

Slippery Bash

Physical Prototype

Ice Guys Team

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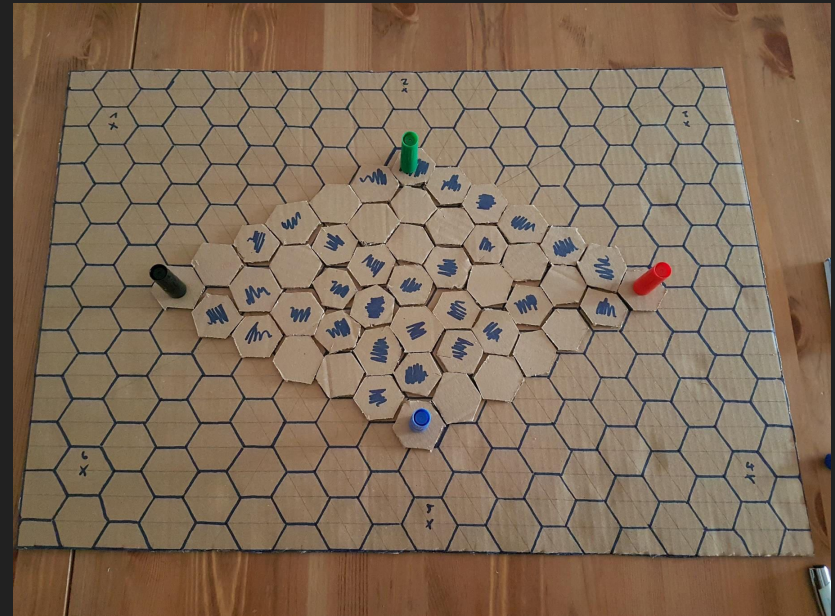
Tarek Elsherif

Goals

Test situations and optimize balance

Balancing factors:

- Action availability
- Stage size
- Stage durability
- Difficulty of movement
- Defeating and recovery



Implementation of the Rules

How we converted our mechanics to the physical prototype

Dynamic stage but discrete movements

- Difficulties of implementation
- Surfaces and Movements
- Durability



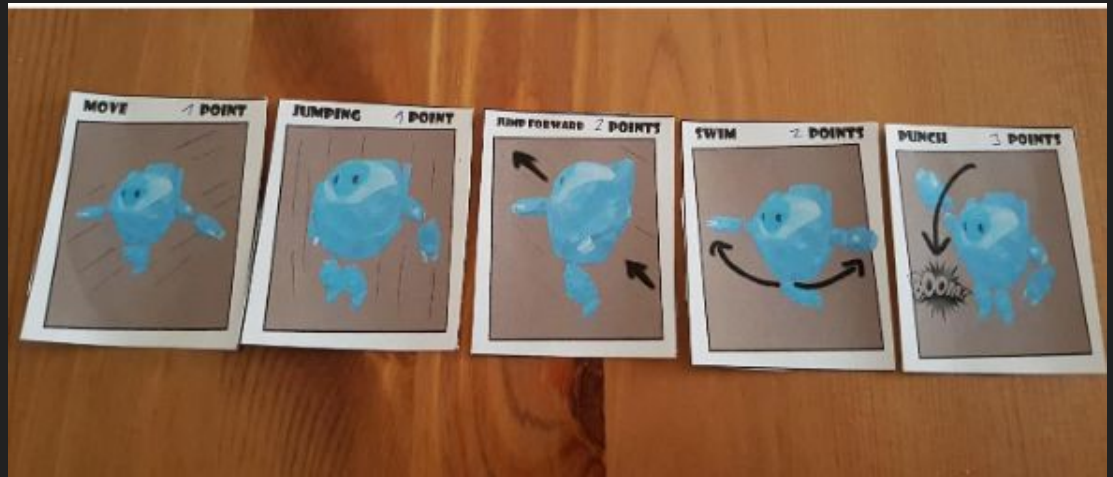
Round-based Battle Royale

Round-based Game

4 action points per turn

Actions:

- Walk (1 point)
- Jump (1 point)
- Jump Forward (2 points)
- Punch (3 points)
- Swim (2 points)



Events

(only) Titanic

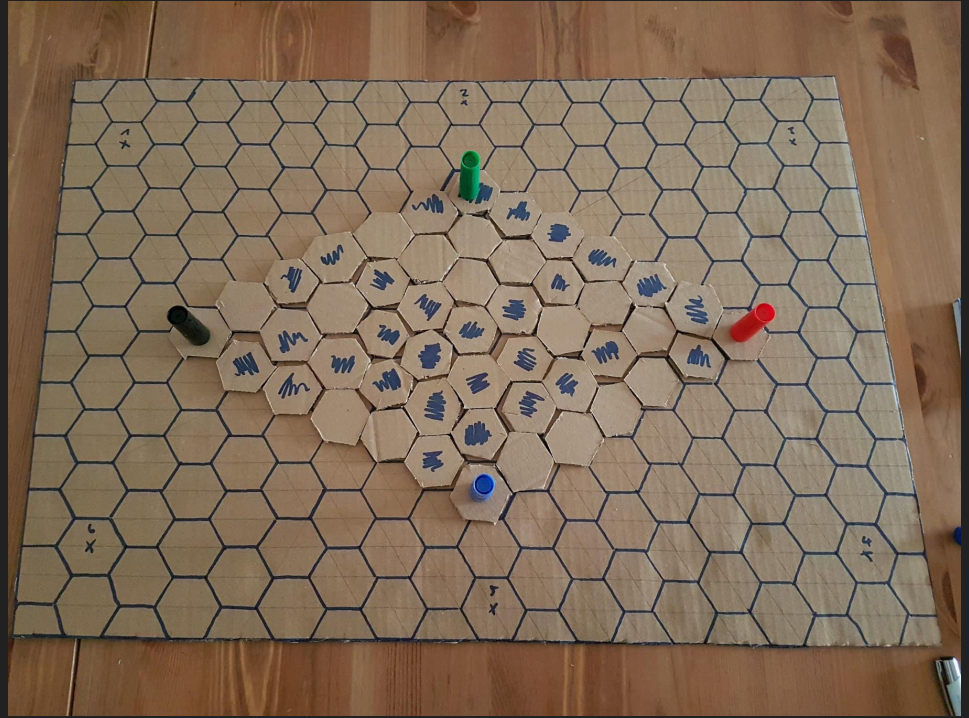


Gameplay

Setup & Core Game Loop

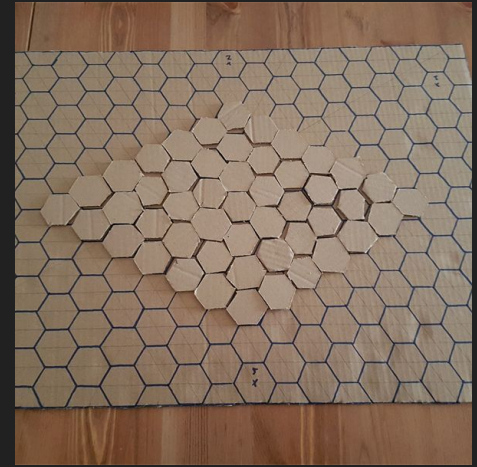
Gameplay

1. Beginning (Initialization)
2. Main Loop (Game loop)
3. End Condition (Gameover)



Beginning

1. Lay all the stage tiles upside down

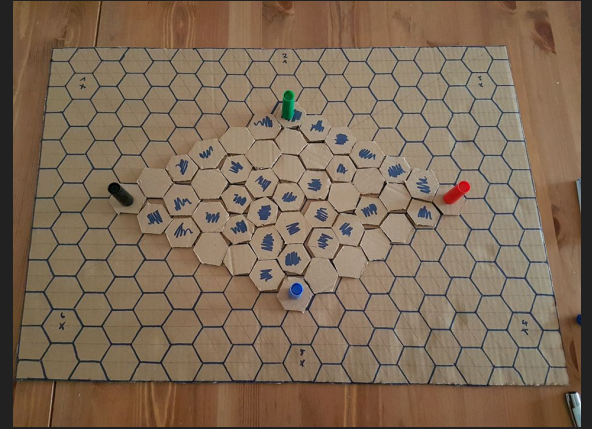


2. Flip the stage tiles to reveal their surface properties

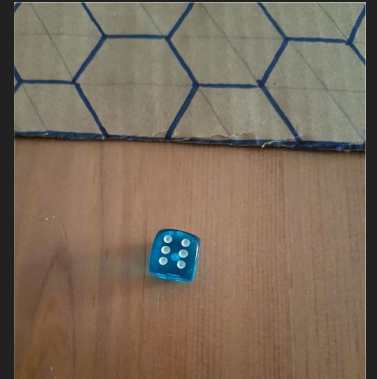


Beginning

3. Place the characters

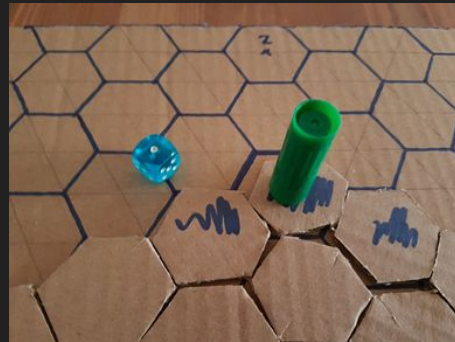
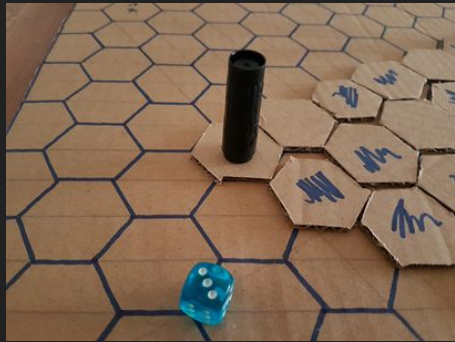


4. Randomly determine the starting position of the ship (roll dice)



Beginning

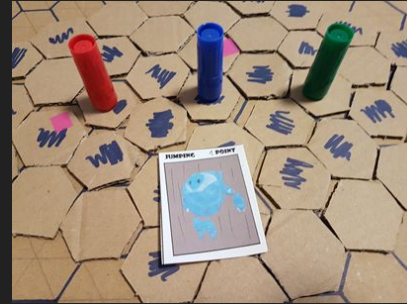
5. Randomly determine the order of player turns (roll dice and order them from highest to lowest)



6. Set the current player turn to the first player

Main Loop

1. Current player's turn: spend action points to play action cards



2. If all players played their turn in this loop:

- Then: Continue
- Else: Set current player turn to the next player and go to (1)

Main Loop

3. Determine if any player is knocked out and remove them from the game
4. If one (or no) player is remaining:
 - Then: Go to End Condition
 - Else: Iterate the Titanic behavior, set current player turn to the first player in the list, and go to (1)



End Condition

- If one player is remaining in the game:
 - Then: End the game and claim the remaining player as the winner
 - Else: If no player is remaining, then claim the game to be draw



Testing and Evaluation

Problems that came up and how we plan on improving them

Situation

Due to social distancing, we couldn't test the game with multiple players.

Instead it was tested by one lonely person playing for each player turn.

:(



Results: General

- The game took about 30 rounds in around 2-3 hours (because it included taking notes and pictures)
- Expected 1 hour for normal situation
- Duration is still long, so more balancing is needed

Results: Action Availability

- Most turns end up being a skip
 - To avoid risks
 - And to wait for opponent to waste action and be attacked (attacks are expensive)
- Improvement Suggestions:
 - Lower the cost of the attack action (3 points)



Results: Stage Size

- Destruction is a good mechanic (feels good)
- At the beginning of the round, it was a bit boring
- Importance of choice grew over time, which made it more interesting later on
- Suggested Improvements:
 - Find a way to make the beginning more interesting

Results: Movement

- Icey Tiles was intended to raise the difficulty of the game
- However, in the prototype, it gave more advantage than disadvantage
- It caused inconvenience only at the end of the game
- Suggested Improvements:
 - It's unclear till now whether the Icey Tiles are bad or not

Results: Defeating and Recovery

- It is very hard to knock out an opponent
- But also, it is very hard to recover from the water
- Even if a drowning player is heading back, it's still hard to evade the next attack
- This can make the player enter in an endless loop, till the Titanic event happens
- Suggested Improvements:
 - Find a way to break this loop

Conclusion

Questions