

Slippery Bash

Ice Golem v Ice Golem

Team Ice Guys

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Game Idea (Utilize Physics to win games and break hearts)

A 3D **Physics-based** Couch **Multiplayer** Game, where players **bash** each other from a **slippery breakable** ice platform.

Core Mechanics:

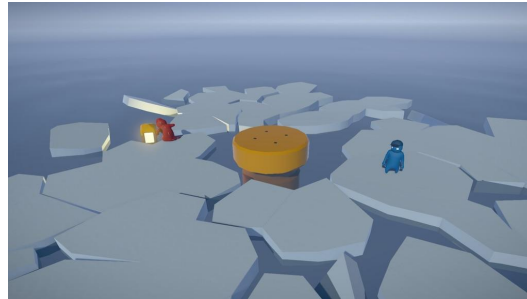
- Top-down view
- Local Multiplayer PvP
- Jumping and Punching
- Slippery Physics
- Buoyant Surfaces
- Dynamic Destruction System

Inspiration

- Crash Bash (2000)



- Gang Beasts (2014)



- Overcooked (2016)

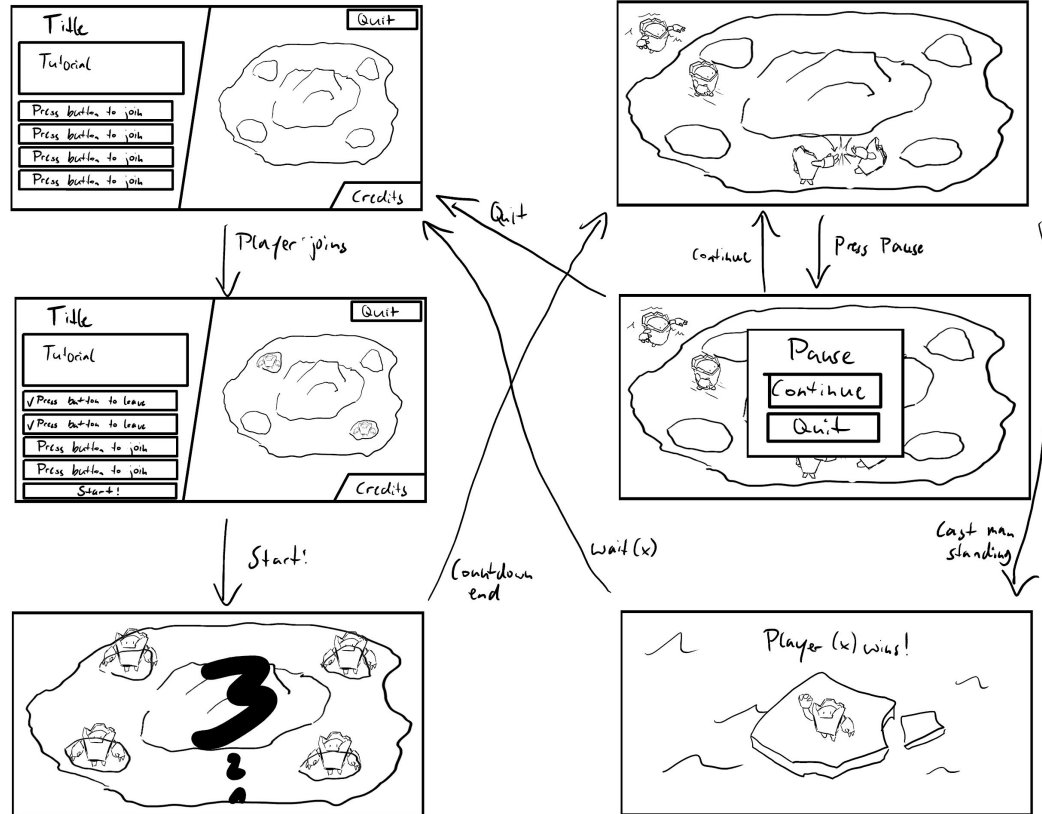


Story

- Post-apocalyptic, no humans
- Crazy weathers and pollution
- Ice Golems that have returned have to struggle in this mess

Basic Game Loop

- Lobby
 - Player joining
 - Try out player mechanics
- Game
 - BATTLE ROYALE!
 - Fight others off the platform
 - If you fall in the water
 - Swim back up
 - Take too long...
 - ...and you lose
 - Pause Menu
 - Pause/Resume at any time
 - Additionally, quit at any time



Player Actions

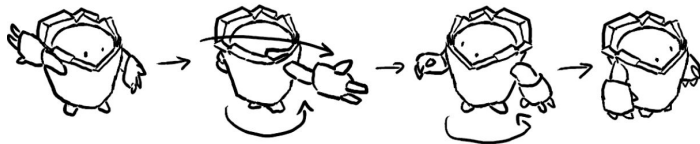
- Run



- Jump



- Punch

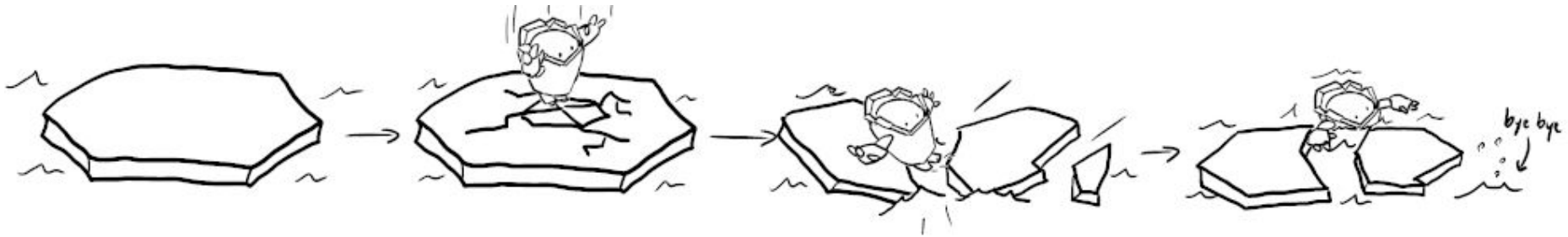


- Swim (when you're trying not to drown)

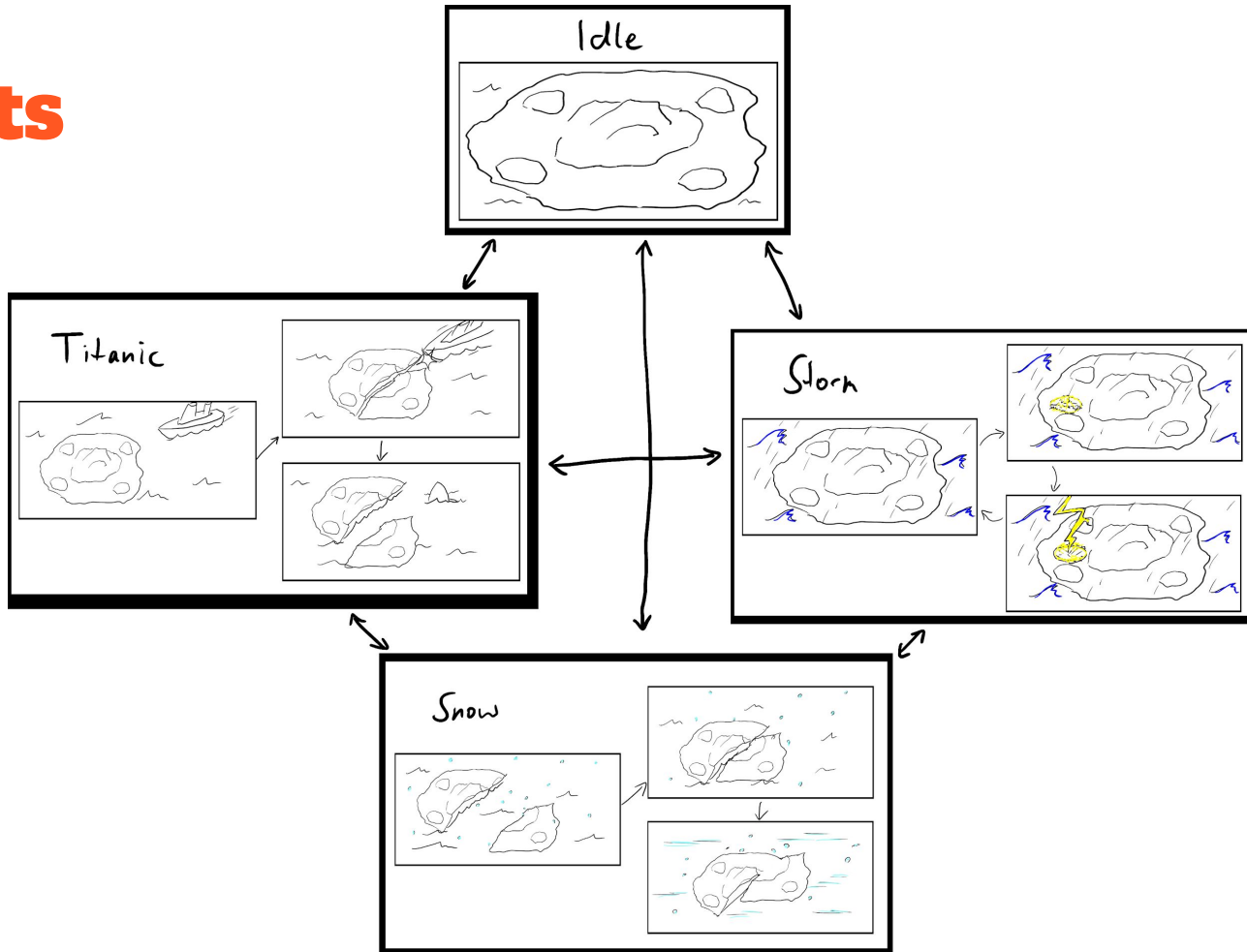


Environment

- Environment starts with a single platform that has verticality and different surfaces
- The platform can be destroyed by player actions and events
- If its size is too small, it drowns



Events



Design

- Style: Cartoony, soft surfaces, but heavy weather effects (⇒ Unity HDRP)
 - Character: Cute, innocent; different colors for each player
- Simple mechanics ⇒ easy to learn



- Stage: Simple polygon, dynamic on runtime (⇒ focus on destroy mechanic)
- Sound: Indicates current event by changing the main theme slightly

Development Schedule

Epic	NOV	DEZ	JAN '21	FEB '21	MAR '21		
GL2-108 Prototype	[Yellow bar]						
	<ul style="list-style-type: none"> GL2-35 Brainstorming about Prototype (all) GL2-36 Creating the Prototype (all) 						
GL2-109 Interim Demo	[Red bar]						
	<ul style="list-style-type: none"> GL2-65 Design and integrate Countdown GL2-64 Design and integrate Start Button GL2-66 Design and integrate Event indications GL2-68 Design and integrate Strength Bar GL2-77 Implement Jumping GL2-63 Design and integrate join/leave button GL2-74 Setup Bouyancy GL2-76 Handle multiple inputs for multiple players GL2-72 Design and integrate Title GL2-79 Make Movement dependent on the surface GL2-78 Stop gravity GL2-91 Create Jumping Animation GL2-90 Create Walking Animation GL2-78 Implement Moving GL2-81 Integrate the animations to the character mc GL2-89 Create Idle Animation GL2-79 Implement Hit behaviour GL2-82 Level Design GL2-58 Design and integrate tile GL2-84 Add buoyancy GL2-88 Modeling, Texturing and Rigging of the cha GL2-80 Design and integrate laborer GL2-99 Water GL2-102 Storm Behaviour GL2-101 Snow Behaviour GL2-104 Transition between events GL2-95 Modeling and Texturing level meshes GL2-85 Break one object into two GL2-101 Thanic Behaviour 						
	GL2-110 Alpha Release	[Green bar]					
		<ul style="list-style-type: none"> GL2-78 Implement Swimming GL2-47 Design and integrate Pause Screen GL2-80 Implement Punching GL2-42 Design and integrate Out Button GL2-40 Design and integrate Game Over UI GL2-84 Make the boating depend on the port GL2-65 Combining Mechanics GL2-87 Place Helme and sinking GL2-92 Create Swimming Animation GL2-93 Create Drown Animation GL2-94 Create Vibe Animation GL2-96 Modeling and Texturing the ship GL2-97 Storm GL2-88 Thanic (effects) GL2-100 Weather GL2-100 Update UI GL2-106 Lobby GL2-107 HGame 					
		GL2-111 Playtesting & Polishing	[Orange bar]				
			<ul style="list-style-type: none"> GL2-78 Test and polish animations to the character 1 GL2-28 Testing & Polishing (all) GL2-61 Add credits 				
			<ul style="list-style-type: none"> GL2-112 Final Release 				

Epic	NOV	DEZ
GL2-108 Prototype	[Yellow bar]	
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	ZU ERLEDIGEN	
GL2-109 Interim Demo	[Red bar]	
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	OMAR YOUSRY	ZU ERLEDIGEN
	OMAR YOUSRY	ZU ERLEDIGEN
	MORITZ NASER	ZU ERLEDIGEN
	OMAR YOUSRY	ZU ERLEDIGEN
	OMAR YOUSRY	ZU ERLEDIGEN
	OMAR YOUSRY	ZU ERLEDIGEN

Development Schedule

Jira Software Ihre Aufgaben Projekte Filter Dashboards Personen Apps Erstellen

Q Suchen

Games Laboratory 2020
Klassisches Softwareprojekt

GL2 Board Board

Roadmap BETA

Backlog

Aktive Sprints

Berichte

Vorgänge

Komponenten

Code

Releases

Projektseiten

Element hinzufügen

Projekteinstellungen

Projekte / Games Laboratory 2020 / GL2 Board

First Demo

25 Tage übrig Sprint abschließen

Nur meine Vorgänge Zuletzt aktualisiert

AUFGABEN	IN ARBEIT	FERTIG
Design and integrate Countdown Interim Demo GL2-65 OY	Modelling and Texturing level meshes Interim Demo GL2-95 MN	Implement Jumping Interim Demo GL2-77 MN
Design and integrate Start Button Interim Demo GL2-64 OY		
Design and integrate Event indications Interim Demo GL2-66 OY		
Design and integrate Strength Bar Interim Demo GL2-69 OY		
Design and integrate join/leave button		

Assessment

Game is going to appeal to people who enjoy party games and game nights!



Assessment

Fun Mechanics:

Slippery Physics + Jumping and Bashing + Buoyant Platforms + Dynamics Destruction System

= Unique Fun Experience

Thank you!