

Game Proposal:
Wall-ther, don't let the wall falter!

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1 Introduction

"Wall-ther, don't let the wall falter!" invites players into a richly immersive 2.5-dimensional platformer, where walls are the heartbeat of civilization's last stand against relentless foes. Wallther has no interest in gut-wrenching wars, he only tries to maintain the walls that have been built and kept alive by his ancestors. Help him keeping the city intact against the enemy.

2 Synopsis

In "Wall-ther, don't let the wall falter!" players assume the role of "Wall-ther" a courageous wall builder tasked with protecting their city from an onslaught of adversaries. Wallther is a gritty old builder, strong enough to deal with a whole army but he does not like combat, he only deals with walls. As the last line of defense for civilization, players must use their wits and resourcefulness to fortify the city's walls and repel enemy attacks. With danger lurking at every turn, every decision made shapes the outcome of the battle for survival.

3 Gameplay Overview

The core gameplay revolves around dynamic and strategic construction. Players navigate the wall from inside through scaffolding around it. Key gameplay elements include:

- **Platforming Action:** As players navigate the city's walls and surrounding scaffolding, they must overcome a variety of platforming challenges. This is done through classic platforming
- **Maintenance Mechanics:** Players can repair the city's walls, defense systems and modes of traversal. Each construction choice requires careful planning and resource management.

- **Upgrades:** At night, between waves of enemies, Wall-ther can spend money on improving his stats.
- **Puny Crossbowmen:** The city's defending crossbowmen will do their job on their own, provided Wall-ther does his job properly. They will man the walls and defend the city, they are ultimately the ones defeating the siege.
- **Difficulty Progression:** Every day, the siege gets more intense as the enemies get more and more enraged with the unexpected durability of Wallther's wall. Projectiles will come more frequently and the crossbowmen will have to fire more arrows until the sieging units retreat. **The game can ultimately only end in defeat.**

4 Level Design

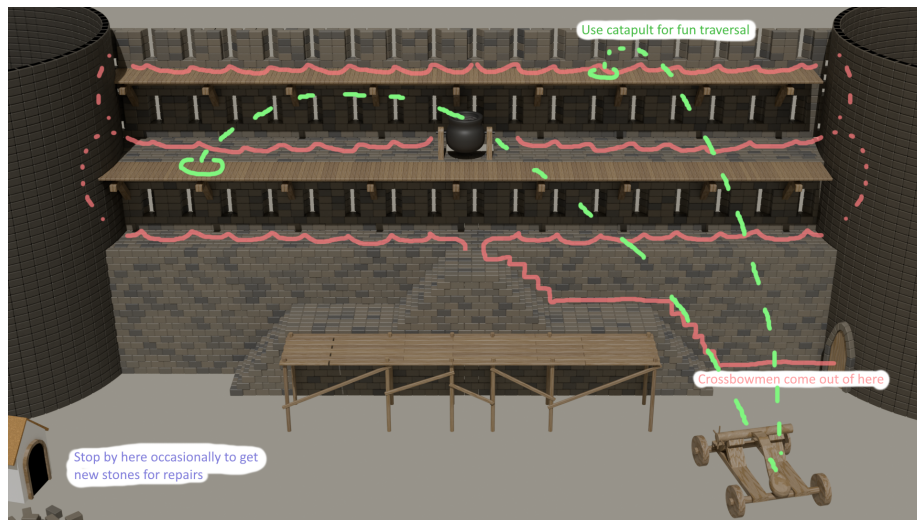


Figure 1: Mockup level showcasing paths of AI Crossbowmen and a possible layout for platforming

A fixed camera shows the entire city wall at once. The level's layout mostly revolves around the wall and the supporting scaffolding. On the ground, where Wall-ther can pick up resources, movement is unrestricted, whereas on the scaffolding and the walls, the player has to be careful not to fall.

4.1 Dynamic level design

The wall is made up of small compartments that perfectly merge into a solid wall when unscathed. However, different kinds of enemy attacks can damage

the wall and the scaffolding. If the scaffolding is broken, neither Wall-ther nor the Crossbowmen can walk on it. If the wall itself is damaged, defeat becomes more imminent, as enemy projectiles soar right through, dealing devastating damage to the city.

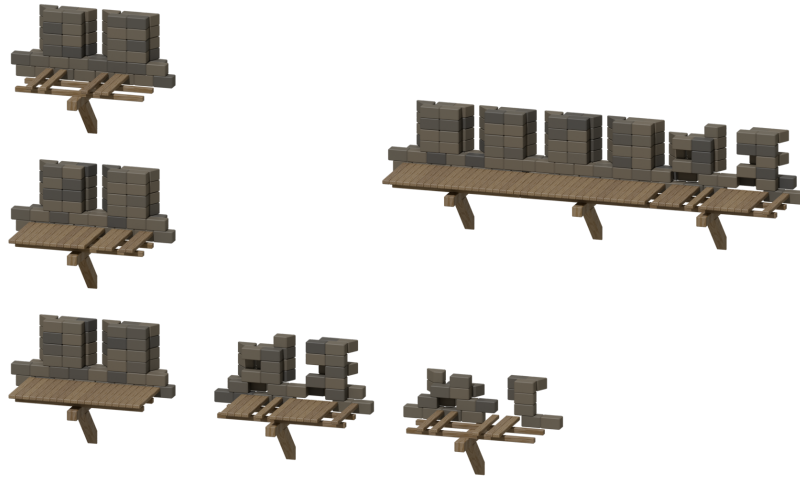


Figure 2: The wall compartments blend in with each other, but have their own internal health bar. Scaffolding and Stone wall have separate health. Attacks that damage the wall also take their toll on the scaffolding, but not vice versa.

5 Technical Achievement

As a testament to the team's creativity and expertise, "Wall-ther, don't let the wall falter!" will implement advanced dynamic lighting, smooth character control, and game physics. In order to enhance replayability and ensuring a fresh experience with each playthrough, we aim to implement an intelligent NPC (allies) behaviour in terms of how they navigate and respond to the enemy attacks. This technical achievement not only showcases the team's technical prowess but also enriches the gameplay experience, providing players with endless challenges and exploration opportunities.

6 Art Style & Visual Aesthetic

The world of "Wall-ther, don't let the wall falter!" comes to life with a visually stunning art style that transports players to a realm of wonder and danger. From towering citadels to shadowy forests, each environment is meticulously crafted with handcrafted details and dynamic lighting effects.

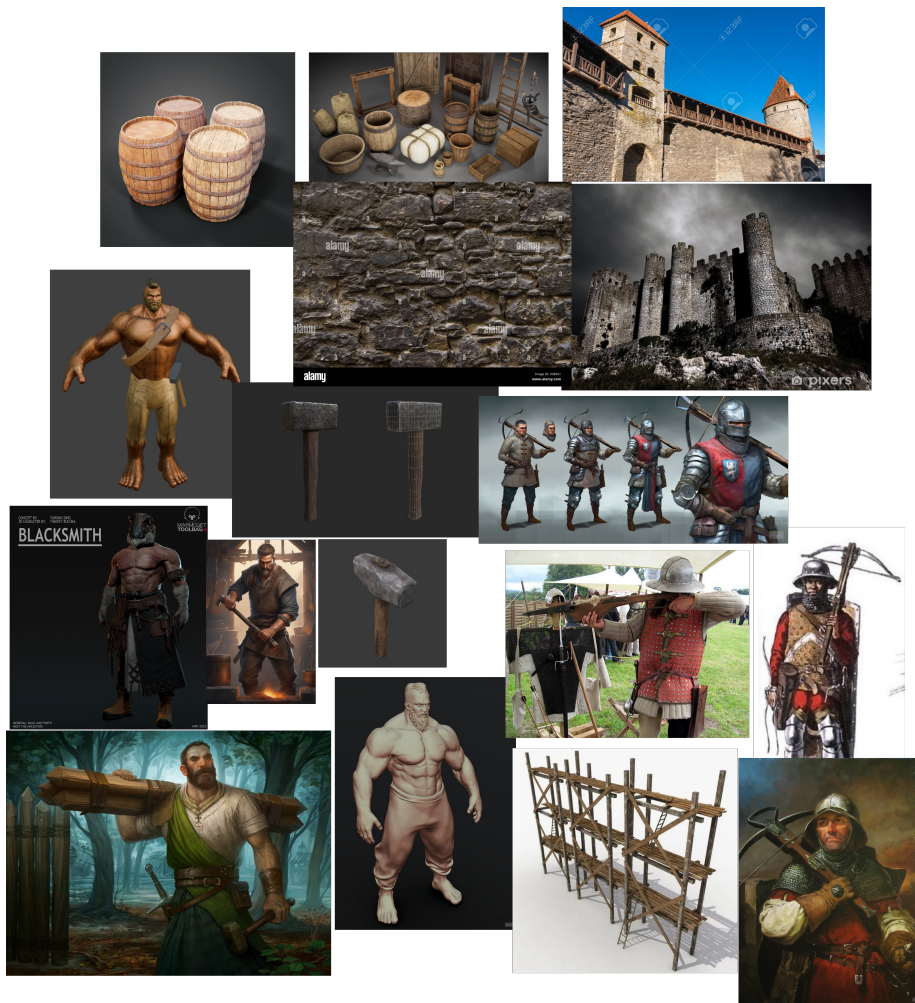


Figure 3: Moodboard capturing the visual style we intend to adapt as well as visual reference.

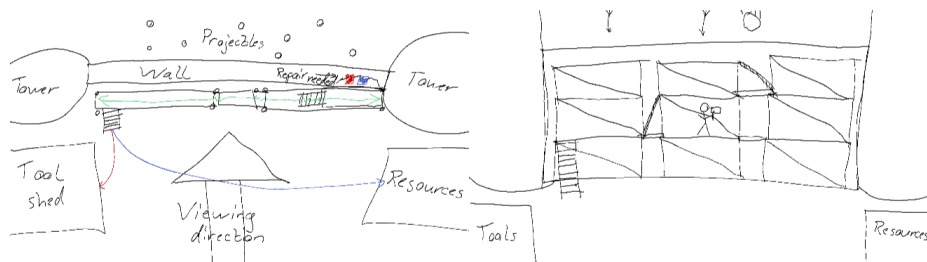


Figure 4: Simple sketches from the early brainstorming phase.

7 Development Plan

7.1 Team Member 1: Lead Programmer - Towsif

- Pre-production Phase (Week 1-2): Collaborate with the game designer to define technical requirements and establish development milestones. Begin prototyping core gameplay mechanics.
- Prototyping Phase (Week 3-4): Focus on implementing essential gameplay systems, such as player controls, construction mechanics, and enemy AI. Work closely with the other programmer to ensure seamless integration of gameplay features.
- Production Phase (Week 5-6): Continue to develop and refine gameplay systems, addressing any technical challenges that arise. Prioritize tasks based on project priorities and feedback from the team.
- Polishing phase (Week 7-8): Conduct thorough bug testing and optimization to ensure smooth performance. Collaborate with the other programmer to finalize implementation details and prepare for release.

7.2 Team Member 2: Programmer/Sound Designer - Karl

- Pre-production Phase (Week 1-2): Assist the lead programmer in prototyping core gameplay mechanics and technical features. Focus on implementing specific gameplay systems, such as enemy behavior.
- Prototyping Phase (Week 3-4): Iterate on gameplay prototypes and refine technical implementations based on feedback from the team. Collaborate with artists to integrate art assets into the game engine and ensure consistency with the game's visual style.
- Production Phase (Week 5-6): Work on implementing additional gameplay features and technical enhancements, such as dynamic lighting effects or advanced AI behaviors. Coordinate with the lead programmer to address any technical dependencies or integration issues. Responsibilities would also include sound engineering.
- Polishing Phase (Week 7-8): Assist with bug fixing and optimization efforts, focusing on areas that require additional attention. Prepare final builds for release and conduct final testing to ensure quality and stability.

7.3 Team Member 3: Lead Technical Artist - Tobias

- Pre-production Phase (Week 1-2): Collaborate with the rest of the team to establish the art style and visual direction for the game. Begin creating concept art and mood boards to inform the development of art assets.

- Prototyping Phase (Week 3-4): Produce initial art assets for prototype levels, focusing on key elements such as character designs, environmental props, and background elements. Iterate on designs based on feedback from the team.
- Production Phase (Week 5-6): Produce final art assets for the game, including character animations, level backgrounds, and special effects. Coordinate with the rest of the team to ensure that art assets are integrated seamlessly into the game.
- Polishing Phase (Week 7-8): Fine-tune visual elements and address any remaining art-related tasks, such as polishing animations or creating promotional materials. Collaborate with the sound designer to ensure that visual and audio elements complement each other effectively.

7.4 Team Member 4: Artist/Programmer - Leon

- Pre-production Phase (Week 1-2): Assist the lead artist in creating concept art and visual assets for the game. Collaborate with the lead programmer to understand technical requirements and constraints.
- Prototyping Phase (Week 3-4): Create additional art assets for prototype levels and gameplay features, focusing on areas such as environmental detailing and visual effects. Assist with technical implementations as needed, such as integrating art assets into the game engine.
- Production Phase (Week 5-6): Continue to produce art assets and assist with technical implementations, addressing any art-related issues or challenges that arise. Collaborate with the lead artist and programmer to maintain consistency in the game's visual style and quality.
- Polishing Phase (Week 7-8): Assist with final art-related tasks and optimizations, focusing on enhancing visual fidelity and immersion. Coordinate with the sound designer to ensure that visual and audio elements complement each other effectively in the final release.

8 Assessment & Success Criteria

The success of "Wall-ther, don't let the wall falter!" will be measured by its ability to captivate players and deliver a compelling gameplay experience where they compete for the leader board. Game is intentionally being designed and developed with replay value in mind, and the capacity to be played endlessly until the fail state is reached. The game is visually captivating owing to a huge number of easy to implement but significant visual flares, such as particles systems, several animals even outside of the core gameplay elements, shaders and etc that reinforce the silly cartoony vibe the game is targeting. The game delivers an emotionally captivating backstory for the player about bravery and honoring

the work laid out by their ancestors. Players are protecting the wall's legacy by replenishing and maintaining it. "Wall-ther, don't let the wall falter!" takes place during medieval ages .

9 Conclusion

By embracing the philosophy of narrowing focus and imposing limits to expand creativity, "Wall-ther, don't let the wall falter!" aims to deliver an unforgettable gaming experience that resonates with players and stands as a testament to the team's passion and dedication.