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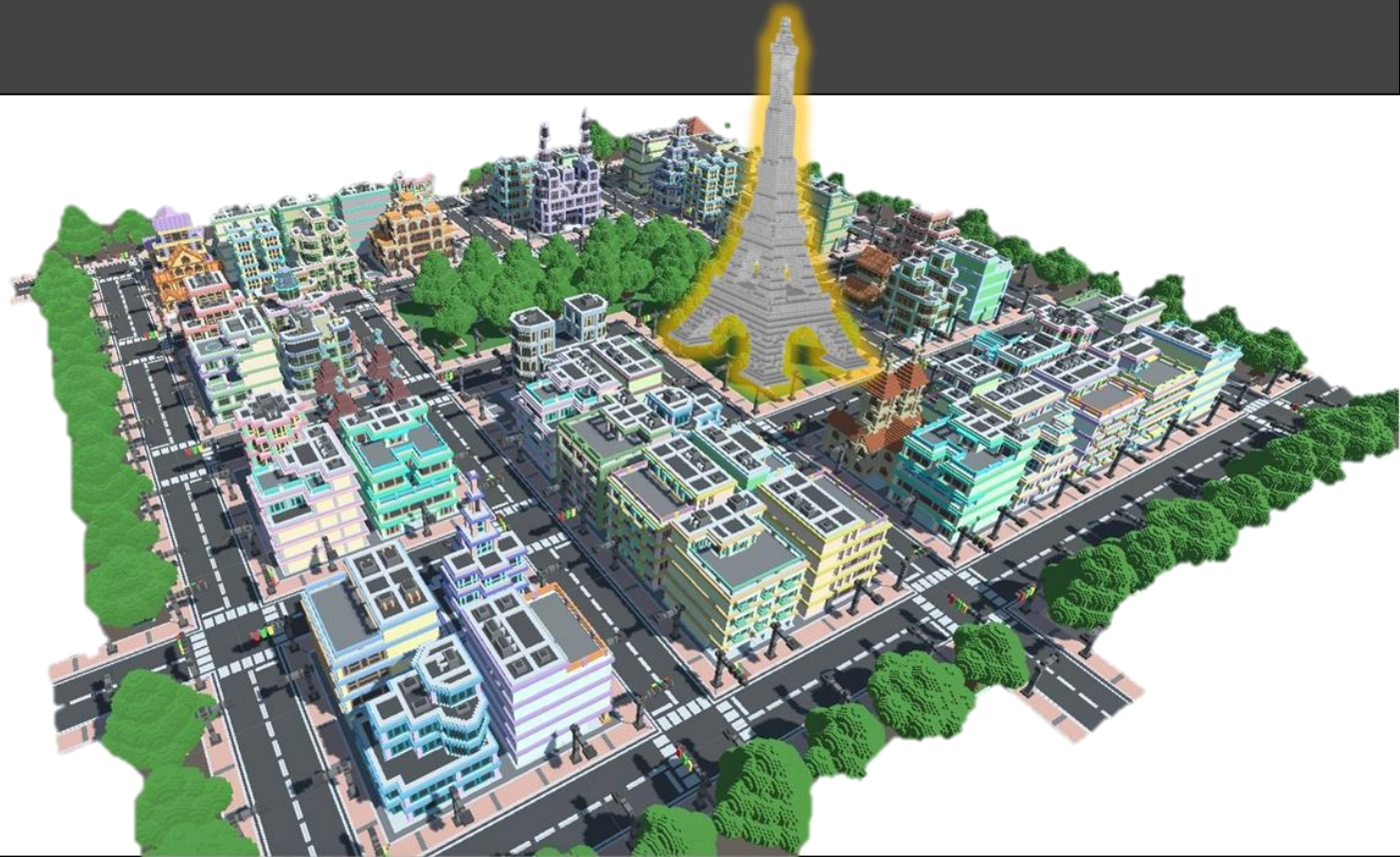Maximilian Mayer, Lukas Goll, Tim Kaiser, Evgenija Pavlova

Main goal:
- Test fun and flow of character control and combo system

Secondary goal:
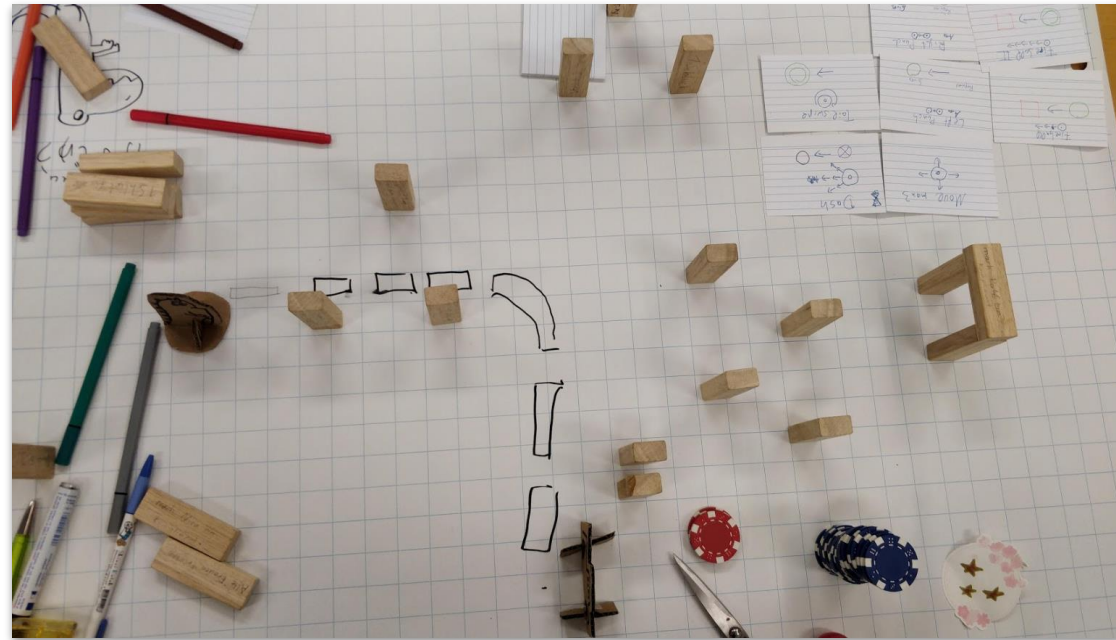- Test procedural map generation

Conclusion:
- ➢ Round based gridded board game

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The Rules

Goal : Destroy the city
- Maintain a combo to score more points
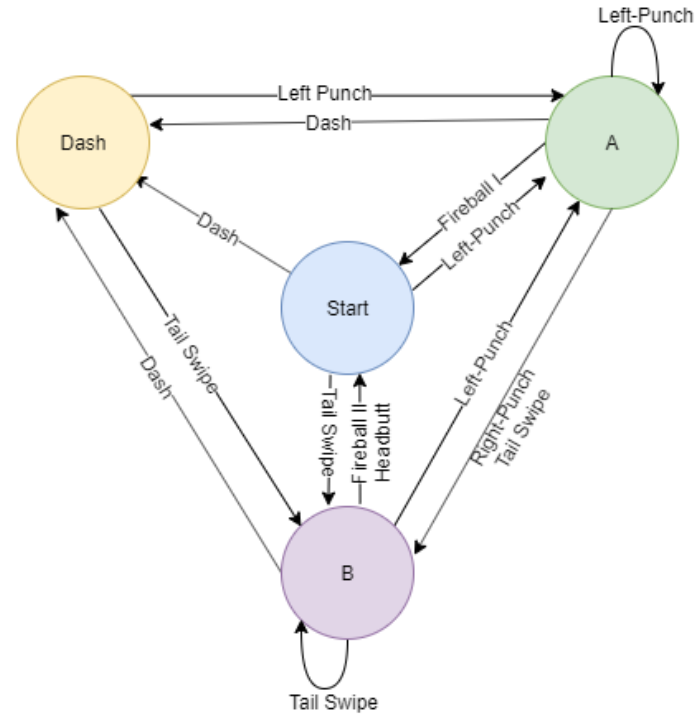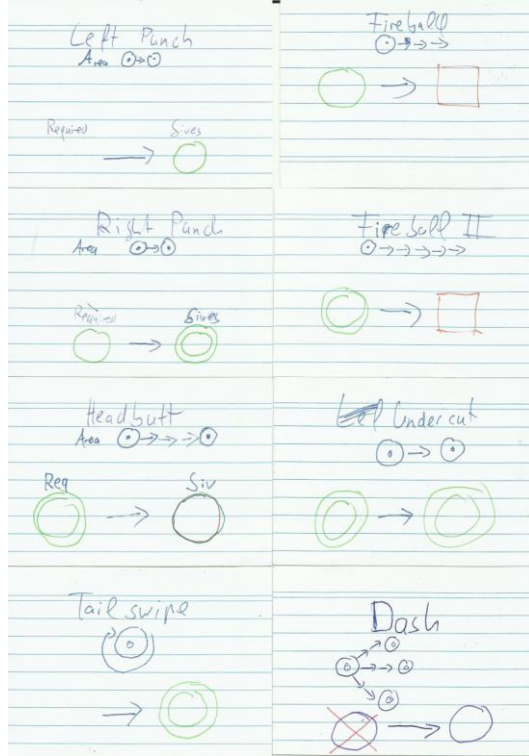- Level consists of grid aligned objects

Player Phase
- Move three tiles per turn

--- or ---

- Choose an attack action

Enemy Phase
- Cars move 2 tiles forward
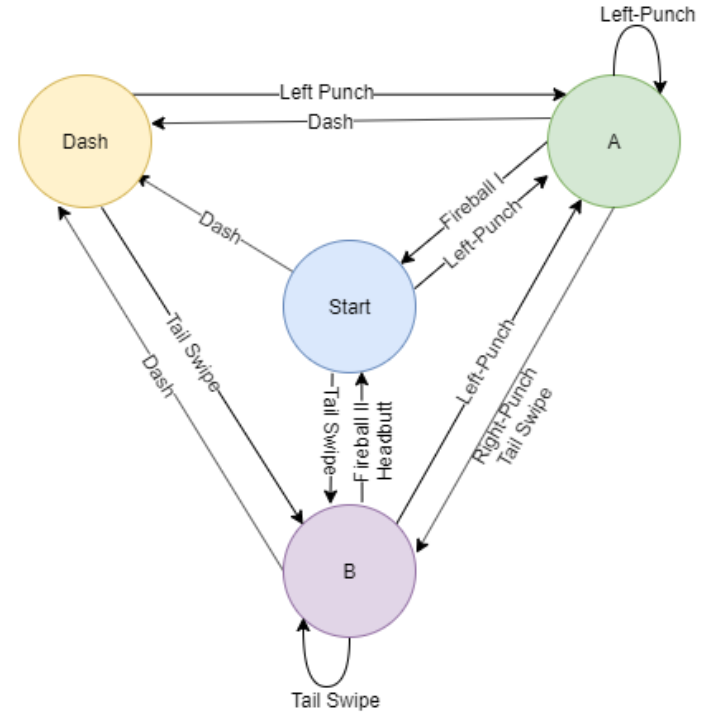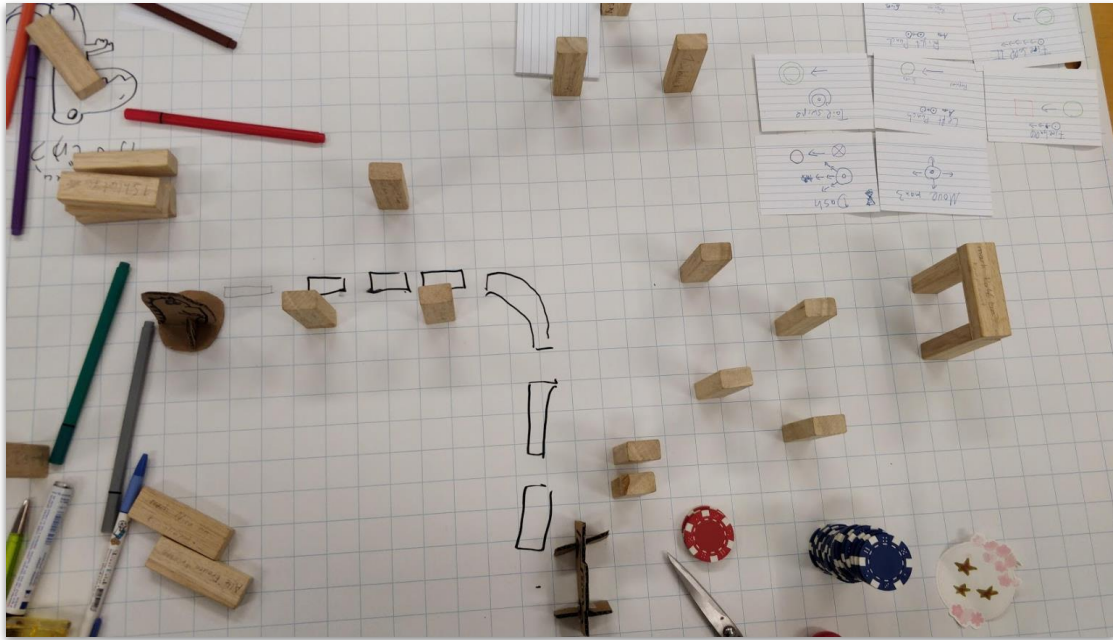- Collision with player disrupts combo

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Combos
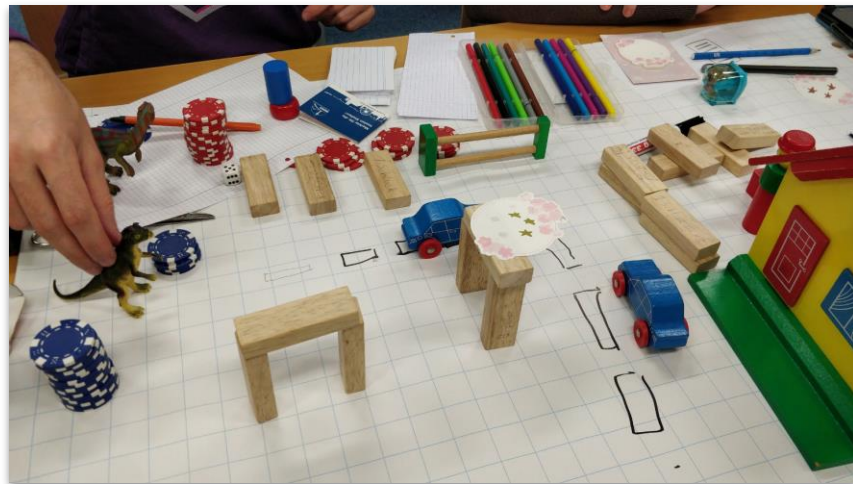

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DEMO TIME

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Demo

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Experience

- A versatile and flowing combo system is crucial

- Alignment of destructibles throughout the city are important

- (Dynamic) Enemies add an additional layer of complexity to the game

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Time-based Highscore
- Timer
- Easy to implement
- Good for the early development stages

Survival
- Enemies
- Increasing difficulty

Milestone oriented
- Destroy object of certain size
- Growth mechanic
- High target goal

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"Godzilla" revisited - Enemies

Complex Enemies
- E.g. police
- Attack player from a distance
- Follow/hunt player
- AI: Additional complex system to implement
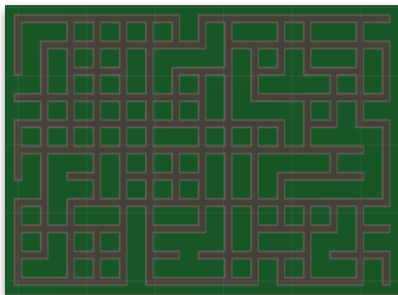- Hard to defend against

Dynamic Obstacles
- E.g. cars
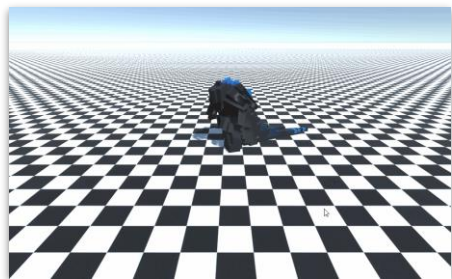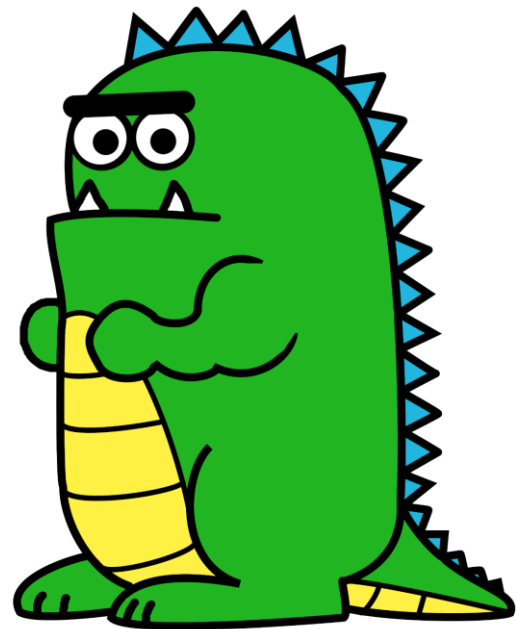- Move along a predefined path
- Hurt player on touch

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Questions?

Procedural streetmap

House explosion

Running Godzilla

Baby Godzilla

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