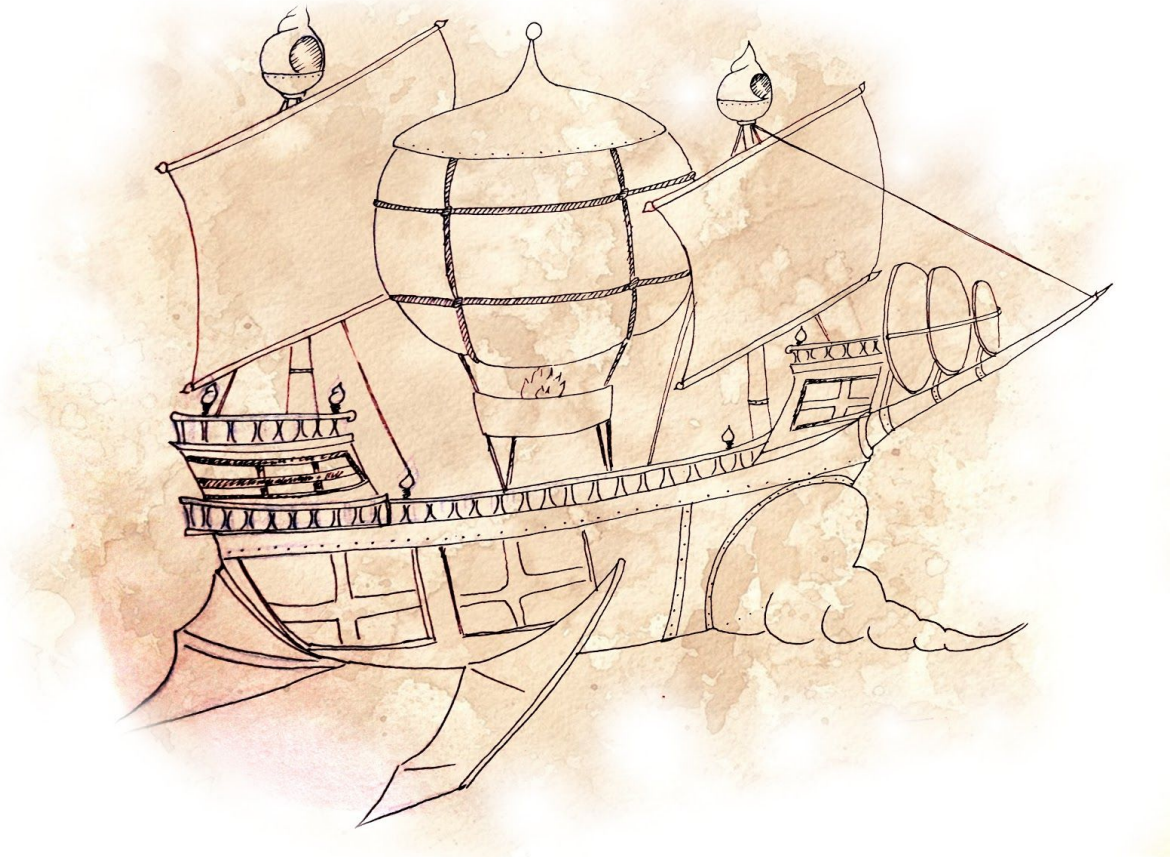Game Proposal

for

Master of Tempest

A game made by The Twisted Trash Pandas

Nikita Fetisov
Evgenija Pavlova
Moritz Schöpf
Maximilian Werhahn

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1. Description

"After the fateful events of the first raging magic storm, many wizards and witches have died and one would believe that the magic would have died with them. But that was not the case. The magic would rise from a dead wizard body to become a fierce tornado, that protects them, now uncovered, the raw magic of its deceased wielder. It is now, that the remaining wizards decided to inherit and capture this magic."

Master of Tempest is a 3D Co-Op game, where communication is the key to win the game and capture a tornado. Both players, playing as the wizard and his apprentice, depend on each other's powers to reach their common goal. Therefore, the wizard depends on the perceptiveness of his apprentice, while the apprentice needs the wizard's insight on the ship to know how to repair it.

2. Gameplay

2.a. Moving the Ship

The wizard's main task is to move the ship. To do that he has to recite an incantation by pressing the right key combination. The ship can be moved up, down, left or right. Because the wizard is below deck to move the ship and has a limited view of the tornado (see left picture) , he depends on the correct navigation of his apprentice, who has the overview over the storm (see right picture). The apprentice has different lookouts on the ship to get a good overview so that he can warn the wizard of incoming dangers.

2.b. Repairing the Ship

In front of the wizard is a "hologram" displaying the ship, which shows where the ship has been damaged by the storm. The wizard uses the hologram to tell the apprentice where he needs to go. Not repairing the ship can lead to losing control of the ship and the destruction of it. The apprentice has the power to use his magic (by fulfilling different mini-games) to repair the different ship parts. Although the wizard has also the power and the possibility the repair certain parts of the vehicle, he cannot control the ship for the duration of repairing.

2.c. Dangers of the Storm

The tornado contains different perils that the players need to overcome. The "easiest" dangers to survive are flying obstacles that the players need to avoid. Also, there are certain "danger zones" that damage the ship or affect how the ship can be moved, one example
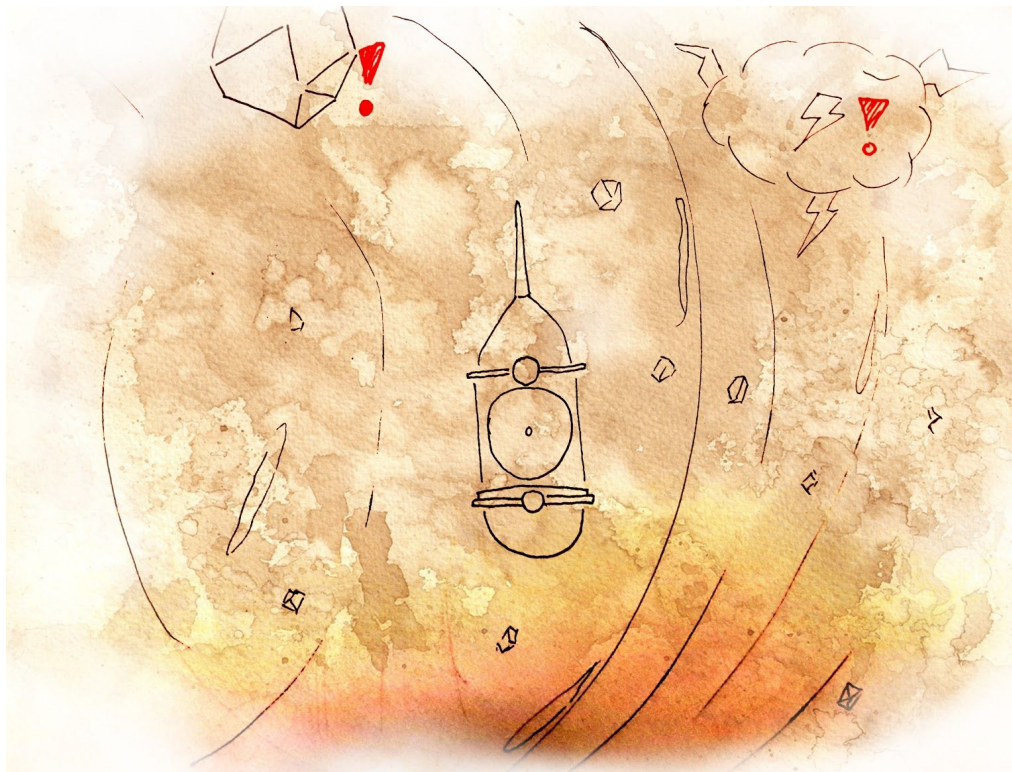
would be a type of blizzard. Affected or destroyed areas have to be repaired either by the apprentice or the wizard.

2.d. Actions of the wizard

The wizard has to press different keys in a certain order to select and cast a spell. After pressing the set combination, the wizard can perform some type of mini-game to enhance the duration of said spell. However, muscle memory is rewarded in a way that the effect is more powerful.

2.e. Damage to the apprentice

If the apprentice is not careful enough and gets hit by some small projectile he will fall unconscious for a certain amount of time. This can be fatal since incoming damage won't be seen by the wizard. To reduce the time he is unconscious the wizard can cast a spell.

3. Technical achievement

The technical achievement, on one hand, consists of a stable network connection between the client and the server. All Objects and player inputs should be synchronized on the server. The apprentice, for example, has to be able to inform the wizard about the exact positions of incoming dangers.
On the other hand, the visual effects, especially the tornado, the underlying simulations and the atmosphere are also a main focus for this game.

4. Development schedule

4.a. Layered Tasks breakdown

Layered task breakdown is contained in a separate document, see development schedule.

4.b. Timeline and milestones

Detailed description of timeline and milestones can be found in separate documents.
Broad overview:

Deadline	22.11	12.12	26.12	16.01	13.2
State of Game	Game Prototype	Functional Minimum	Low Target	Desirable/High Target	Game finished
Tasks	Physical prototype Game mechanics Game architecture	Techincal (networking, player, environment) Artistic (ship model, tornado, environment)	Technical (player, ship-environment interaction, ship's hologram) Artistic (objects, Wizard's cockpit, ship model, sound, animations, danger zones)	Technical (game menu, balance, difficulty) Artistic (animations, sound, polishing)	Playtesting Adjust features Stable version

5. Assessments

The unique selling point of **Master of Tempest** is the asymmetric gameplay of the players. Each player has their own responsibilities and has to communicate well with the other player in order to make decisions and reach the goal. This allows for a lot of different strategies for teamplay that the players can experiment with. Especially when the wizard changes the role with the apprentice, the game will feel and play completely different for both of them. It is the perfect game for a casual evening with friends where you can switch out different players and roles. Other games like "Keep Talking Until Nobody Explodes" or "We Were Here" have already proven that this kind of asymmetric gameplay is extremely fun and successful.

6. "Bullseye" Idea

The big idea of this game is exactly what is described in the paragraph before: the asymmetric and cooperative gameplay. Both players must cooperate - with the limitations each one was given - to achieve victory in this unique setting.