Solve'n Slide

Final Presentation

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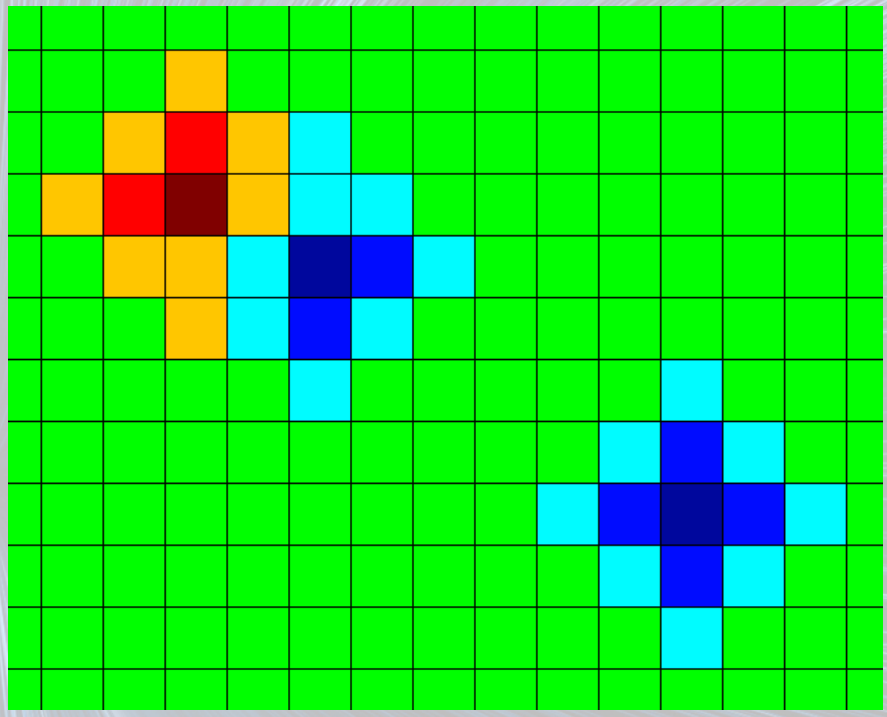
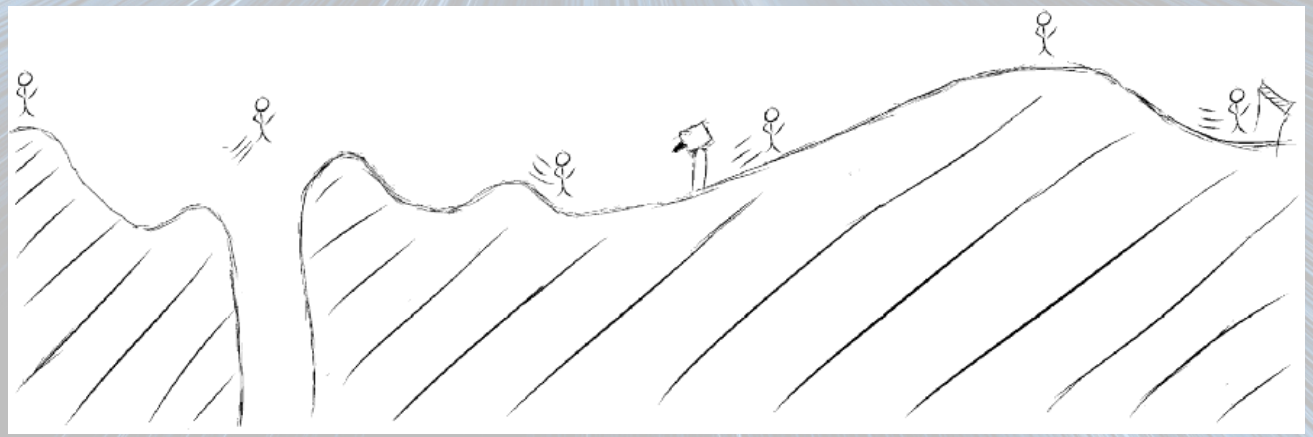
Proposal

BIG IDEA
Bullseye
High Speed
Puzzle Solving
Real-time Level
Manipulation



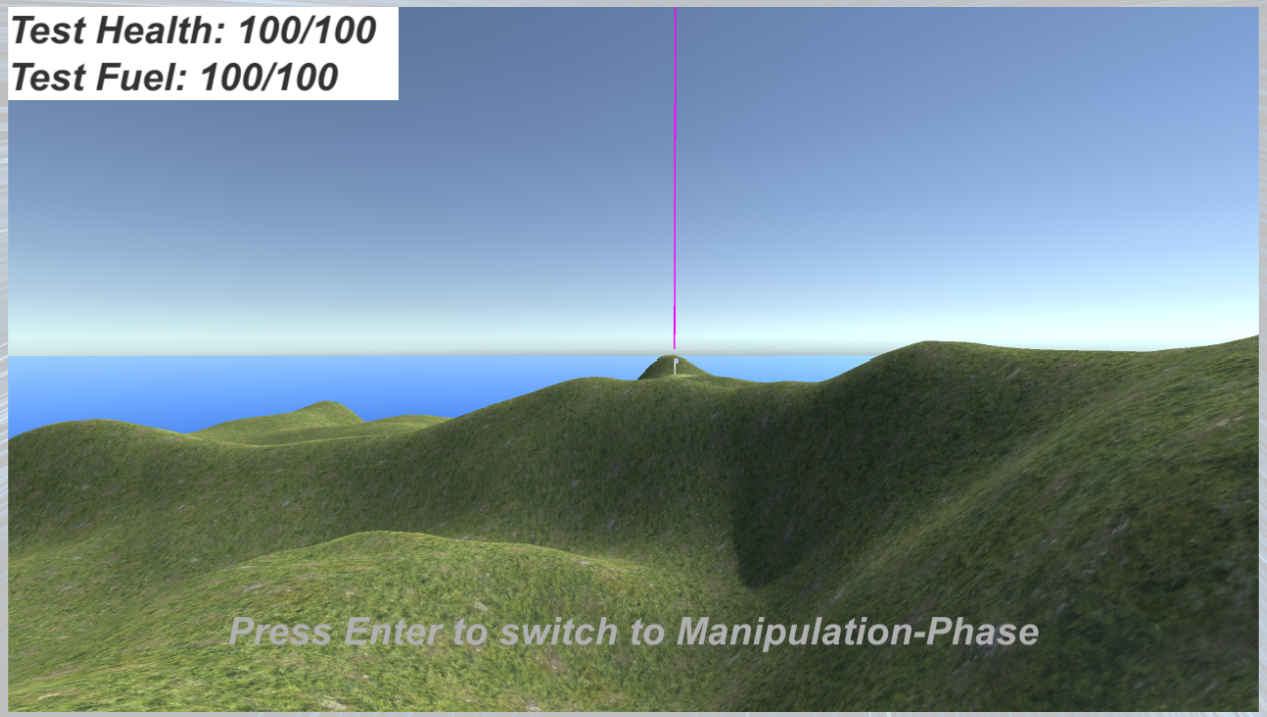


Game Prototype

- Sandbox as best approach
- Level design not obvious
- But also not evident as sliding can't be simulated
- Only good for very rough surfaces
- All in all helpful to create levels

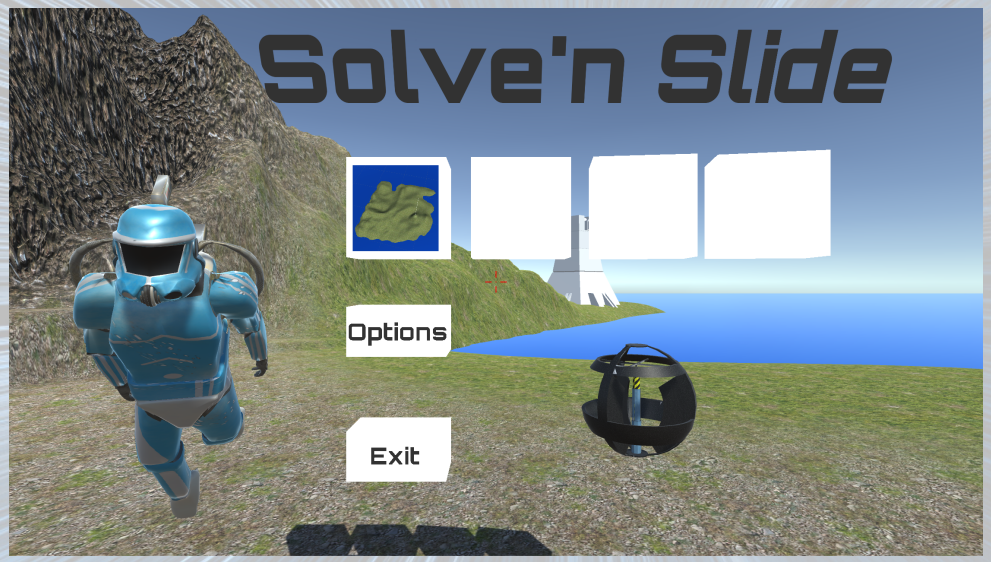
Interim

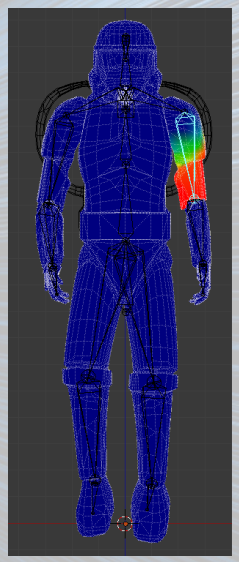
- Mostly finished low target (Basic UI, movement, terrain manipulation, turret, levels)
- Started with desirable target (basic models without animations)



Alpha

- Completed desirable target (proper terrain manipulation, main menu, UI, particle effects, animations, miscellaneous)





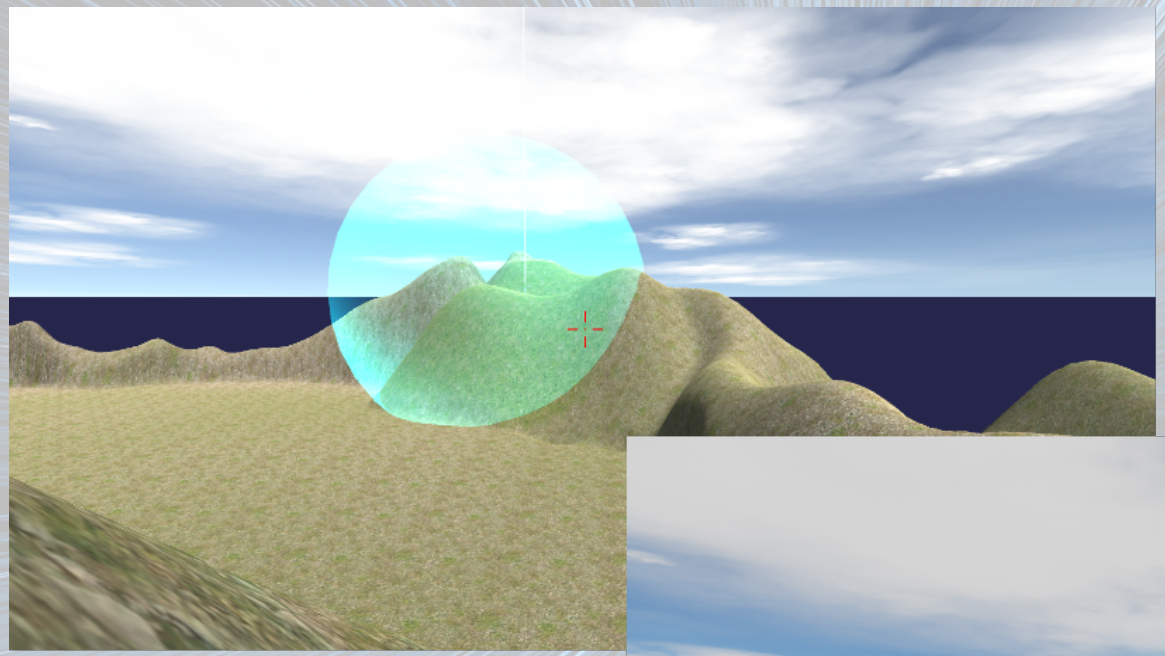
Playtesting

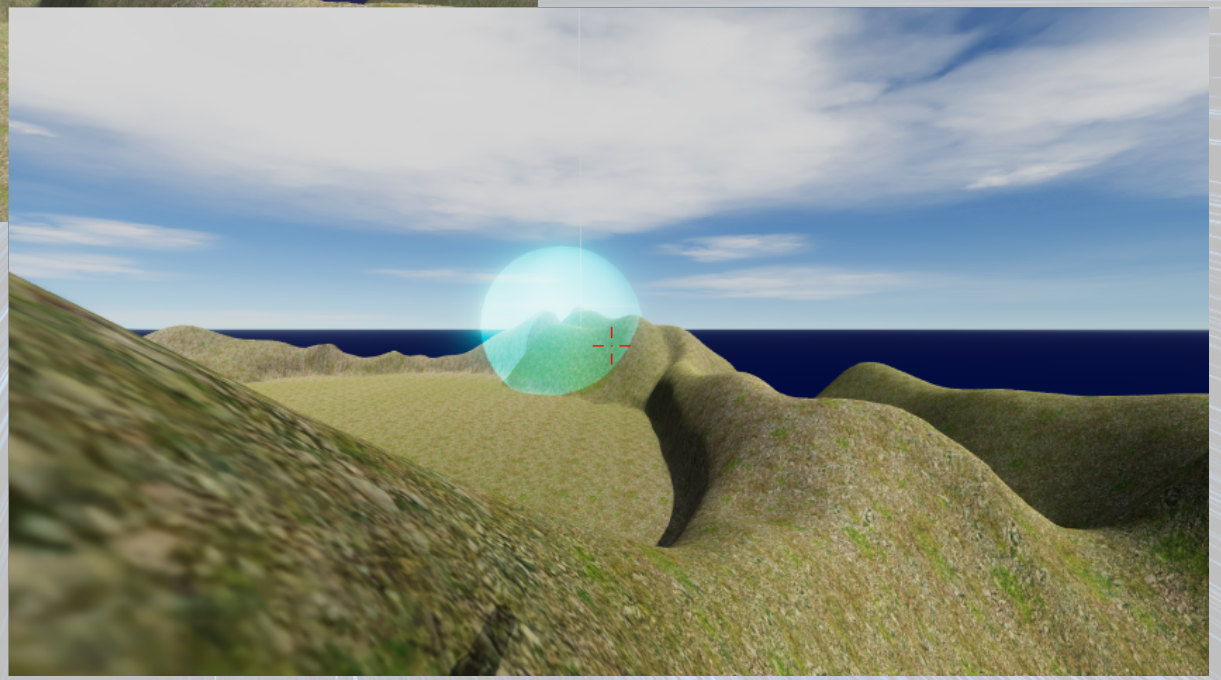
- Live testing via Skype
- Another point of view
- Found many bugs
- ”Game too hard”
- Wishes and hints to improve the game
  - More casual
  - Fun oriented
- Theoretically more playtesting instead of one time would be better
  - To go in a better direction during development

Changes

Movement Tutorials
Drone Tutorial
Tutorial 1
Tutorial 2
Tutorial 3
Credits
Quit

Changes





Conclusion

- Game is a success
- Learned a lot
- Good experience with the course
- Theme was alright
- Wished for more playtesting

Demo

Time for a live demo!