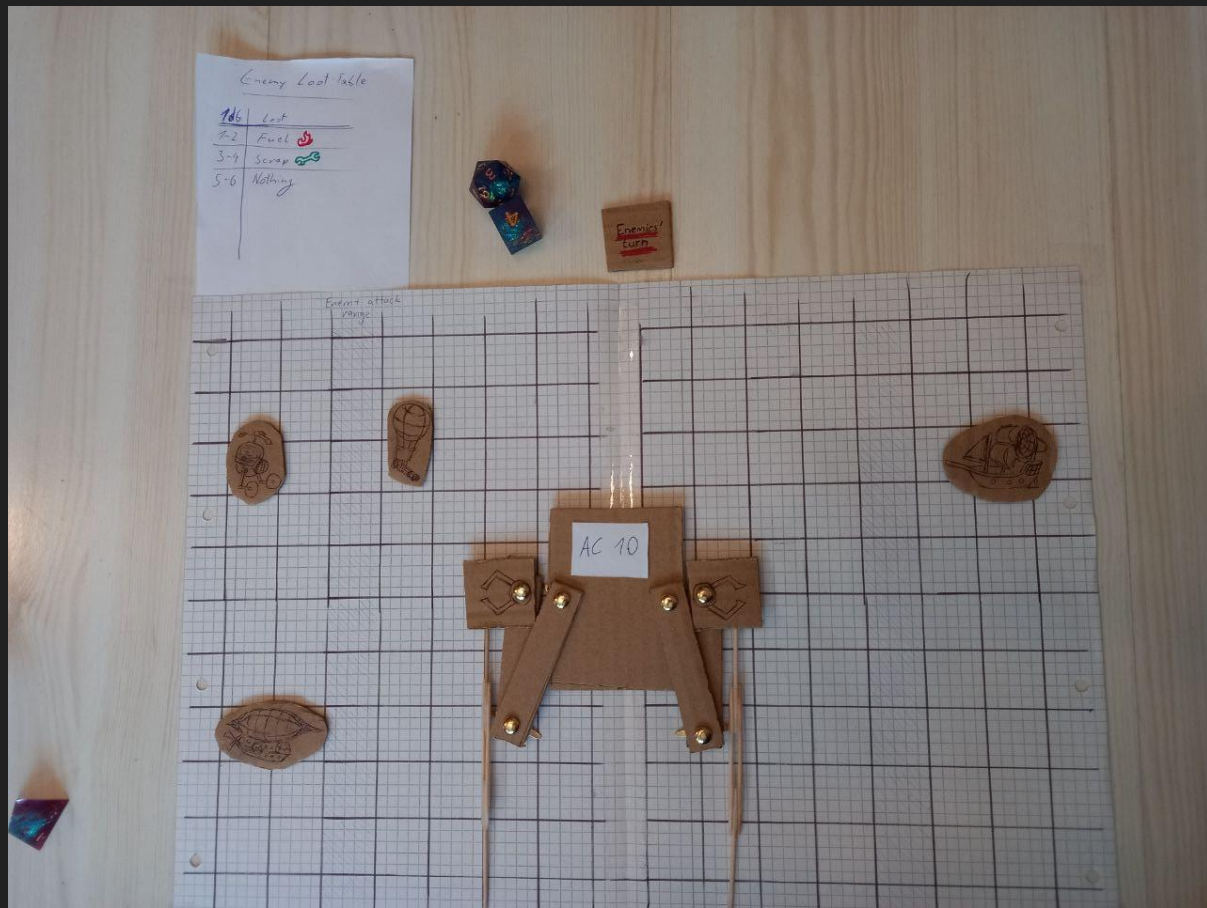
Rules: Loading phase



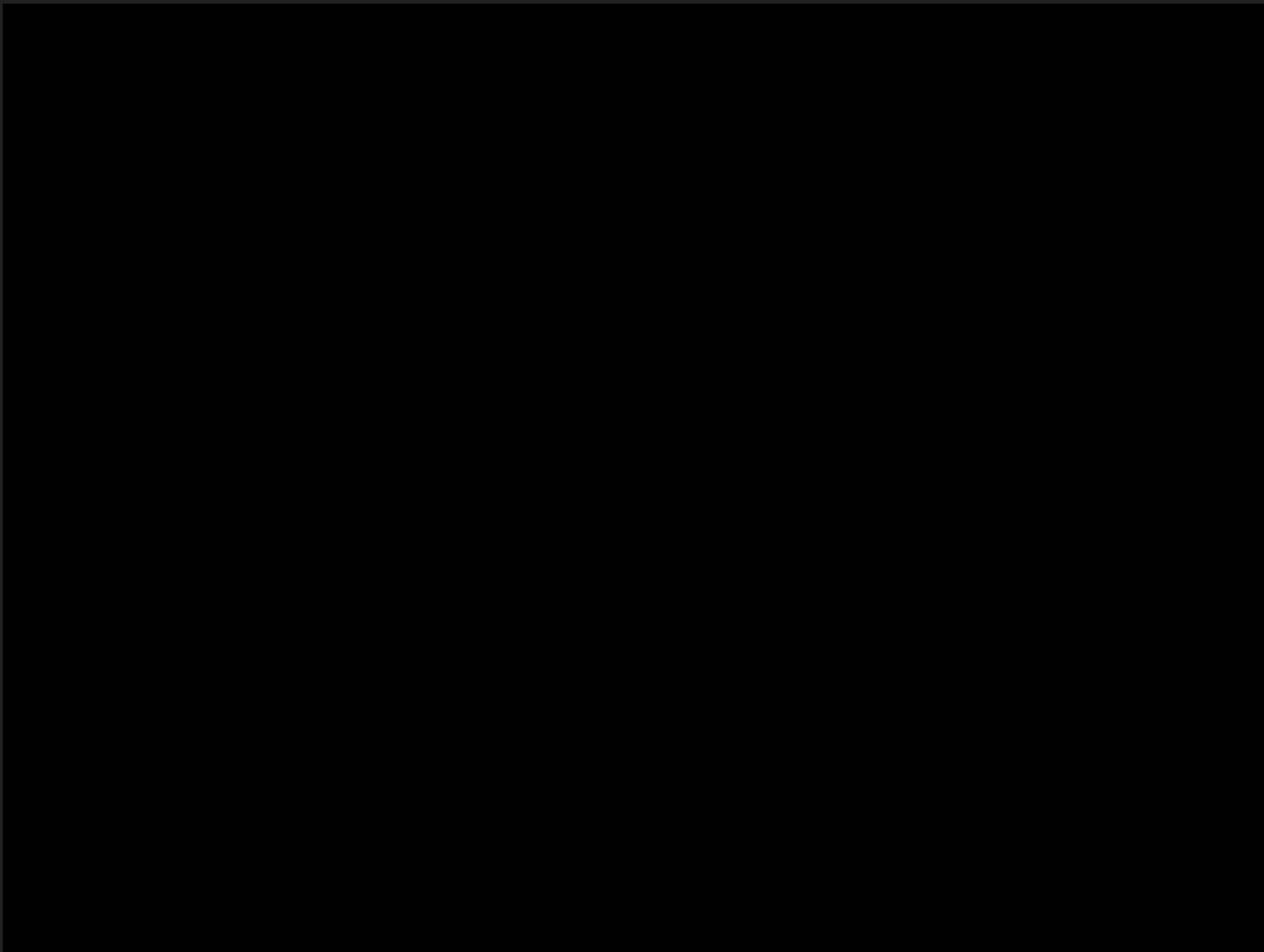
Rules: Climb phase



Rules: Combat phase



Video



Verdict

- Dice rolls gave game a nice element of randomness
- Second player only needed as simulation for the enemies
- Not too much of a fun factor, but still a good view at our idea

Lessons learned

- Climb feels rather barebone
 - repair and manage elevator rather essential to finished game
- Turn based combat will not be incorporated
 - only used here for a lack of better simulation

Questions?