

# Fatal Tides

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## An Action-packed Naval Battle Arena



### *Prepare to set sail and sink your enemies!*

Fatal Tides is a Master:Games Engineering Games Laboratory project. It includes:

- Online PvP naval battle
- Maelstrom getting stronger by each minute
- A kraken waiting in the center for prey
- Collectible supplies and power-ups

### *The Development*

Each team participating in the games laboratory had to develop a game from scratch using the same theme: "Twister". After some brainstorming we came up with the idea to develop a naval battle arena that takes place in the middle of a maelstrom which gets bigger and bigger every minute. We used Unity3D to develop our game and used SteamWorks API as a networking backend. As we were developing, we proof-tested our idea and gameplay with a boardgame version, a semi-turn based strategy game.

### *The Development #2*

Our project got through different phases, consisting of brainstorming, prototyping, functional minimum, alpha version and playtesting, after it was ready. In this process we deployed water shading and procedural maelstrom generation, networking, movement, cannon firing and crew implementations, ship, crew member and kraken modelling and an intuitive user interface. In the playtesting phase we received feedback from gamers and optimized our game according to that. Everything is set to have some fun with our game!

The game can be played with up to four players which will engage in naval fun battle and try to prevail as the last one standing!

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### *The Gameplay*

The participants are only moving in one way and must navigate the waves carefully to avoid enemy fire or get in line for a finishing strike. Players move faster the closer they are to the center, but the kraken is waiting for those who dare to use this advantage.

To be victorious you need to use your crew wisely and assign them where you need them. The crew can be assigned on four stations: Cannons, sails, repair and fishing for supplies. Cannons indicate how many cannons can fire, repairing heals your ship using your supplies, sails increase your movement speed and fishing lets you collect supplies and power-ups from the sea that spawn randomly. You can easily assign and switch crew members on different positions.

Shooting is another matter. You can switch between sides of the ship and aim precisely but don't forget that your targets are moving! Also watch out for your ammunition: If it is depleted you have no choice but to fish for supplies before you can fire again. Same applies for repairing too: You will regenerate health over time only if you have enough repair supplies. Power-ups can vary from slowing everyone else to making you deal more damage, so watch out for the right supply!

The game ends when there is only one player standing victorious.