



Team Plot Twist

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Fatal Tides

2. Milestone
Game Prototype

Contents



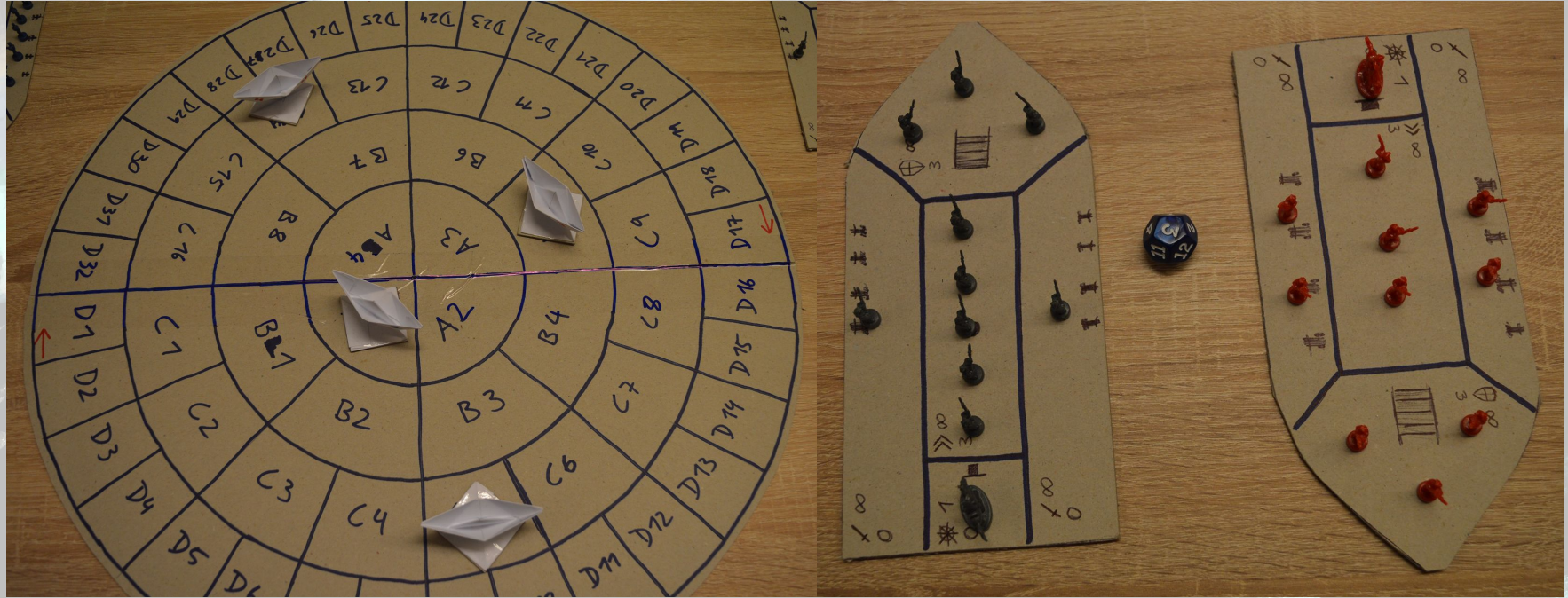
- Updated Game Pitch
- Paper Prototype
 - Overview
 - Rules
 - Experience
- Development Update: Networking Prototype

Updated Game Pitch

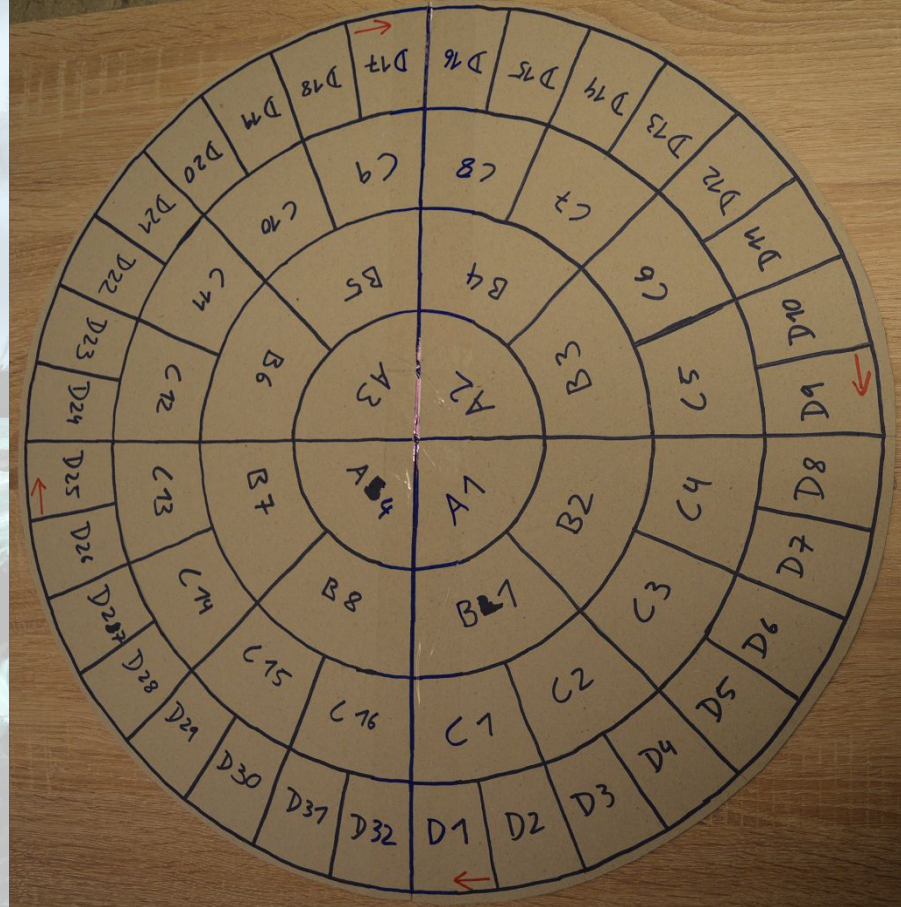
- Fun and engaging multiplayer battle arena game
- Steam Networking
- Players fight for survival in huge maelstrom
- Visual water and weather simulation
- Power-ups and ship variations for replayability



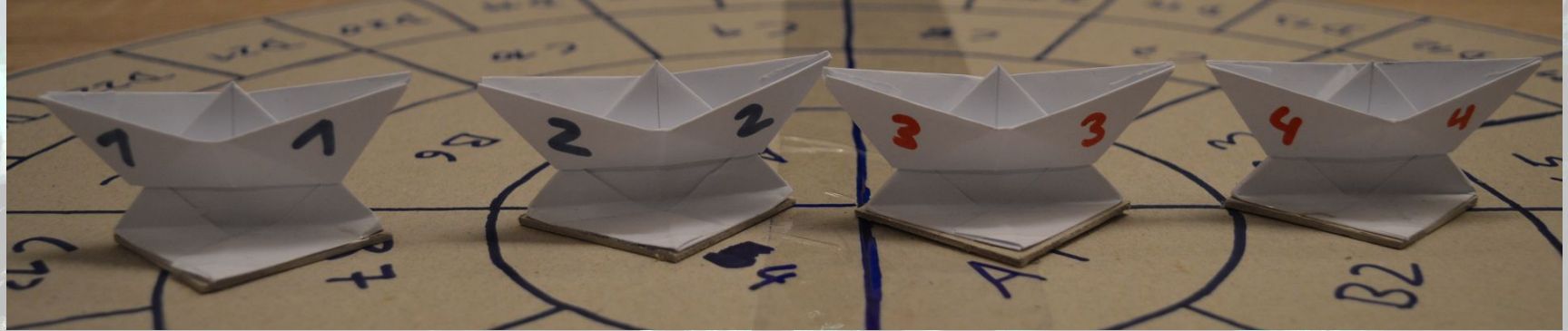
Paper Prototype



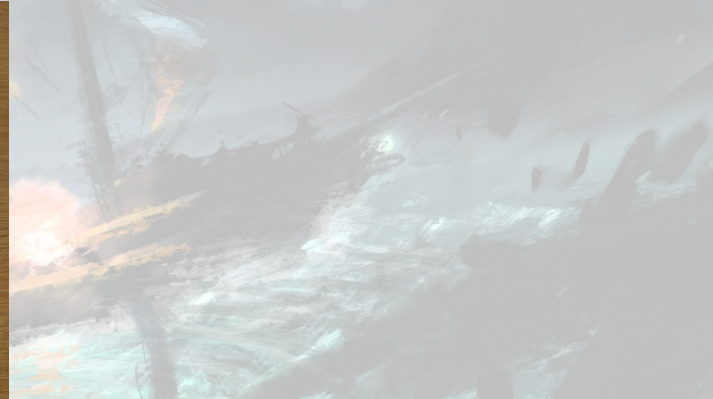
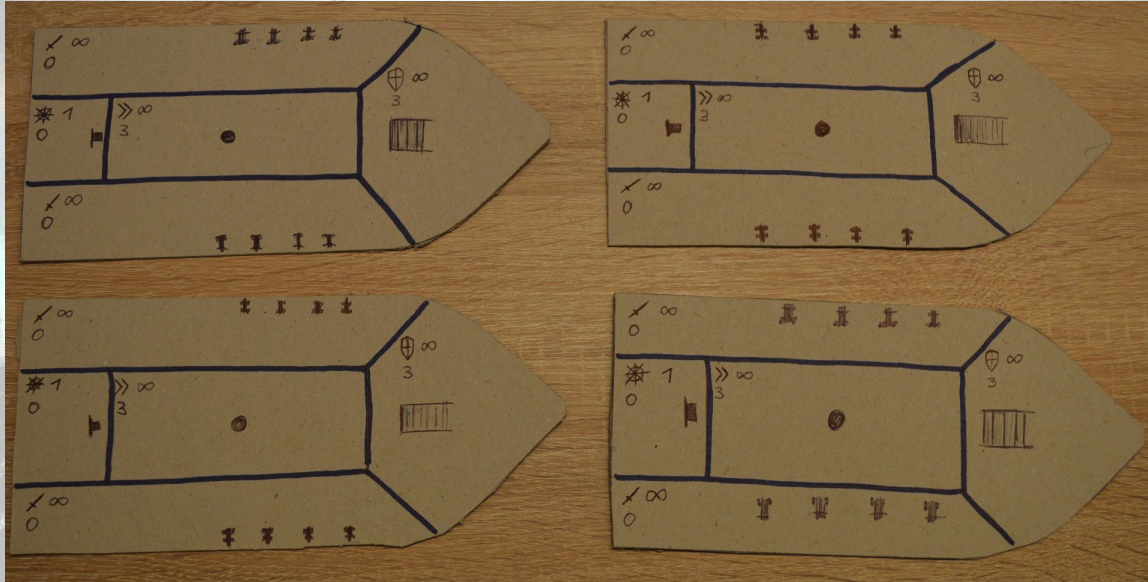
Components - Map



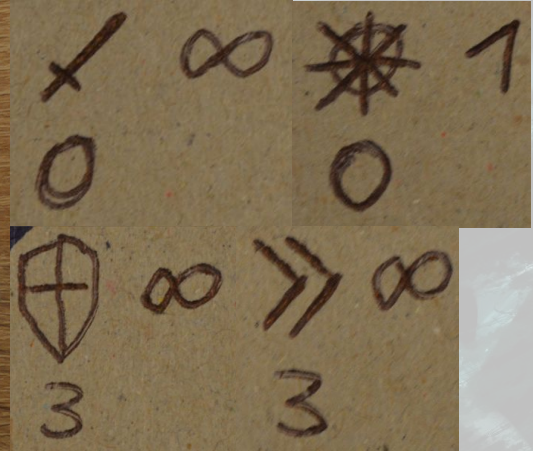
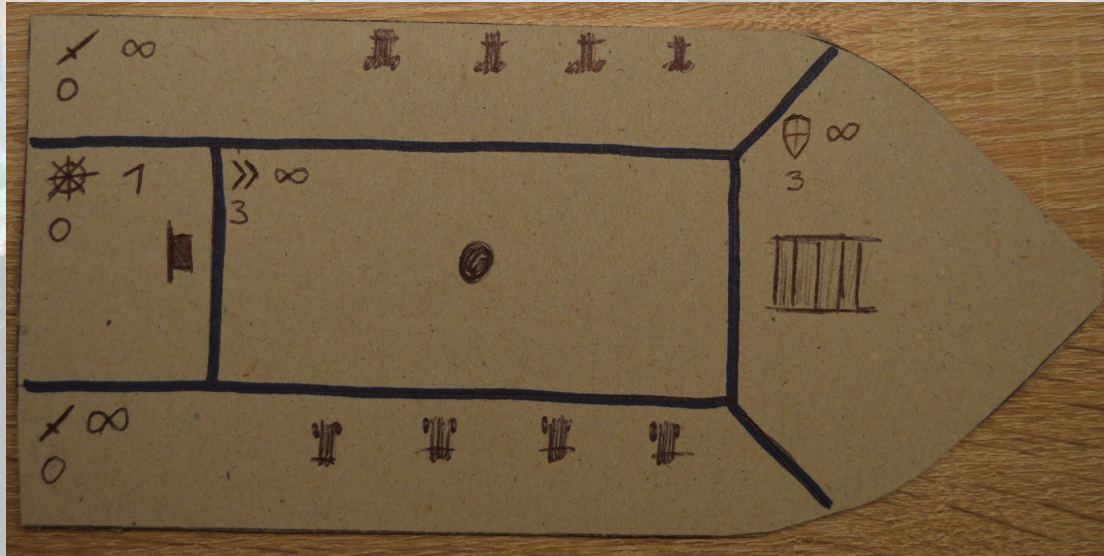
Components - Ships



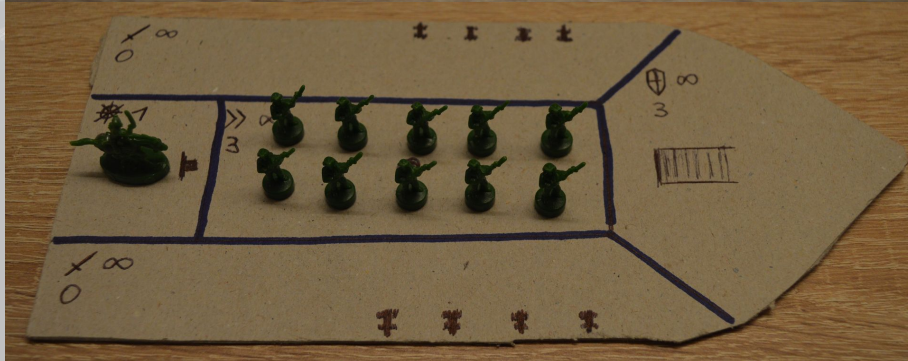
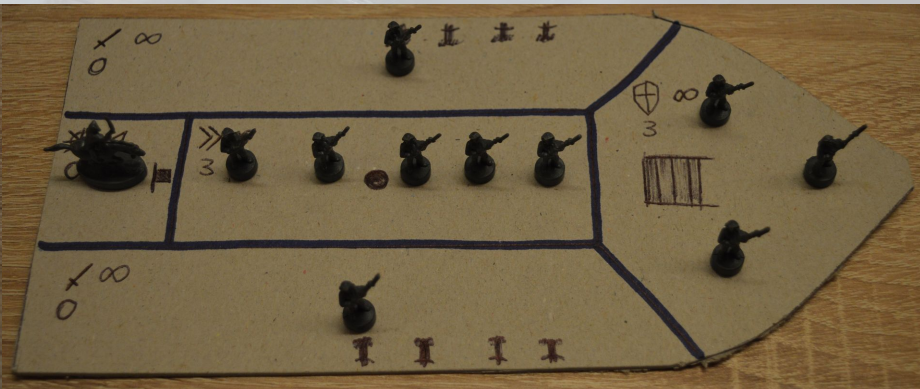
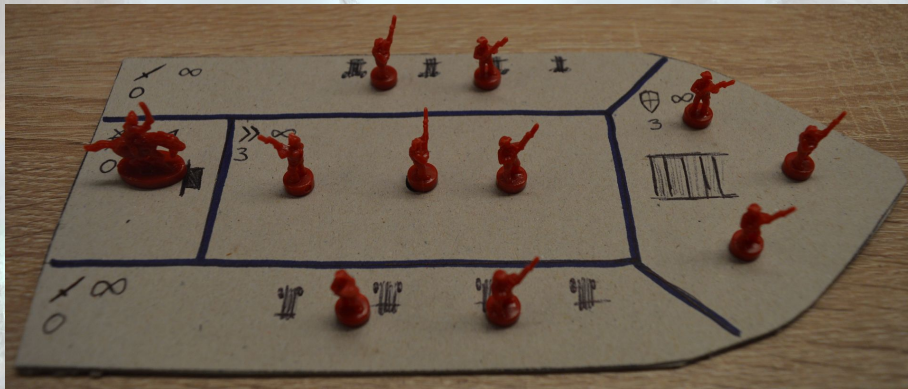
Components - Ship Cards and Figures



Ship Crew



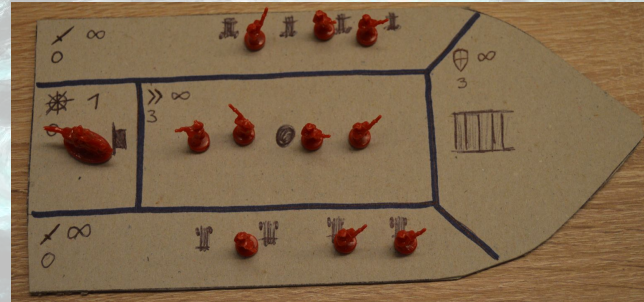
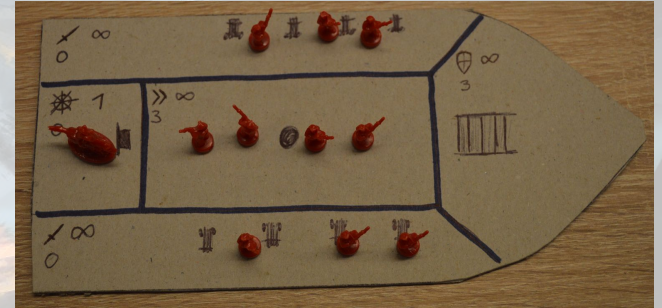
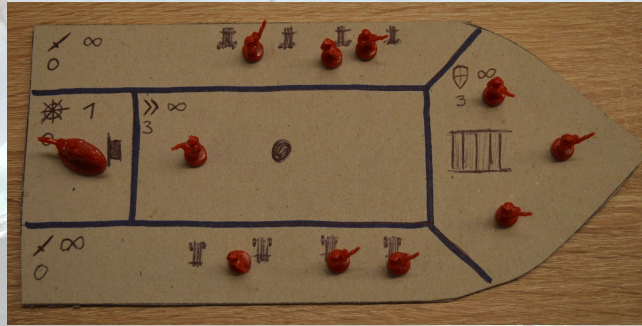
Ship Crew



Starting Positions



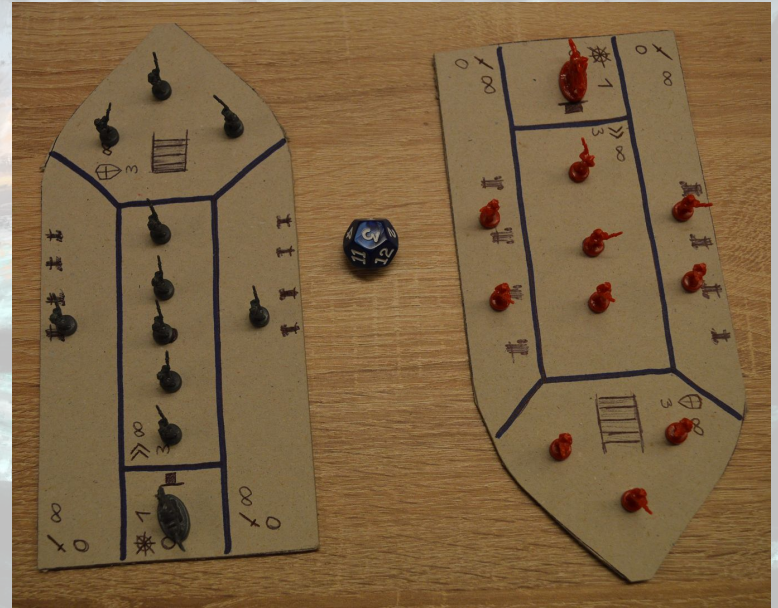
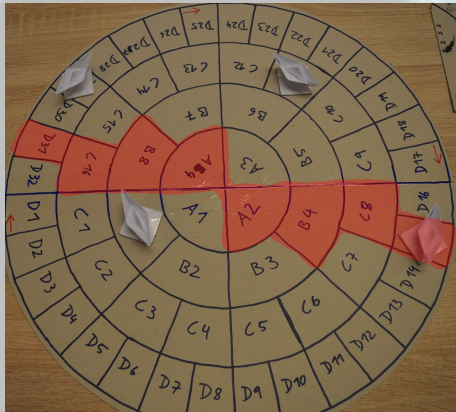
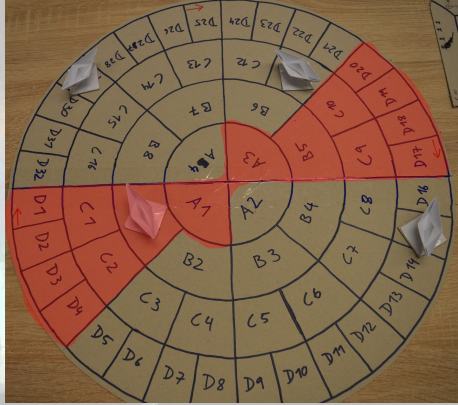
Turn Actions: 1) Crew Assignments



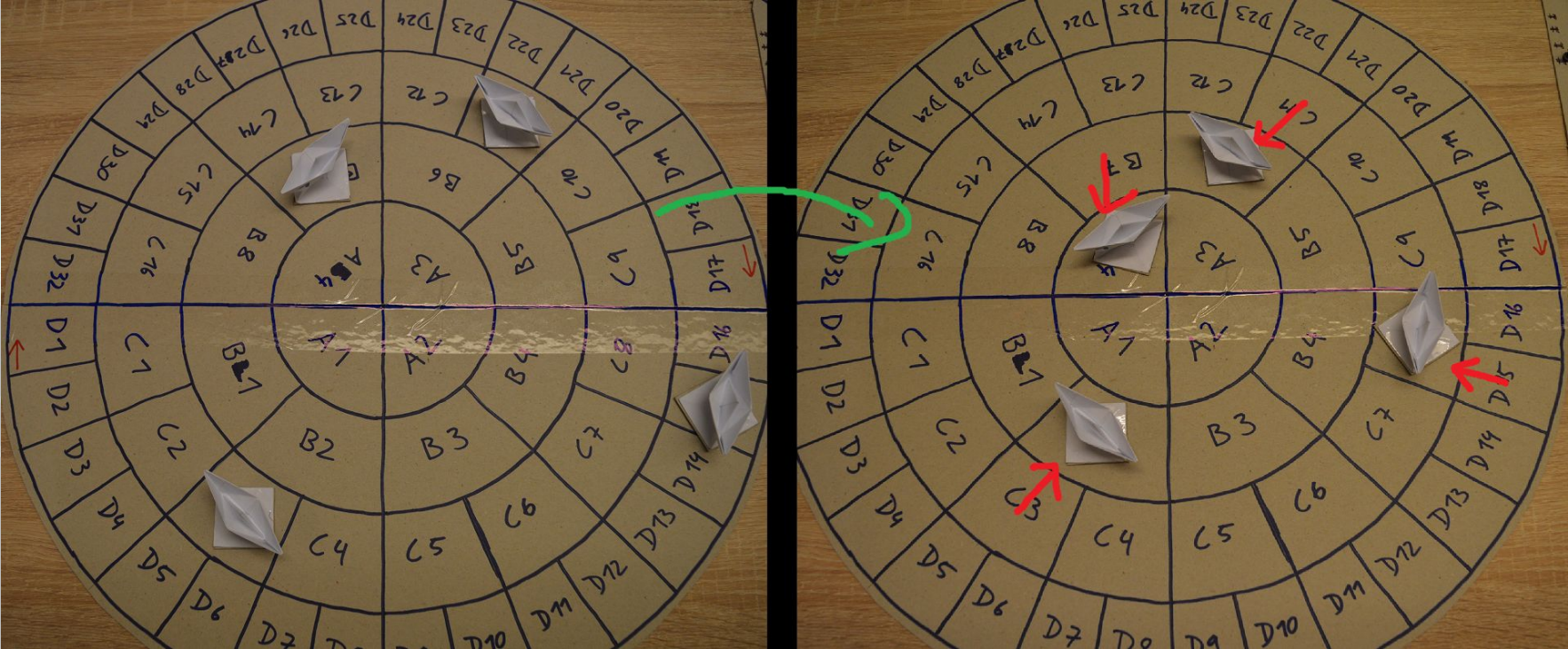
Turn Actions: 2) Movement



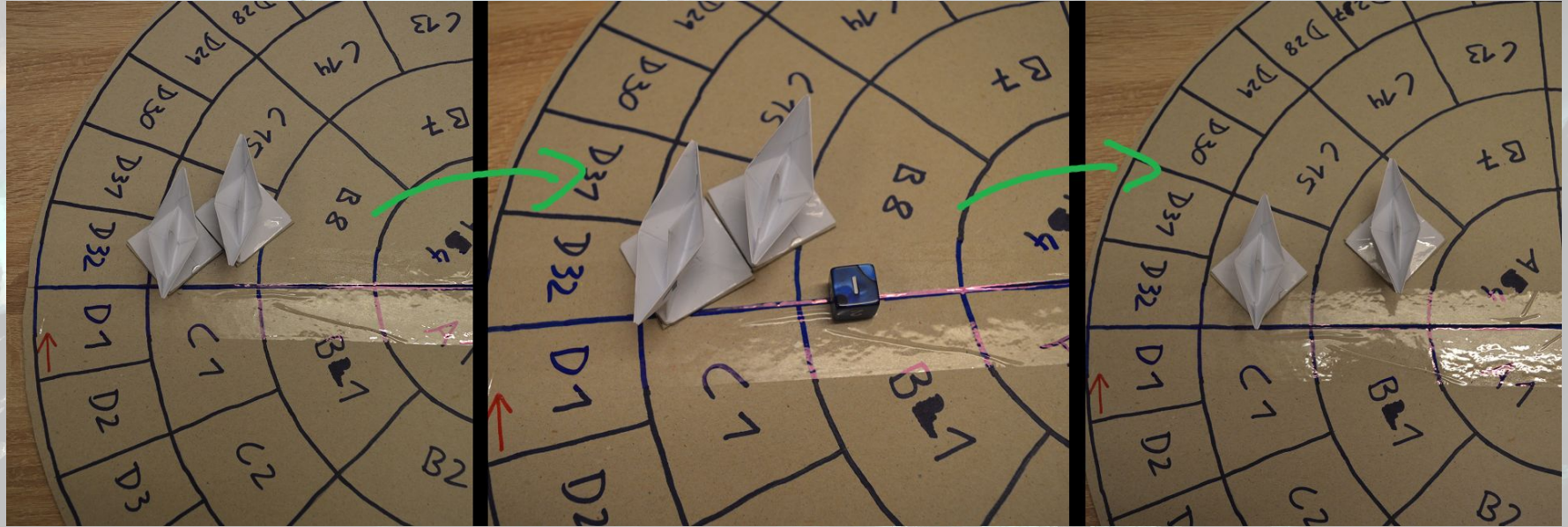
Turn Actions: 3) Battles!



End of Turn: 4) Ships Get Pulled In



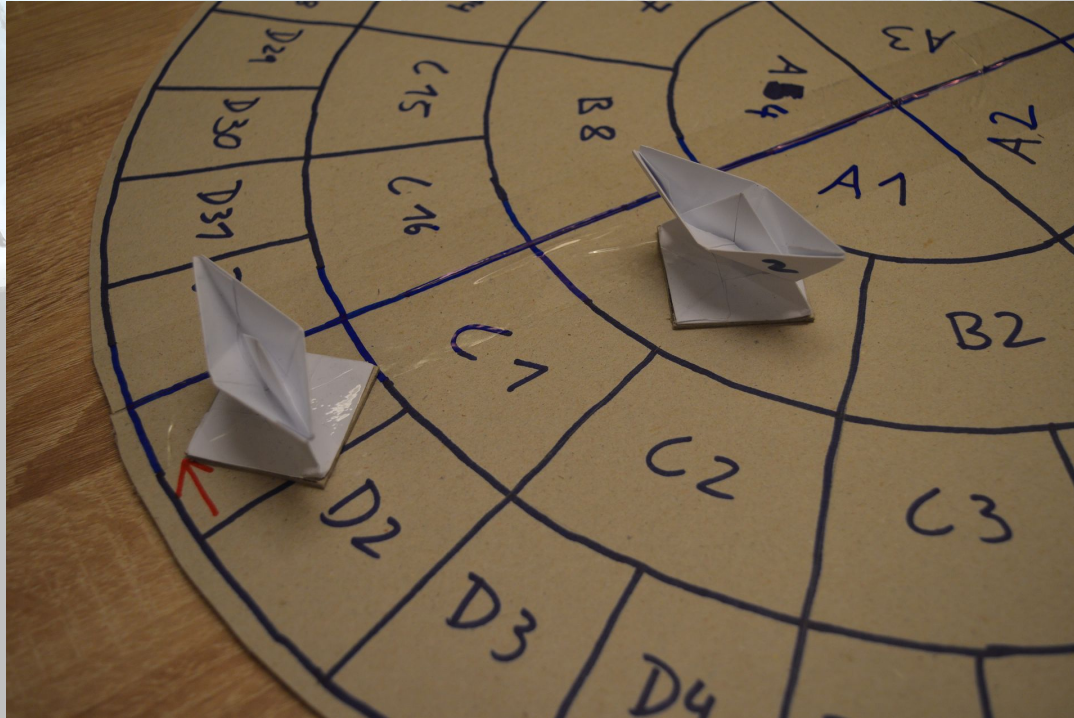
Special Cases - Same Field



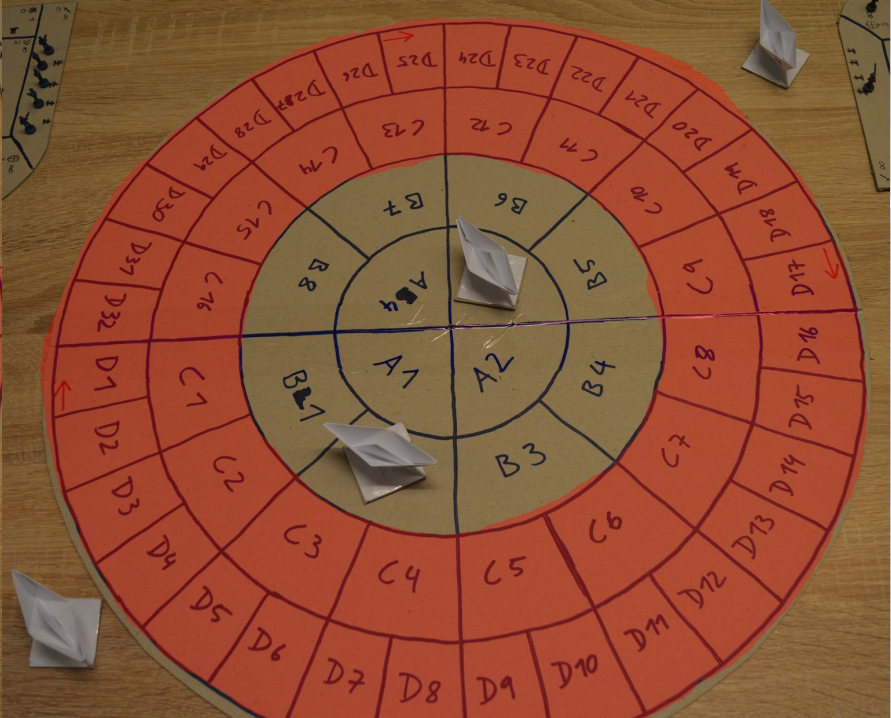
Special Cases - Center

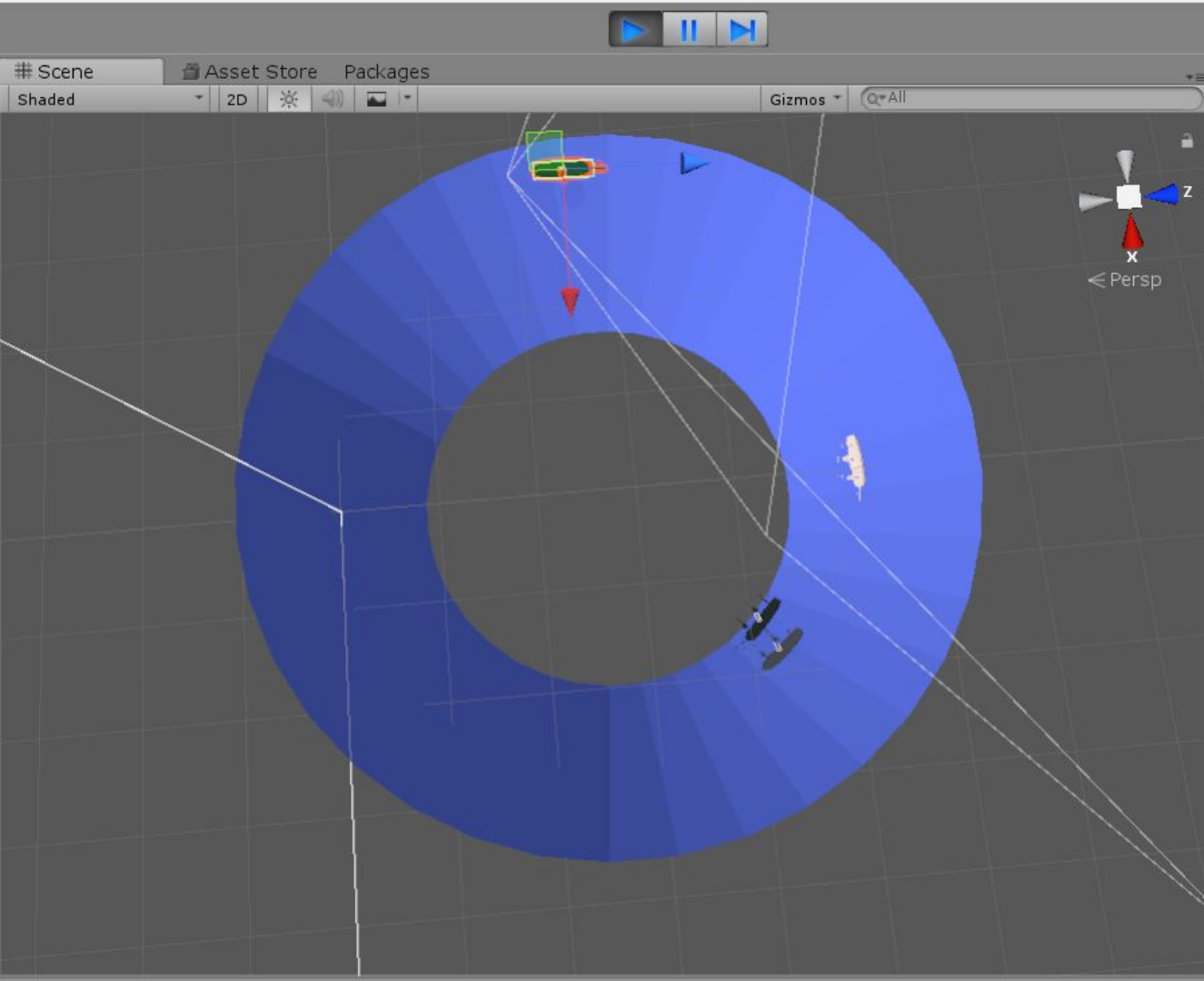


Special Cases - Same Quadrant




Elimination








Inspector Navigation Lighting


BoatController
Tag Player


 **Kowalski** GamesLabProject


 **AGS | W**  **FreeZor**

FRIENDS

 **GamesLabProject**

 **gforce** GamesLabProject

 **Kbaker** GamesLabProject

 **Thielquis** GamesLabProject

Other Games

GROUP CHATS

Movement (Script)

Script
Player ID 0

System

Desktop
2a7a952161e56b8aeabd2d9780640488e0cfa1a3
Windows 10 (10.0.0) 64bit

GPU

NVIDIA GeForce GTX 1080
Direct3D 11.0 [level 11.1]
8079 MB
Multithreaded graphics: True
Shader Level: 5.0
Max texture size: 16384
Async GPU readback support: True
Compute shader support: True
Image effect support: True
Instancing support: True
Motion vector support: True

CPU

8 Threads
Intel(R) Core(TM) i7-6700K CPU @ 4.00GHz

Memory

32683 MB

Networking

NAT-Type: Restricted
76561198130211791
Connected
76561198041456786
Connected
Connection closed
ServerActive: True
ServerListening: True
ServerLocal: False

Console

Connected: True

Command

App

AppID: 709420
BuildID: Editor runtime
Branch:

User

Kowalski
76561198104989078
Online
Connected to Steam
TwoFactor: True
Voice: 24000 Hz

Config

Debug

Watermark: True
FPSCounter: False
DebugMenu: True
DebugLog: True

Reload config

Log

Standard | 0 Messages | 0 Warnings | 0 Errors | Clear

Lobby

Kowalski's Lobby
109775240966933321

3/4

Kowalski
76561198104989078
gforce
76561198130211791
Kbaker
76561198020495940


Active Handle: Default

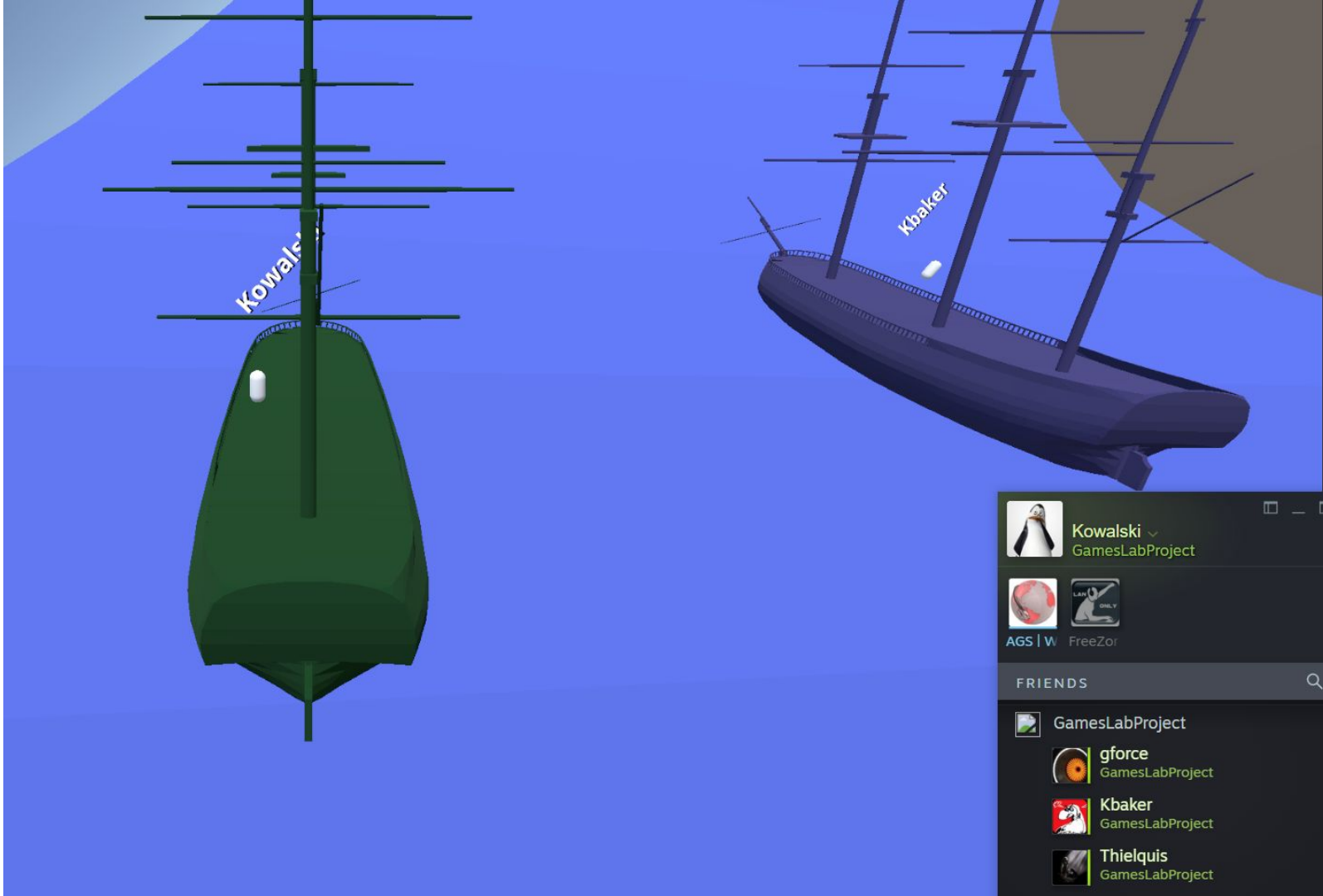
Custom Lobby Handle

Setup

Leave

Work in progress
Editor runtime
976880





Kowalski
GamesLabProject

AGS | W FreeZor

FRIENDS

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GamesLabProject



Live Demo !



Thank you for your attention!

Questions or Suggestions?