

怪獣



Maximilian Mayer, Lukas Goll, Tim Kaiser, Evgenija Pavlova

GAME IDEA

- Destruction is **fun**
- Best known monster which causes destruction: **Godzilla**
- Twist: Player starts **small**
- Unique Selling Point: **Colorful, Vivid, Voxel**



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BIG IDEA

BIG IDEA BULLSEYE

A fun/flow experience as a Kaijuu
destroying a city

An authentic procedural generated and completely
destroyable city

- Create an **exciting environment** using **vivid colors**
- Set a **challenge** for experienced players through a **combo system**
- Every game session should bring **something new**
- Almost everything shall be **intractable**

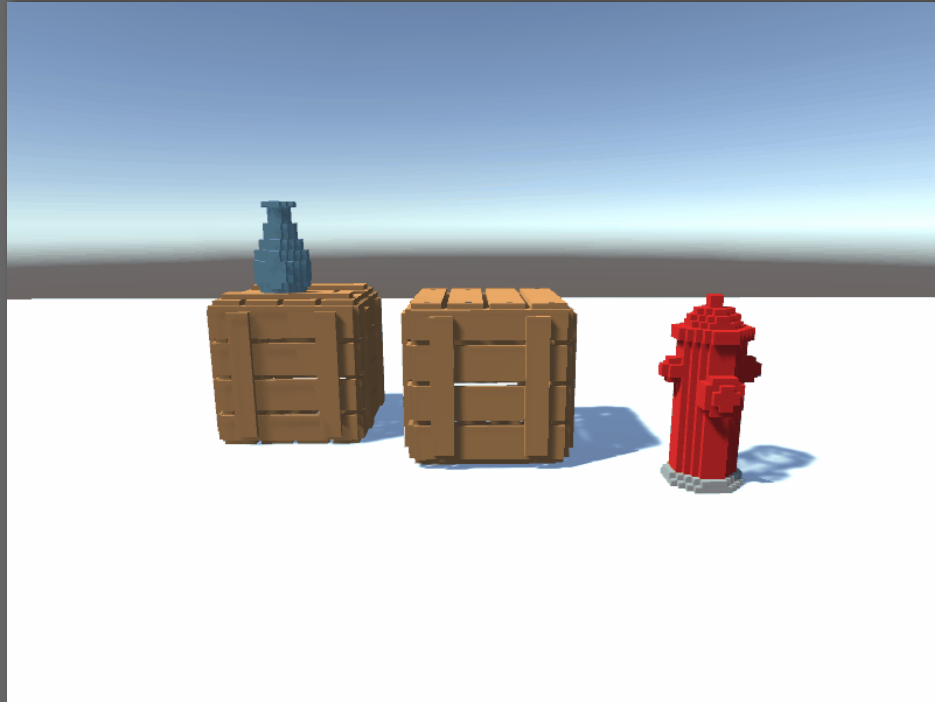
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THE CITY - PROCEDURAL GENERATION



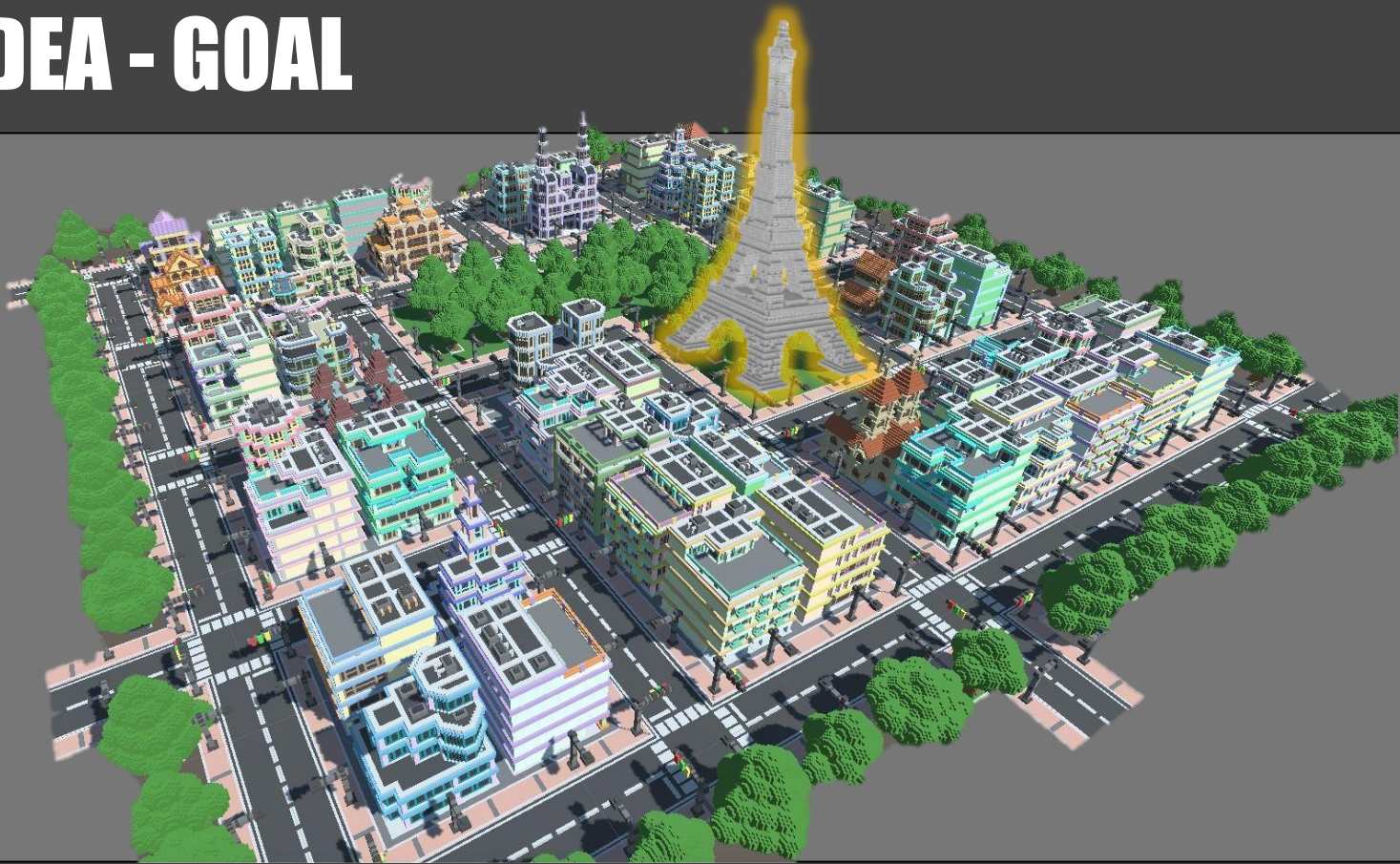
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ABSOLUTE DESTRUCTION!!!



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GAME IDEA - GOAL



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GAME IDEA - GROWTH



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GAME IDEA - GAME PLAY



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Target Schedule

- Functional Minimum => First basic minimal level against the time
- Low Target => First city-like level, destroy sensibly and in flow
- Desirable Target => Full city level with destruction objective after certain growth, playable game rounds
- High Target => Additional gameplay features

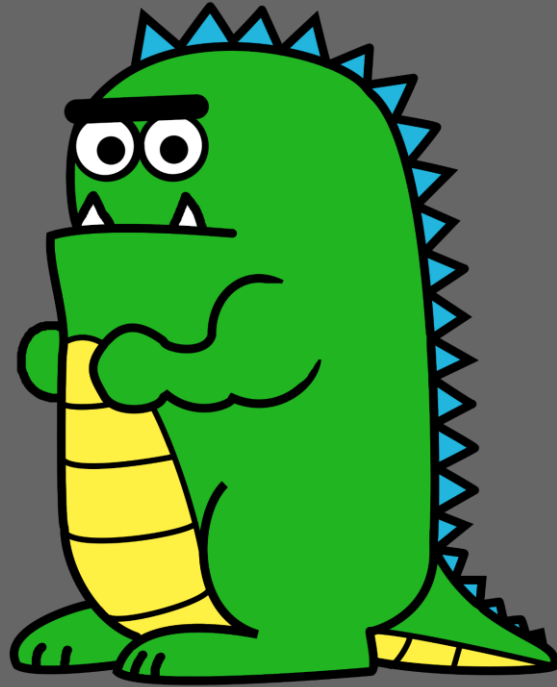
Phase	Dev	Details	Project Week:																
			October			November			December			January			February				
			23	30	6	13	20	27	4	11	18	25	1	8	15	22	29	5	
1	Game Design	Everyone - Deliverables	Project Setup	Report Presentation	Critiques	Report Presentation Mutual Critiques			Report Presentation					Report Presentation		Report Presentation	Video Shooting & Editing	Report Presentation Video Compiled Game	
		Everyone - Components	Game Concept Game Idea Game Design Technical Achievements Development Schedule	Paper Prototype Design Paper Prototype Building	General Code Controls Design General Attack Design Kombo Attack Design Simple UI Design	Refining Paper Prototype Checking setup for presentation			Hitmad Attack Design Advanced UI Design Enemy AI Design				High Target Pickup / Powerup Design Level Design Tutorial Design Dynamic Enemy Design	Pickup / Powerup Design Level Design Tutorial Design	Create Questionary Playtest Scenario	Feedback Analysis			BUFFER
		Everyone - Playtest		Playtesting Paper prototype			Playtesting FM			Playtesting LT				Intermediate Playtesting		Playtesting DT	Playtest Session	Playtesting	Playtesting
		Evgenija - General Design	Draw Concept Arts		Define Color Scheme Test building / object scale Godzilla Model Design	Obstacle Model Design Godzilla Walk Animation	House & Environment Design	House & Environment Design	Enemy Visual Design	Godzilla Scale Design + tests				HT: Story Design	HT: Game experience design				
2	Modelling / Animation	Evgenija - Godzilla Model			Godzilla Basic Model	Godzilla Rigging	Godzilla Walk Animation Godzilla Attack Animation	Godzilla Run Animation Godzilla Attack Animation	More Animations	Godzilla Advanced Kombo Animations	Godzilla Advanced Kombo Animations			Polishing BUFFER	Final Godzilla Visual Polishing	Final Godzilla Visual Polishing	Apply Feedback to the game		
		Evgenija/Maxi/Tim - Environment			Floor Plane	Basic Obstacles	First House Street Planes	First Environment	First full Puzzle Piece	More Houses & City Pieces	More Environment			More life for the city	First full city	Polishing	HT: Models	HT: Models	Apply Feedback to the game
		Tim - Special Effects												Voxel Particle Effects	Voxel Particle Effects	Polishing	Polishing	Polishing	Apply Feedback to the game
		Evgenija - Enemies									Static enemy modelling	Static Enemy Modelling	Dynamic Enemy Modelling	Polishing					Apply Feedback to the game
3	Scripting	Lukas - Gameplay				Attack Timing	Combo Mechanics	Combo Mechanics	Combo Mechanics	Godzilla Scale Mechanics Enemy Mechanics	Enemy Mechanics	Enemy Mechanics	HT: Enemy Mechanics	Polishing BUFFER	HT: Gameplay Additions according to design	HT: Gameplay Additions according to design	Apply Feedback to the game		
		Tim - Destruction		Basic Destruction Tests	Basic Destruction	Basic Destruction	Destruction Refinement	Destruction Refinement	House & Environment Destruction	Fine Tune Destruction		Application of Particle Effects In Game	Application of Particle Effects In Game	Destruction Recap for the whole city	Destruction Polishing	Destruction Polishing	Apply Feedback to the game		
		Tim - Level Generation					Map Generation: Fill blanks	Map Generation: Fill blanks		Map Generation: whole map	Map Generation: whole map	HT: new square generation	HT: new square generation					Apply Feedback to the game	
		Lukas - Camera & Character			Basic Controls Implementation	Basic Controls Implementation	Combo Controls	Combo Controls	Flow & Timing	Camera Scale Mechanics	Advanced Combo Controls	Flow & Timing		Polishing	HT: Combs	HT: Combs	Apply Feedback to the game		
		Maxi - Game Systems			General Scene Structure General Object Structure Timer & Hightscore	General Scene Structure General Object Structure Timer & Hightscore	Advanced Point & Hightscore Mechanic	Task Mechanics	Task Mechanics	Level Finish Condition: Object Destruction	Level Finish Condition: Object Destruction	Game Flow: from Menu to game and back	Main Menu	Polishing	HT: Game modes	HT: Game modes	Apply Feedback to the game		
Everyone - Rughing & Polishing					Adjust Gameplay LT Bug Fixing			Adjust Gameplay LT Bug Fixing				DT Bug Fixing	DT Bug Fixing	Polishing	Polishing	Apply Feedback to the game			
4	UI	Everyone - Menus								Game Menu UI	Game Menu UI	Game Menu UI	General Polishing Simple Tutorial	Simple Tutorial	HT: Advanced Tutorial	HT: Advanced Tutorial	Apply Feedback to the game		
		Everyone - In-Game			Only necessary In-Game UI		Simple In-Game UI	Simple In-Game UI					Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI	Apply Feedback to the game	
		Everyone - HUD			Only necessary HUD		Simple HUD	Simple HUD					Fancy HUD	UI Polishing	Polishing			Apply Feedback to the game	
5	Sound	Maxi - Effects					First Effects	First Effects			Multiple Effects				Polishing	Polishing	Apply Feedback to the game		
		Maxi - Soundtrack									Soundtrack	Soundtrack	Soundtrack	Polishing			Apply Feedback to the game		
			Functional Minimum			Low Target			Desired Target			High Target?			Polishing				
			Game Idea Milestone			Prototype Milestone			Interim Demo			Alpha Release			Playtesting Milestone		Final Release		

Deadline

Playtesting Milestone							130	0	
Not Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	8	0
Not Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	5	0
Not Yet Started	Desirable Target	15.01.2020	21.01.2020	6	Playtesting DT	Everyone	Playtest the desirable target game	6	0
Not Yet Started	Desirable Target	15.01.2020	21.01.2020	6	Adjust Gameplay	Tim, Lukas	Adjust the gameplay based on the playtest	10	0
Not Yet Started	Desirable Target	15.01.2020	21.01.2020	6	DT Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	0
Not Yet Started	Desirable Target	15.01.2020	21.01.2020	6	Gameplay Polishing	Tim, Lukas	Polish the gameplay for the playtest session	5	0
Not Yet Started	Functional Minimum	15.01.2020	21.01.2020	6	Create Questionary	Everyone	Create the questionary for the the playtest session	2	0
Not Yet Started	Functional Minimum	15.01.2020	21.01.2020	6	Playtest Scenario	Everyone	Define the playtest session and what the participants are supposed to do	2	0
Not Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Playtest Session	Everyone	Playtest the game with external players	20	0
Not Yet Started	Desirable Target	15.01.2020	28.01.2020	13	Visual Polishing	Everyone	Final Gozilla, asset and effect visual polishing	10	0
Not Yet Started	Desirable Target	15.01.2020	28.01.2020	13	Sound Polishing	Maxi	Polish the sound of the game	5	0
Not Yet Started	Desirable Target	15.01.2020	28.01.2020	13	UI Polishing	Everyone	Polish the UI of the game	5	0
Not Yet Started	High Target	15.01.2020	28.01.2020	13	Advanced Tutorial	Everyone	Create an advanced and more detailed tutorial	X	0
Not Yet Started	High Target	15.01.2020	28.01.2020	13	HT models	Everyone	Create high target models (environment, power ups etc.)	X	0
Not Yet Started	High Target	15.01.2020	28.01.2020	13	Gameplay Additions	Lukas, Tim	Add designed high target gameplay additions to the game	X	0
Not Yet Started	High Target	15.01.2020	28.01.2020	13	New Game Modes	Maxi	Add new game modes	X	0
Not Yet Started	High Target	15.01.2020	28.01.2020	13	New Combos	Lukas	Add high target combos to the controls	X	0
Not Yet Started	Desirable Target	22.01.2020	28.01.2020	6	Apply Feedback to Game	Everyone	Apply the feedback from the playtest to the game and fix any complaints	20	0
Not Yet Started	Desirable Target	22.01.2020	28.01.2020	6	Bug Fixing	Everyone	Fix any bugs encountered during playtesting	10	0
Not Yet Started	Desirable Target	22.01.2020	28.01.2020	6	Polishing	Everyone	Polish any unpolished aspects encountered during playtesting	10	0
Not Yet Started	Functional Minimum	22.01.2020	28.01.2020	6	Feedback Analysis	Everyone	Analyse the feedback from the playtest session	2	0

Final Release Milestone							142	0	
Not Yet Started	Functional Minimum	05.02.2020	11.02.2020	6	Report	Everyone	Write the Report for the milestone and upload to the wiki	15	0
Not Yet Started	Functional Minimum	05.02.2020	11.02.2020	6	Presentation	Everyone	Make the Presentation for the milestone and upload to the wiki	10	0
Not Yet Started	Functional Minimum	29.01.2020	11.02.2020	12	Video	Everyone	Make a video that highlights exciting aspects of the game	15	0
Not Yet Started	Functional Minimum	05.02.2020	11.02.2020	6	Compiled Game	Everyone	Compiled final version of game with sources	2	0
Not Yet Started	Desirable Target	05.02.2020	11.02.2020	6	Bug Fixing	Everyone	Fix all known bugs for final version	40	0
Not Yet Started	Desirable Target	05.02.2020	11.02.2020	6	Polishing	Everyone	Polish everything for final version	40	0
Not Yet Started	Desirable Target	05.02.2020	11.02.2020	6	Playtesting	Everyone	Playtest the whole game to find any rough edges	20	0

QUESTIONS?



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