# Slippery Bash

## Alpha Release
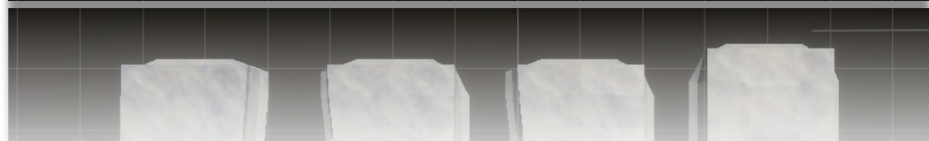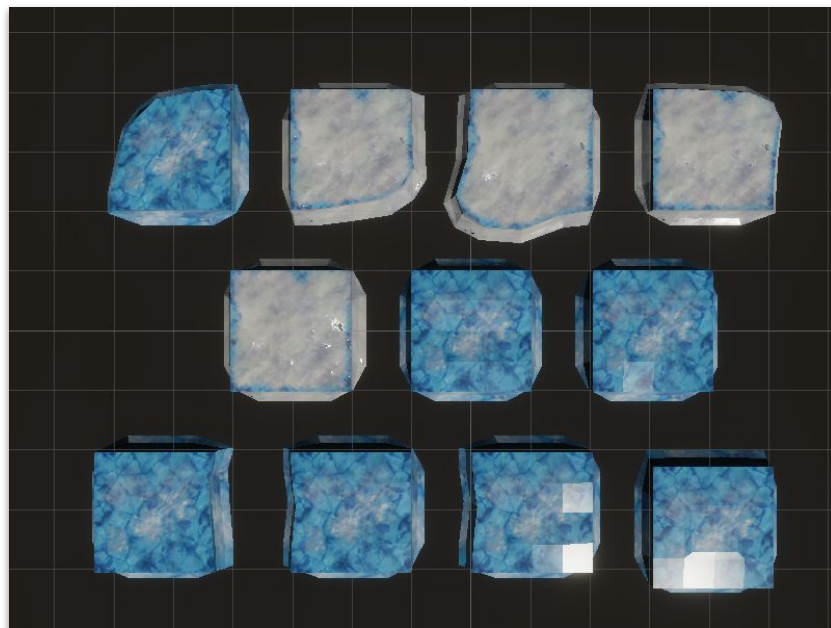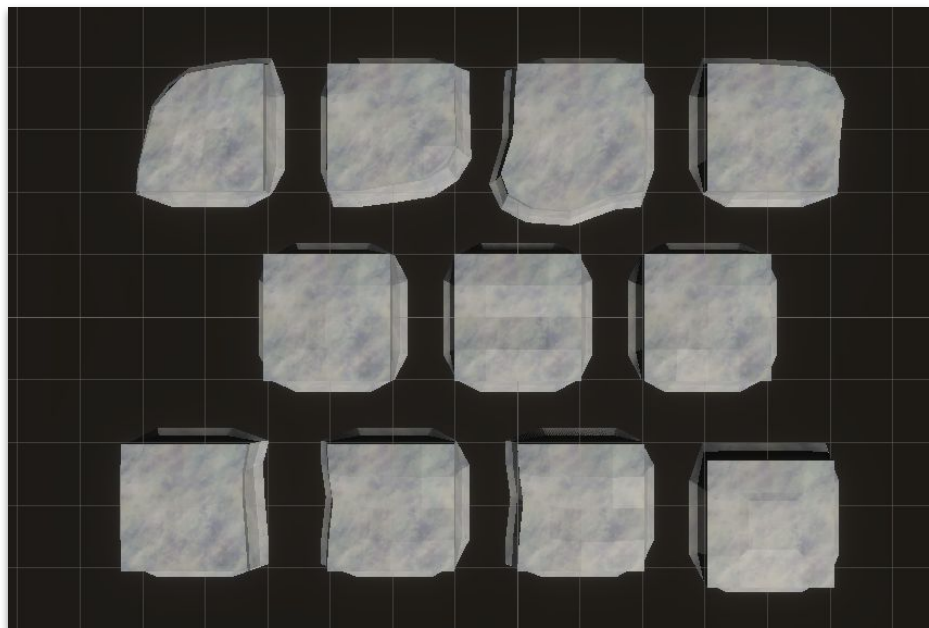
**Team Ice Guys**

Akbar Suriaganda

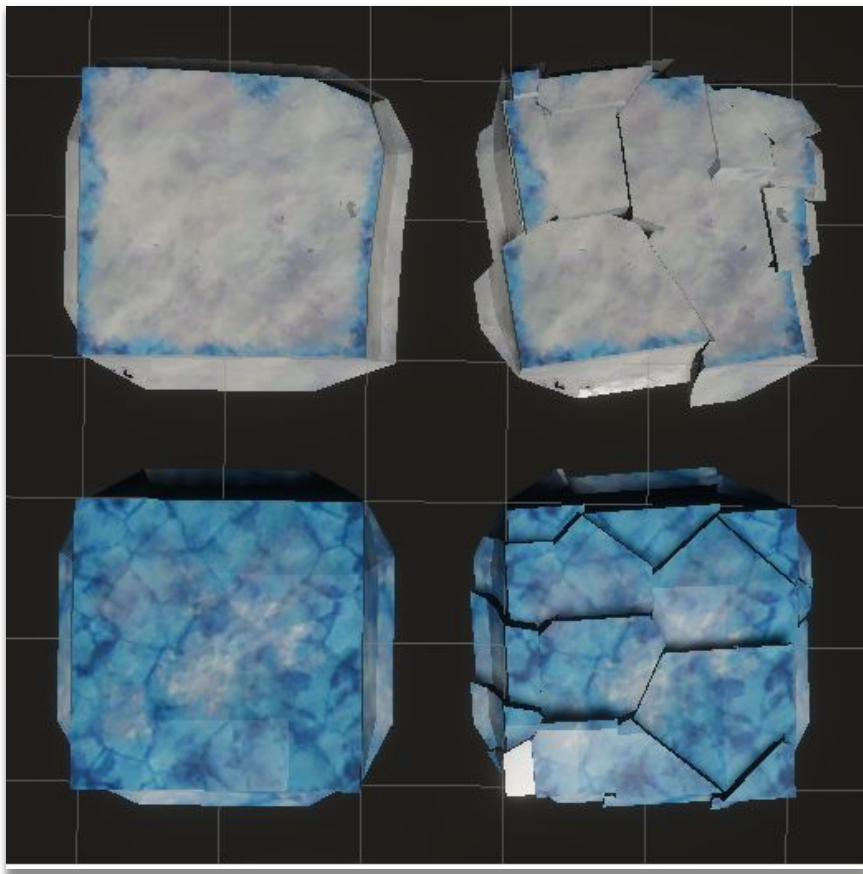Moritz Naser

Omar Ahmed

Tarek Elsherif

# Level Design

- Modular design of tiles
- Randomized snow/ice distribution at start
- Each tile fractured individually in blender
- 3 middle tiles, 4 corner tiles, 4 edge tiles
- Differentiation between ice and snow by assigned texture
  - Decal doesn't work due to ocean movement

# Level Design
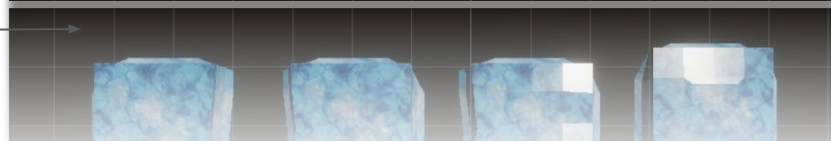
# Level Design
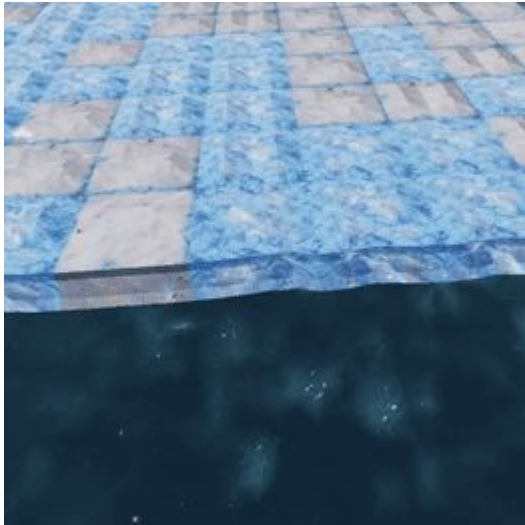
# Character Animations

- Hit anim too slow and not enough impact



imgflip.com

# Platform Physics

**More Tile States**

(1)  Normal tile -> (2) Cracked tile -> (3) Broken tile

# Platform Physics

**Dynamic Buoyancy for Sub-platforms**

Goal: When platform is split into pieces, each piece would have its own buoyancy behavior

- Upon breaking any tile, the connection of the tiles is checked
- The separated tiles will be grouped under new sub-platforms
- The new sub-platforms will be given their own buoyancy behavior
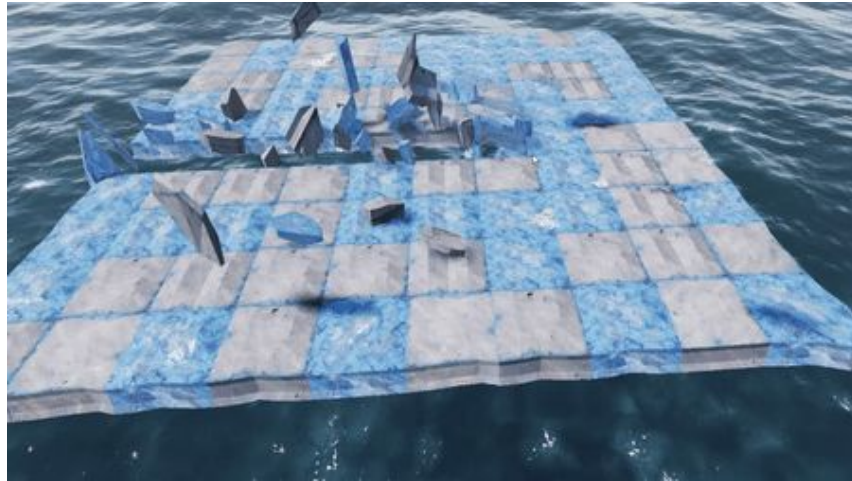- With this, a more realistic destruction system is achieved
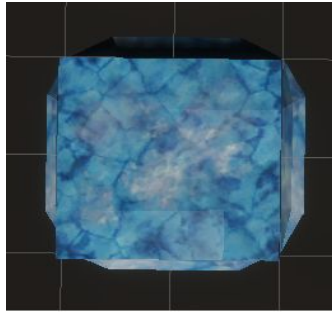
# Platform Physics

**Dynamic Buoyancy for Sub-platforms**

# Platform Physics

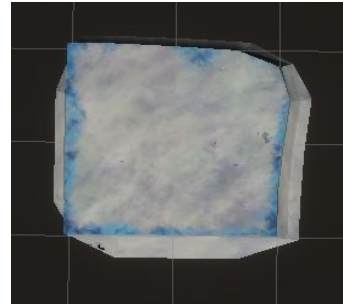**Dynamic Buoyancy for Sub-platforms**

# Platform Physics

**Physical Materials**



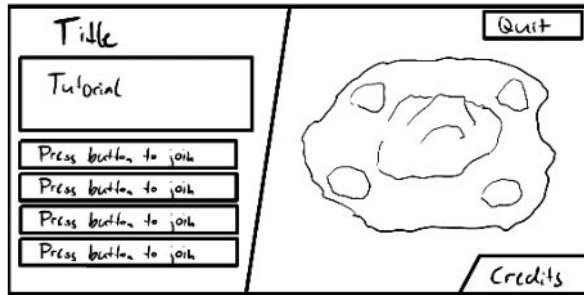Icy Tiles (Slippery)



Snowy Tiles (Rough)

# Sound

Added music and sfx to the previously mute game

- Much More Immersive
- Background Music
  - Default track when idle
  - Event-specific tracks otherwise
- Sound Effects
  - Player actions
  - Event actions
  - More to be added...

# UI

- Visuals now corresponds to the initial designs

# UI

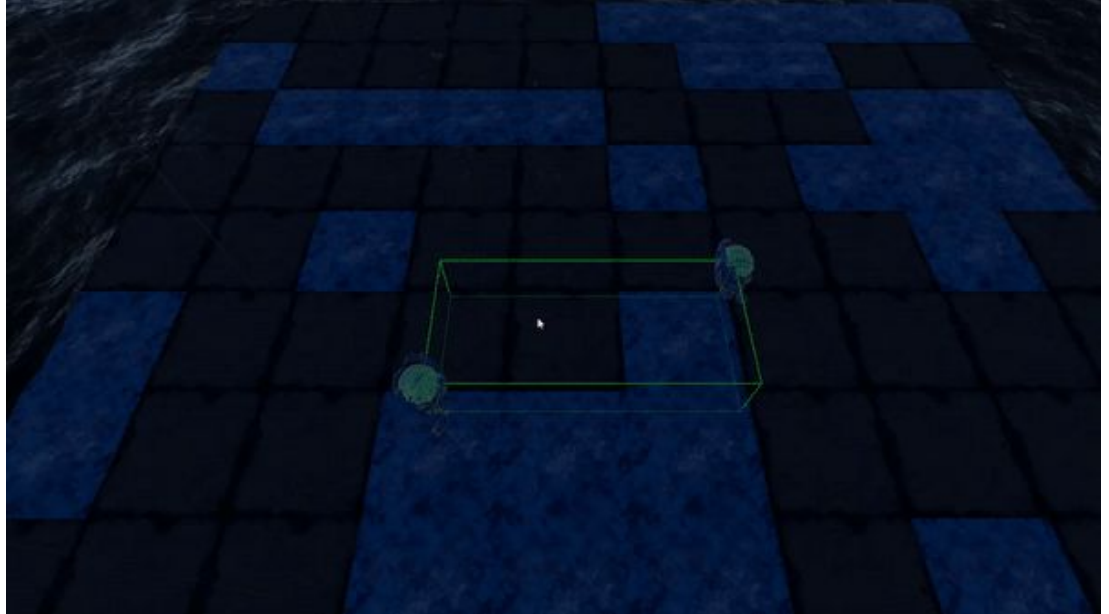- Additional vignetting and desaturating effect for Pause

# UI Controls

- Seem much more stable
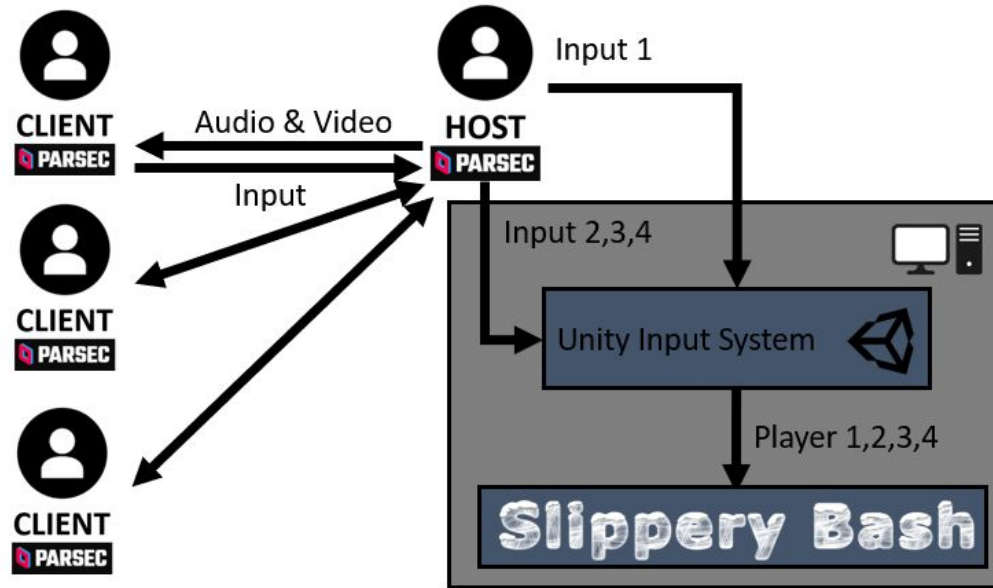- Small quirks still needed ironing out

# Camera

- Moves dynamically to focus bounds during the game
- Bounds encapsulates all important objects:
    - Players
    - Titanic
    - Lightning Strikes

# Parsec

- Easy way for enabling Cloud Gaming

# Demo

# Playtesting

Objectives that we are keeping our eyes on as we enter playtesting phase

- Controls
  - Player
  - UI

- Player Physics
  - Movement
  - Swimming
  - Hitting (& Getting Hit)

- Audio
  - Mixer Improvement
  - Track Changes
  - Clip Additions/Removals

# Questions