



# Team Plot Twist

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# Fatal Tides

1. Milestone  
Formal Game Proposal



# Contents



- Games Description
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# Game Description - General Game Idea

- Multiplayer battle arena game
- Teams fighting for survival in huge maelstrom
- Kraken consumes ships, only last may leave
- Maelstrom intensity increases over time



# Game Description - General Game Idea

- Coop tutorial and story scenarios
- Visual water and weather simulation
- Other features:
  - Power-Ups
  - Ship and crew variations





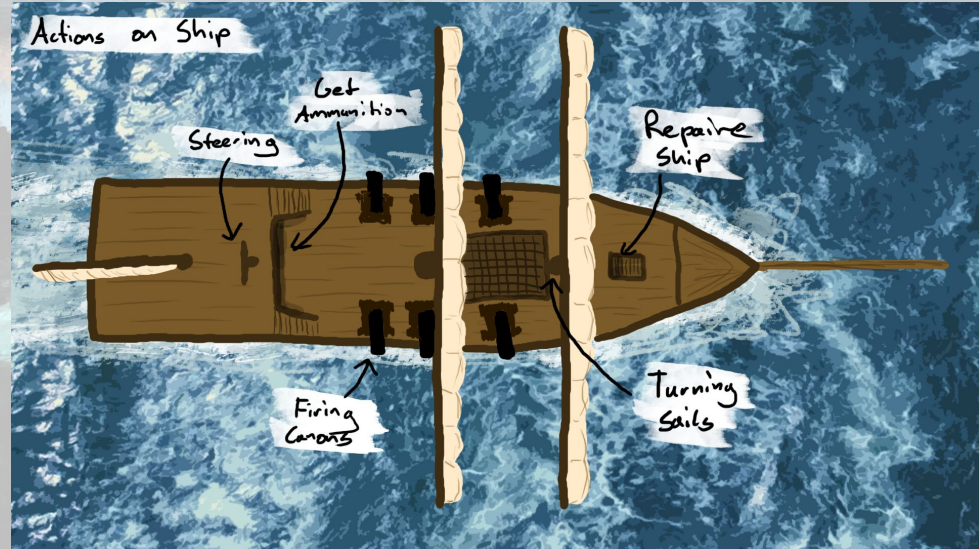
# Game Description - Teams

- Two human players
- Captain and the crew
- Radial command menu for crew members



# Game Description - Actions

- Shooting
  - Aiming
  - Hitting a ship causes damage or loss of crew members
- Steering
  - Fight the current through smart maneuvers
- Adjusting Sails
- Repairing
- Fish for supplies, ammo and power-ups
- Boosting morale





# Game Description - Power-Ups



- Ammunition and materials are limited on board
- Crates floating on the sea containing supplies
- Power-ups also spread across the map, hidden in crates
- Power-ups: Slowing, speeding, freezing or inverting water flow, invulnerability, immunity to current



# Technical Achievements



- Networking
- GPU water simulation
- GPU weather simulation
  
- (Volumetric clouds)
- (Procedural ship destruction)

# Technical achievement - Networking

- Steamworks networking API based
  - Peer to peer
  - Steam assures connection by providing relay servers
  - Client authority for objects
  - Multiple players per client possible
- 
- Additional steamworks features available



# Technical achievement - GPU water simulation



# Technical achievement - GPU water simulation

A dramatic scene of a multi-masted sailing ship on a stormy sea. The ship is dark, with a bright fire or explosion on its deck. The water is turbulent and rendered with a greenish-blue hue, suggesting a stylized or simulated environment. The sky is filled with dark, heavy clouds, and the overall atmosphere is one of intense action and danger.

- Core of the world simulation
- AsyncGPUReadback based compute simulation
- Combines flow map, weather information, vortex information, ship trails, ...



# Technical achievement - GPU weather simulation



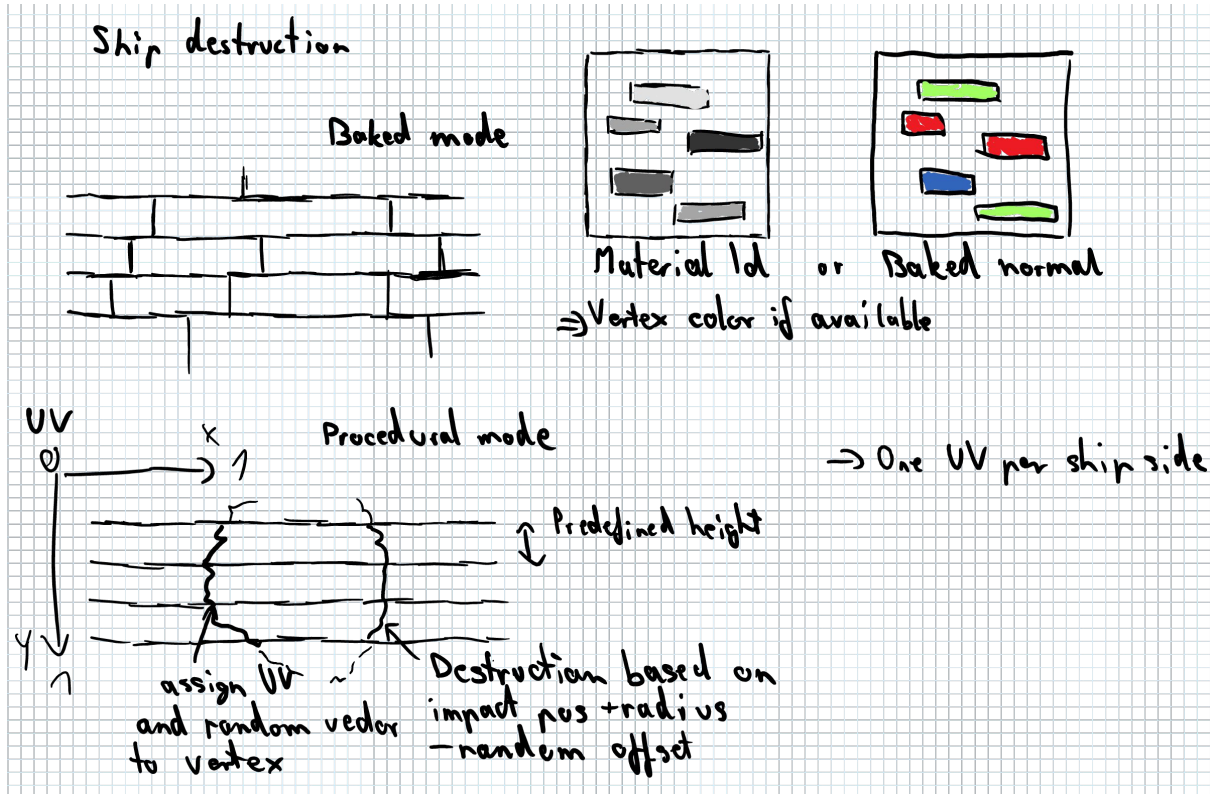
- Additional world simulation
- AsyncGPUReadback based compute simulation
- Wind simulation
- Weather effect simulation

# Optional achievement - Volumetric clouds





# Optional achievement - Procedural destruction





**BIG  
IDEA  
BULLSEYE**

**Multiplayer Battle  
Arena**

**Simulated  
Environment**







**Thank you for your attention!**

**Questions or Suggestions?**