

Destruction for Dummies

Marco Grasso, Liou Bao, Jonathan Borowski

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

The logo for Big Idea Bullseye, featuring the text "BIG IDEA BULLSEYE" in white, bold, sans-serif font, arranged in three lines and centered within a red circular bullseye graphic. The bullseye has a dark red center and a lighter red outer ring. The background of the entire image is dark with a large, semi-transparent circular graphic in shades of teal and blue, and two horizontal arrows pointing left towards the bullseye.

**BIG
IDEA
BULLSEYE**

A large, 3D-style red arrow pointing to the left, positioned above the teal arrow.

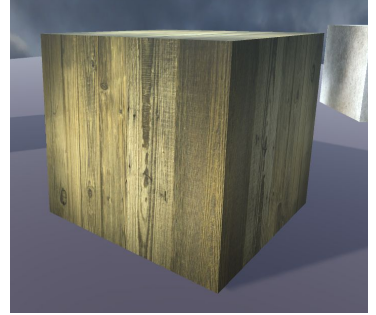
DESTRUCTIVE PUZZLE PLATFORMER

A large, 3D-style teal arrow pointing to the left, positioned below the red arrow.

LEVEL EDITOR

Puzzle Platformer

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



Prototype Goals

- Explore the game concept
- Elaborate on the mechanics
- See if the idea could translate into a fun game



Implementation

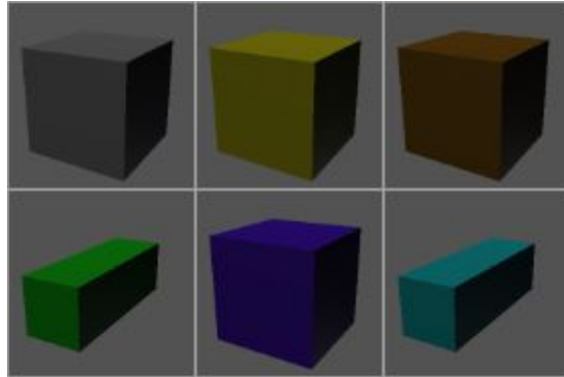
- Software prototype in the form of: **a unity project**
- Includes basic elements from the game
- Has a few levels
- Each level explores an aspect or a mechanic
- Levels are linked
- Basic trial and error realization



Included Elements

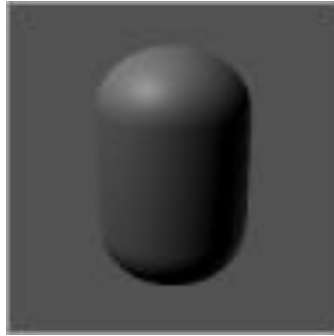
Blocks:

- Start / End platforms
- Stone
- Wood
- Chain
- Charge



Included Elements

Controllable player



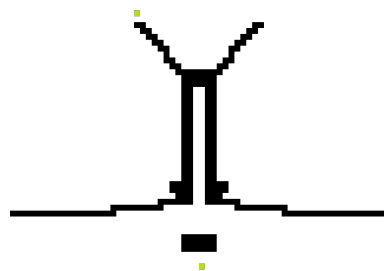
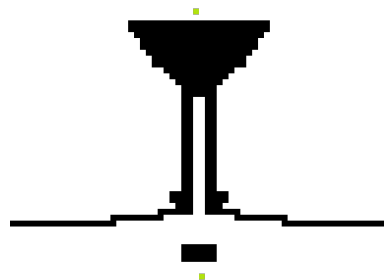
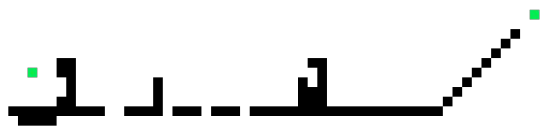
Included Elements

Interactions:

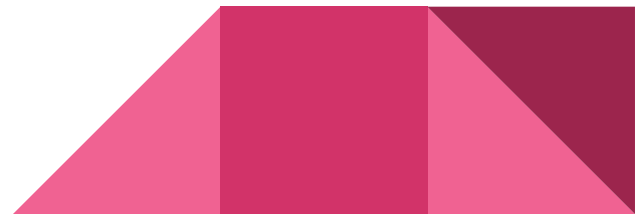
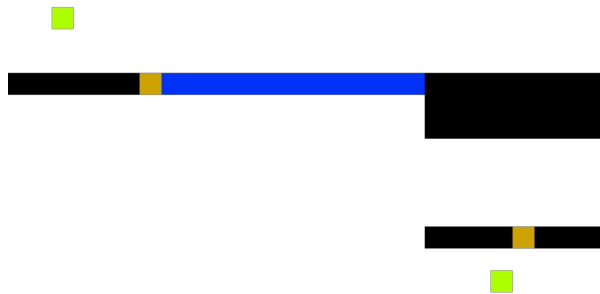
- Blocks disappear with different timing
- Falling will reload the level
- Chain blocks are linked together, disappear simultaneously
- Landing on the end platform loads the next level
- Charge block prevents destruction, causes explosion after a while



Early Level Concepts



Refined Level Concepts

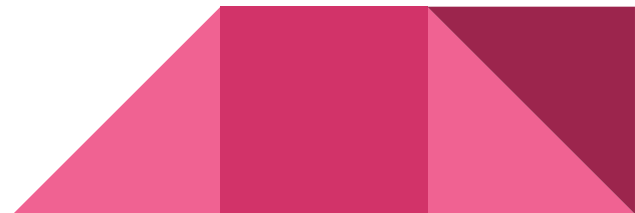


What We Have Learnt So Far

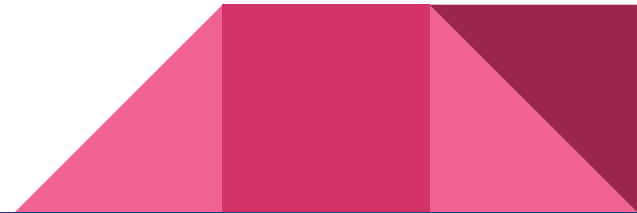
- Jumping - not as trivial as initially perceived.
- Little down time after failing - fun!
- Level editor - also useful for creating core levels.
- Destruction of blocks works, feels right.
- When managing many types of blocks - Inheritance is invaluable.



Live Gameplay!



Questions / Feedback



Destruction for Dummies

Marco Grasso, Liou Bao, Jonathan Borowski

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