Gyros Döner

MILESTONE 6: FINAL RELEASE

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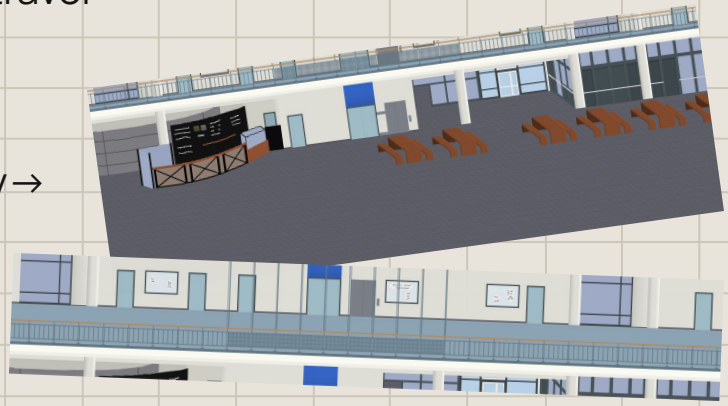
OUR VISION

- **Main Idea →**
  - TUM based beatem'up action game with a time travel theme

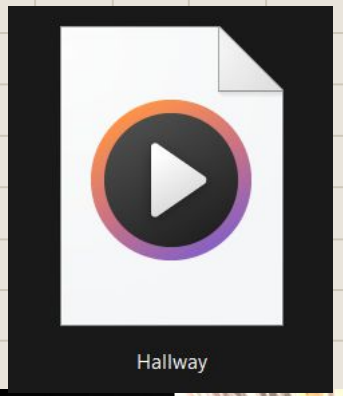
- **Relation to the Course Theme →**
  - A student travels back in time due to an anomaly→
  - Finds himself in MI and wants to take revenge→
  - He needs to beat the professor along with the students to restore the timeline
- **What makes the game different? →**
  - It combines the beatem'up genre with adaptive music
  - Reflects the player's student life with familiar environments



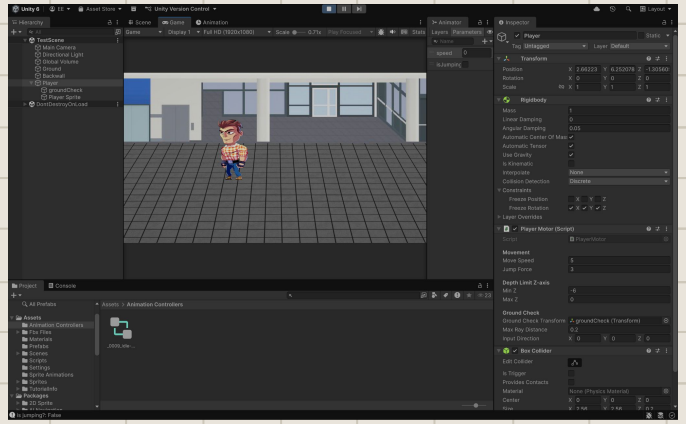
OUR IDEAL VISION

- **Time constraints** →
  - Time travel theme is mostly present through lore rather than gameplay
  - Intro and outro animations would have helped established the theme
  - Did not manage to create all of the assets from scratch

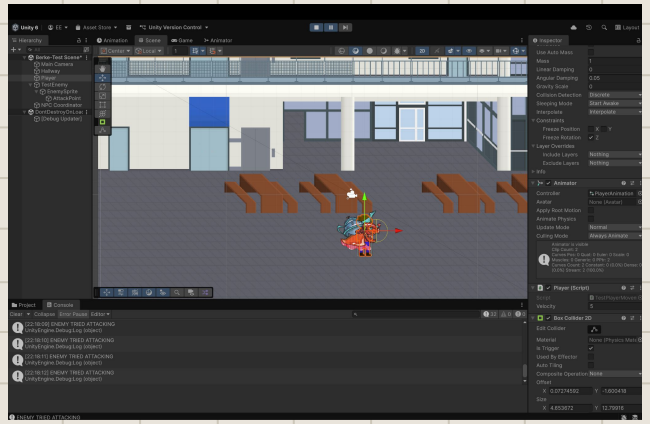
- **Satisfaction with what we have** →
  - Music and environments fit the vibe we were going for
  - All music is original and composed by us
  - Combat is working and enemy animations are expressive
  - Playing to the music rewards the player



SKETCHES VS FINAL GAME

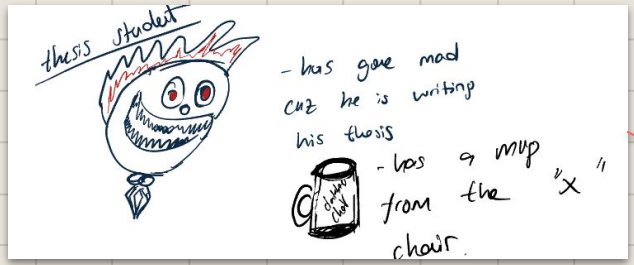


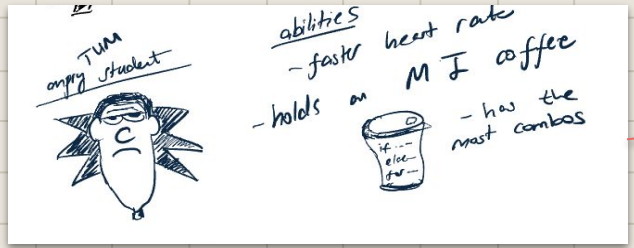
Discussion of 2D vs 3D

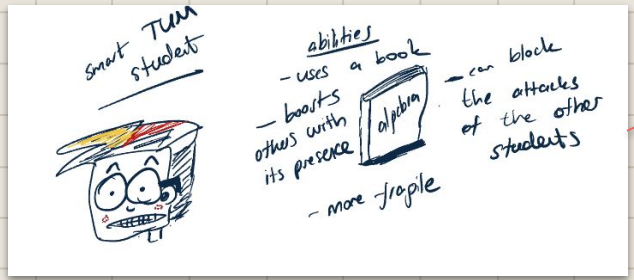


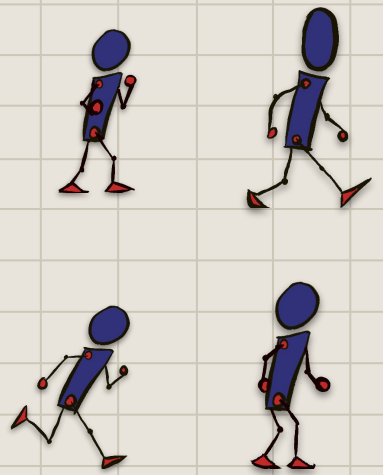
First trials with 2D

SKETCHES VS FINAL GAME









SNAPSHOTS FROM FINAL GAME

TECHNICAL CHALLENGES

- **AI AI AI →**
  - Utility AI and implementing and extendable system took longer than expected (and maybe a bit overkill)
- **Deviations from the original idea →**
  - Asset making…
  - We decided adding stun after playtesting, which should have been done before

- **Funny remarks →**
  - Original character sketches left a lot to be desired
  - One of the enemy types looks more like the main character than the actual main character
  - We thought to ourselves that our game became so popular, they decided to build it in real life

FINAL PROGRESS

Functional Minimum:

- One composed music track, playing in the background
- One playable level with a single enemy archetype
- Basic enemy AI using a **simple FSM** (idle → chase/attack → retreat/defend)
- Keyboard + controller input support
- Minimal placeholder art (rough hand-drawn sketches/prototypes)
- Basic hit feedback (e.g., flicker, sound, simple particles)

Desirable Target:

- Two composed adaptive tracks, each tied to their level's pacing and player performance
- Three playable levels, including **one boss encounter with a simple phase change**
- **HFSM + Utility AI** for enemy behavior (sub-state action selection, varied attacks)
- Fully animated main character and enemy animations
- Refined hit responses (hitstop, camera shake, onomatopoeia pop-ups)
- Improved environment art representing recognizable TUM spaces

Low Target:

- One composed track with **clear adaptive layers**
- Two playable levels with **at least two enemy types**
- **Improved FSM** with sub-states (movement, attack variants, defensive behavior)
- Basic visual feedback synchronized with the music (impact flashes, screen shake triggered on beat accents)
- Simple UI (health bar, score/combo)
- First pass on rigged/hand-drawn animations + improved character art direction

High Target:

- Adaptive soundtrack for **all three levels**, plus boss theme
- **Boss with rhythmic-phase mechanics** and multiple attack behaviors
- Further-refined combat readability and polish (anticipation frames, stagger logic, enemy roles)
- **BPM/Beat HUD** for music/feedback debugging
- Additional environment details and unique assets capturing TUM identity
- Optional cooperative testing groundwork (not full multiplayer)

LIVE DEMO
&
TRAILER