Destruction for Dummies

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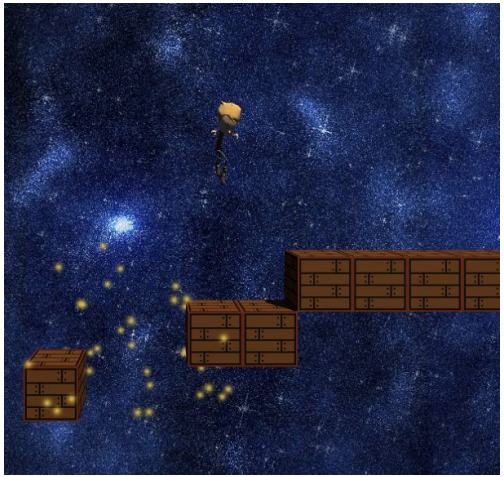
Team M.A.D - Mutually Assured Destruction
Computer Games Laboratory WS1920

BIG IDEA BULLSEYE
DESTRUCTIVE PUZZLE PLATFORMER
LEVEL EDITOR

Puzzle Platformer

- 2.5D
- Level build from blocks
- Every block is destructible
- Blocks have different properties / effects



Functional Minimum

- Simple Player Character, that can move and jump
- At least 2 different block types(wood, stone)
- Start/Goal-platform
- Level Class(blocks in a grid)
- Input Manager(Xbox/Mouse-Keyboard)
- Simple cube models with color

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Low Target

- At least 5 different block types
- Simple Level Editor
  - Export level
  - Can create and save only 1 level
- Simple Menu UI
- Two playable levels
- Respawn of the player at the beginning of the level
- Completing a level
- Blocks with textures

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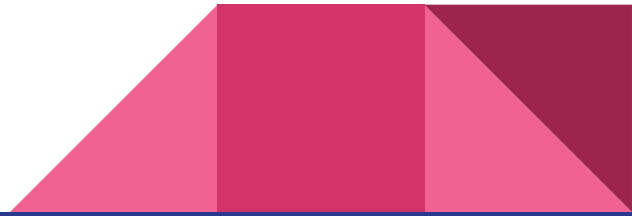
Desirable Target

- Animated Player Character
- At least 7 different block types
- Nice looking level selection UI
- Playtest levels in real time
- Load levels from the editor



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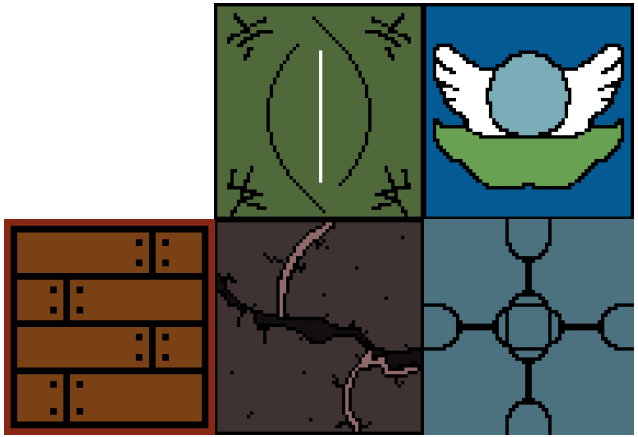
Blocks so far:

- Start / End platforms
- Stone
- Wood
- Chain

Blocks have textures

And destruction effect

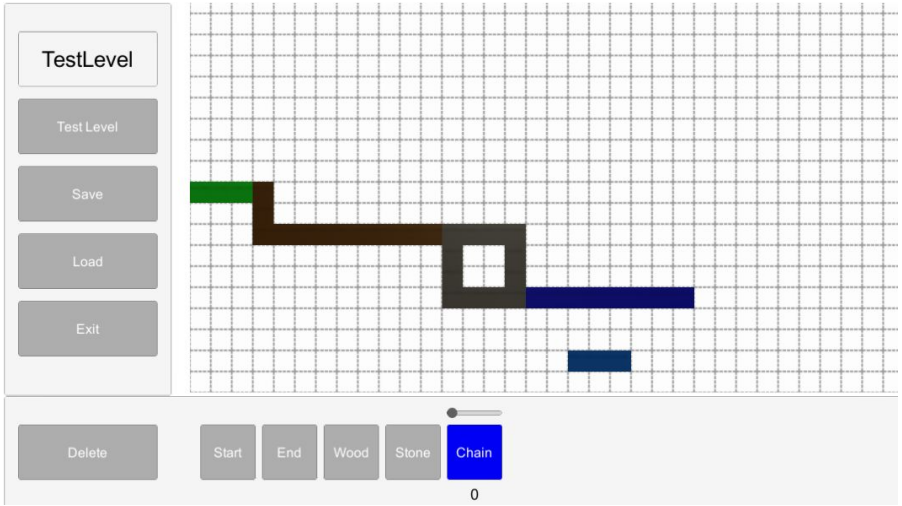


The Player

- Working player controls
- Not using unity’s physics
- Ray tracing based collision detection
- Interaction with blocks by touching
- Player model
- Animation

The Editor

- Create custom / core levels with a few clicks
- Save / load functionality



The Levels

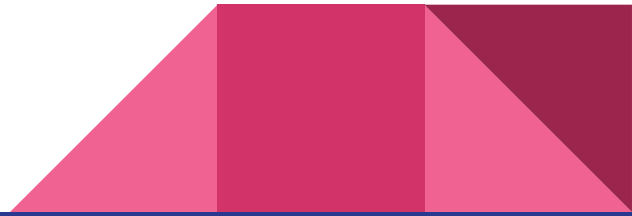
- Over 8 Core levels implemented already!
- Varying difficulty
- Wide range of puzzle mechanics
- Utilization of all block types so far
- Levels created with the level editor

Lessons and future ideas

- Player controls proved challenging
- Introduce more block types
- Improve level editor user interface
- All blocks are destructible - impairs level design process

Live Gameplay!

Questions / Feedback



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