Game Idea

Endless Runner

- 2.5D bathroom world
- Track procedurally generated
- Main theme revolves around sliding on soap and water mechanics
- A soon to be moist world

We sticked to the main theme and only adjusted small things from there.

2.5D -> 3D

Goals from the beginning

"Big Idea" Bullseye

Soap mechanics
- Making ground in front wet increases speed
- Simulate foam via particle effect or shader or metaballs

Procedural level generation
- Different types of building blocks
- Levels become longer and more difficult over time
- Enemies, switches, triggers spawn at different locations
- Random special events

Original ideas from the first presentation.

Things we implemented

"Big Idea" Bullseye

Soap mechanics
● Making ground in front wet increases speed
● Simulate foam via particle effect or shader or metaballs

Procedural level generation
● Different types of building blocks
● Levels become longer and more difficult over time
● Enemies, switches, triggers spawn at different locations
● Random special events

Reworked many ideas:

- Added new speed mechanics
- Made the procedural generation less frustrating
- Added pickups
- Added shield mechanic
- Highscore List for competition

Difficulties

- Some Obstacles didn't work
- Randomization of tracks was difficult to get right
- Player movement had to be tweaked a lot
- Splash had to correctly interact with environment
- Difficult to implement the water shooting mechanic in a way that feels good for the player

Things we learned

- Keep a project simple and focused in the beginning and extend later.
- Keep communication high over a long project
- Physical prototypes are useful for strategic games but not that much for action games.
- Making a driving mechanic is more difficult than expected

Final Project

Now we will show the trailer of our game.
(Link here because it won't work in Pdf)

https://www.youtube.com/watch?v=9VGYrF2hWPE

Questions?