

Master of Tempest

Computer Games Laboratory WS 2018/2019

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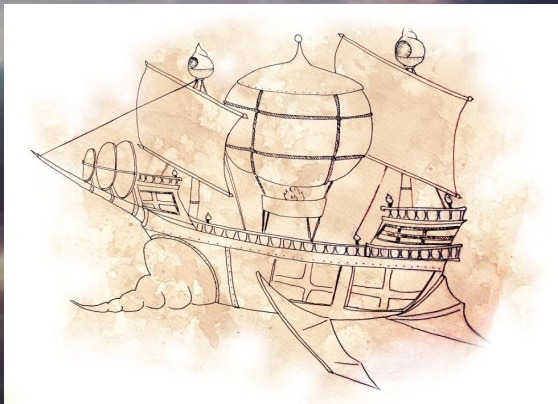
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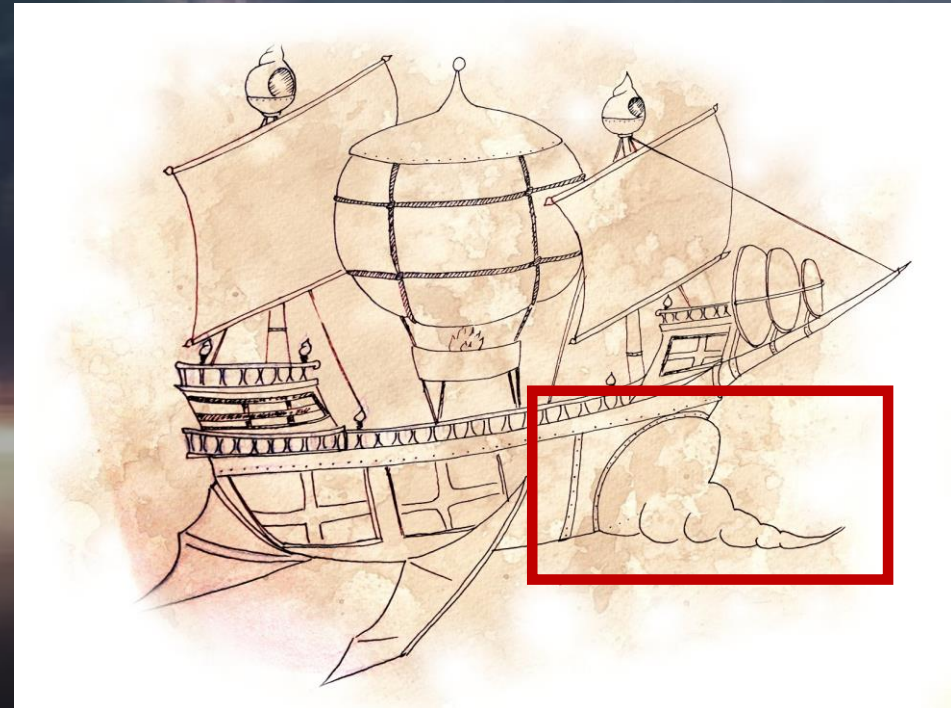
Game Idea

- Asymmetric, cooperative gameplay - 2 players
- Travelling through a storm with a flying ship
- Survive and capture the tornado



Wizard's Gameplay

- Cast spells according to received information
- Analyze damage of the ship
- Navigate the ship
- Wake up apprentice



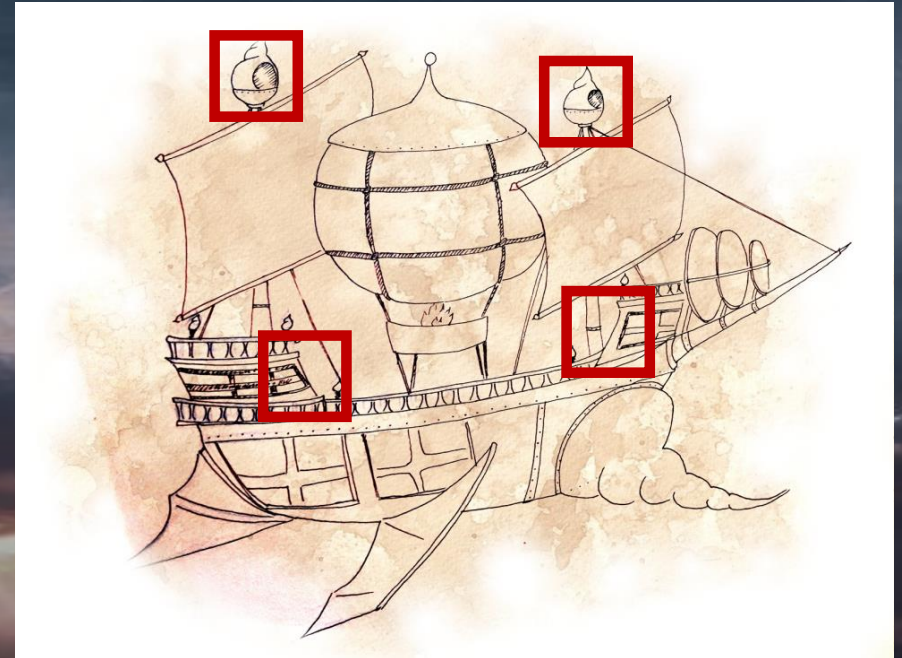
Spell Casting

- Press keys in set combination to select and channel spell
- The lower the casting-time, the stronger the effect
- Prolong the duration by playing a quick time event
- Only one spell can be active at a time

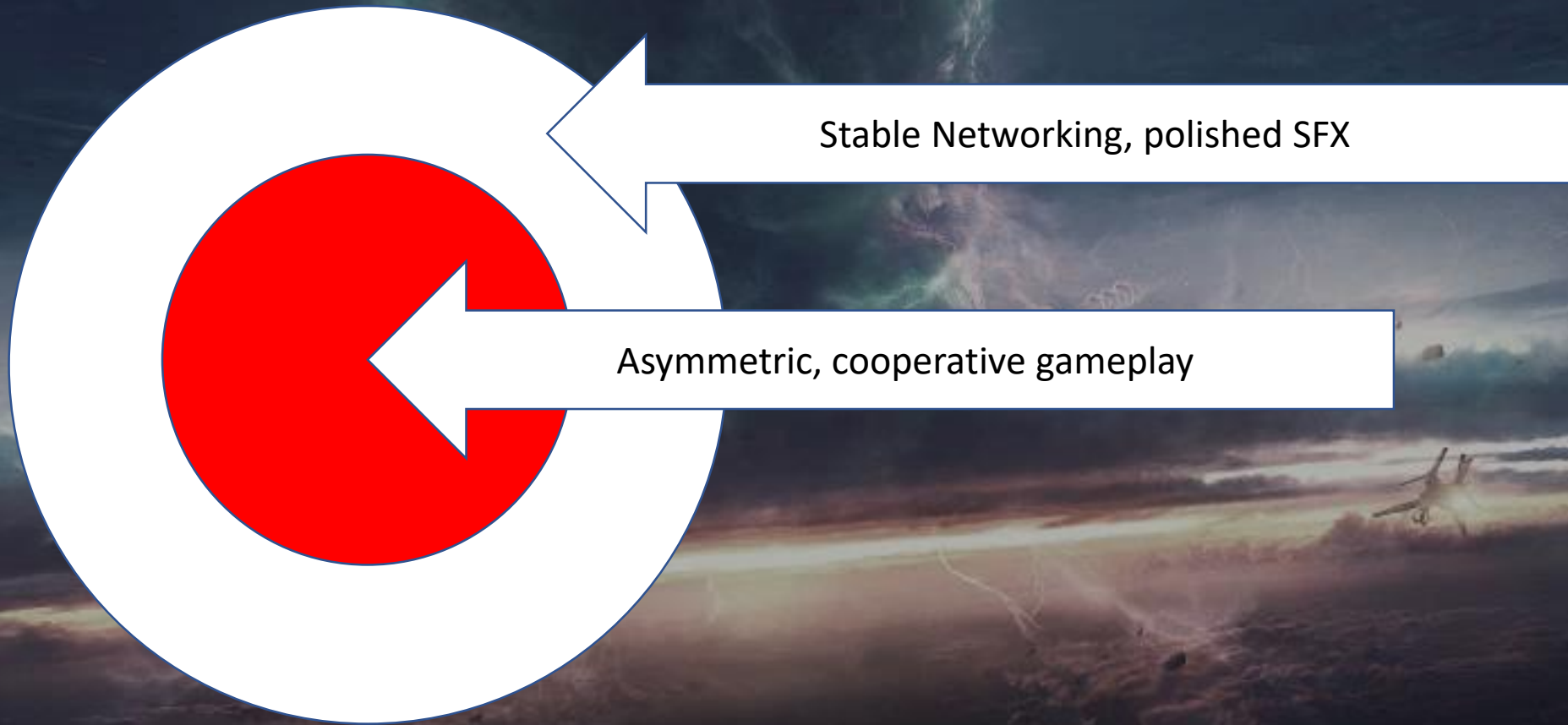


Apprentice's Gameplay

- Communicate situation of the environment
- Repair damaged deck and sails
- Teleport between locations for tasks
- Dodge smaller projectiles to not fall unconscious



BIG IDEA BULLSEYE



Timeline

Deadline
State of Game
Tasks



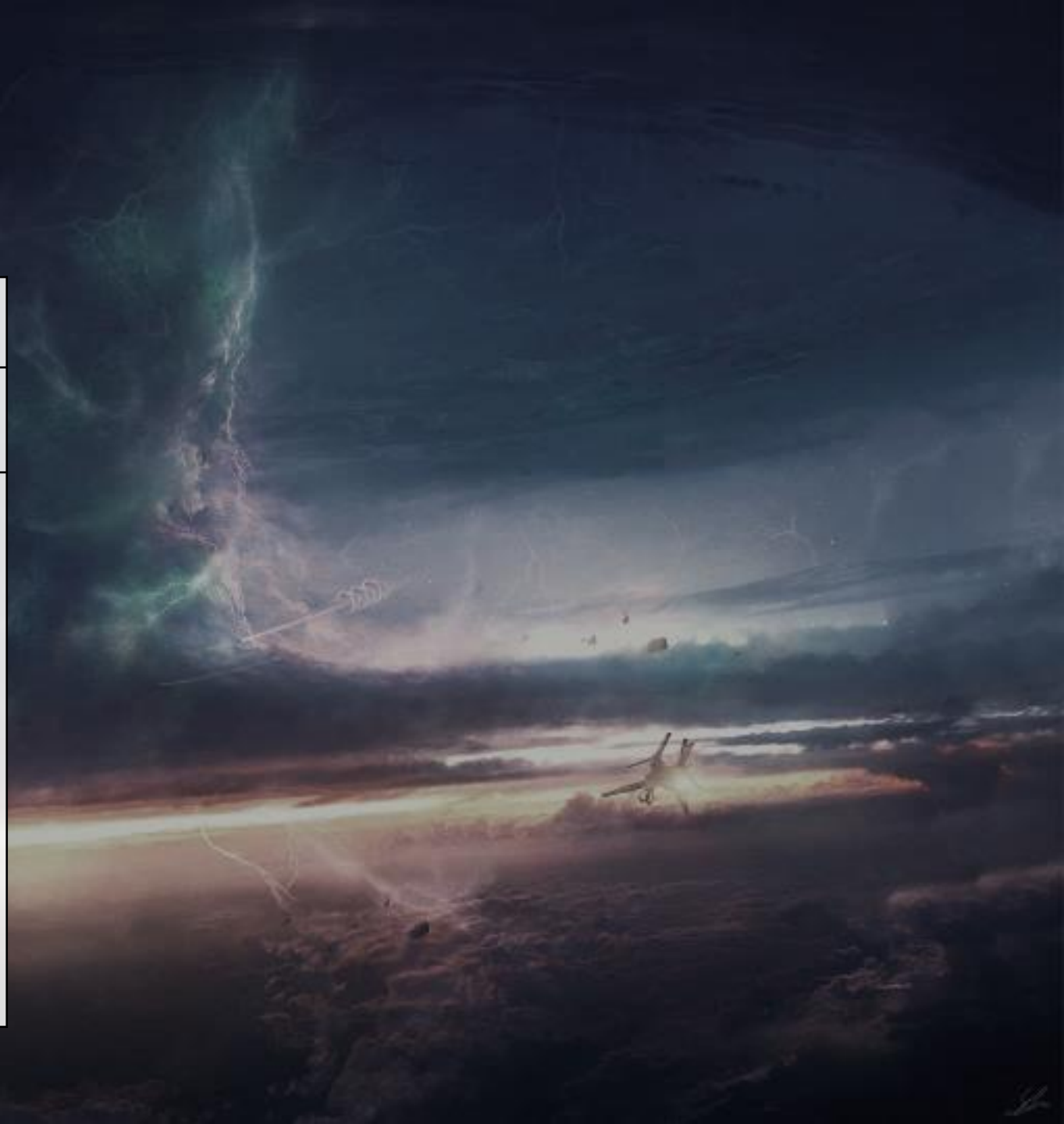
Timeline

Deadline	22.11
State of Game	Game Prototype
Tasks	<ul style="list-style-type: none">• Physical prototype• Game mechanics• Game architecture



Timeline

Deadline	22.11	12.12
State of Game	Game Prototype	Functional Minimum
Tasks	<ul style="list-style-type: none">• Physical prototype• Game mechanics• Game architecture	<ul style="list-style-type: none">• Technical (networking, player, environment)• Artistic (ship model, tornado, environment)



Timeline

Deadline	22.11	12.12	26.12
State of Game	Game Prototype	Functional Minimum	Low Target
Tasks	<ul style="list-style-type: none">• Physical prototype• Game mechanics• Game architecture	<ul style="list-style-type: none">• Technical (networking, player, environment)• Artistic (ship model, tornado, environment)	<ul style="list-style-type: none">• Technical (player, ship-environment interaction, ship's hologram)• Artistic (objects, Wizard's cockpit, ship model, sound, animations, danger zones)



Timeline

Deadline	22.11	12.12	26.12	16.01
State of Game	Game Prototype	Functional Minimum	Low Target	Desirable/High Target
Tasks	<ul style="list-style-type: none">• Physical prototype• Game mechanics• Game architecture	<ul style="list-style-type: none">• Technical (networking, player, environment)• Artistic (ship model, tornado, environment)	<ul style="list-style-type: none">• Technical (player, ship-environment interaction, ship's hologram)• Artistic (objects, Wizard's cockpit, ship model, sound, animations, danger zones)	<ul style="list-style-type: none">• Technical (game menu, balance, difficulty)• Artistic (animations, sound, polishing)

Timeline

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	<ul style="list-style-type: none"> Physical prototype Game mechanics Game architecture 	<ul style="list-style-type: none"> Technical (networking, player, environment) Artistic (ship model, tornado, environment) 	<ul style="list-style-type: none"> Technical (player, ship-environment interaction, ship's hologram) Artistic (objects, Wizard's cockpit, ship model, sound, animations, danger zones) 	<ul style="list-style-type: none"> Technical (game menu, balance, difficulty) Artistic (animations, sound, polishing) 	<ul style="list-style-type: none"> Playtesting Adjust features Stable version

A dramatic, dark sky with a massive, glowing green and blue lightning bolt striking down over a landscape. The text "Thank You!" is centered in white.

Thank You!

Layered Task Breakdown - Functional Minimum

Game aspect	Required state
Networking	Implemented, fully functional. The coop nature is the core of the game, and networking should be the top priority.
Ship-environment interaction	Environmental threats (zones, colliders) interact with the ship. Damage is tracked, ship can be destroyed by the environment.
Player controls	“Spellcasting” is implemented. QTE with random sequences are there.
Environment	1 example of each environment threat type, with proper behavior logic. Visual appearance is basic.
Ship	Ship is recognizable as a ship. It has 2 outposts for the scout player, 4 different zones to repair. Wizard’s cockpit is basic, with simple model of a ship and damage report (should indicate which zones have to be repaired).
Tornado	Tornado can be recognized as one. Other weather effects (clouds, lightnings, etc.) look basic, but are distinguishable from the background.
Sound	None.
Animations	None.
Gameplay balance	Victory is achievable.
Flexibility	None.

Layered Task Breakdown - Low Target

Game aspect	Required state
Networking	Implemented, fully functional. The coop nature is the core of the game, and networking should be the top priority.
Ship-environment interaction	Environmental threats interact with the ship, zones affect gameplay, making it harder for players to achieve their goals. Damage to the ship is tracked, and is visible. Ship can be destroyed.
Player controls	"Spellcasting" is implemented. QTE with random sequences are there. Speed with which players responds to QTE affects the intensity of performed action.
Environment	1 example of each environment threat type, with proper behavior logic. Visual appearance should be appealing.
Ship	Ship looks appealing. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit has details, ship's hologram looks appealing too. Also shows environmental objects in close proximity to the ship.
Tornado	Tornado looks appealing. Weather effects (clouds, lightnings, etc.) look nice, but without intricate details.
Sound	Most occurring events have sounds: impacts, lightnings, background noise from tornado, background ship noise, spells.
Animations	Basic animations for impact with ship as camera shaking, ship "breaking", stone "crushing".
Gameplay balance	Victory is achievable.
Flexibility	None.

Layered Task Breakdown - Desirable Target

Game aspect	Required state
Networking	Implemented, fully functional. The coop nature is the core of the game, and networking should be the top priority.
Ship-environment interaction	Environmental threats interact with the ship, zones affect gameplay, making it harder for players to achieve their goals. Damage to the ship is tracked, visible, and appears naturally (believably) from the impacts or other interactions. Ship can be destroyed, multiple animations for the falling apart ship.
Player controls	"Spellcasting" is implemented. QTE with random sequences are there. Speed with which players responds to QTE affects the intensity of performed action. Visual feedback for interaction is polished and satisfactory for the players.
Environment	3 examples of each environment threat type, with proper behavior logic. Visual appearance should be appealing.
Ship	Ship looks appealing. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit has details, ship's hologram looks appealing too. Also shows environmental objects in close proximity to the ship. Increased number of small details to the ship (make it look "alive" and interesting to look at from the player's perspective).
Tornado	Tornado looks appealing. Weather effects (clouds, lightnings, etc.) look nice, with increased number of details. Additionally, some extra visual effects for "magic" fields.
Sound	Most of the events have sounds: impacts, lightnings, background noise from tornado, background ship noise, spells, etc.
Animations	Animations for ship-environment interactions are nice and look plausible, transitions from different states are fluid or close to fluid.
Gameplay balance	Victory is achievable, but the game is challenging to play.
Flexibility	None.

Layered Task Breakdown - High Target

Game aspect	Required state
Networking	Implemented, fully functional. The coop nature is the core of the game, and networking should be the top priority.
Ship-environment interaction	Environmental threats interact with the ship, zones affect gameplay, making it harder for players to achieve their goals. Damage to the ship is tracked, visible, and appears naturally (believably) from the impacts or other interactions. Ship can be destroyed, multiple animations for the falling apart ship.
Player controls	"Spellcasting" is implemented. QTE with random sequences are there. Speed with which players responds to QTE affects the intensity of performed action. Visual feedback for interaction is polished and satisfactory for the players.
Environment	5 examples of each environment threat type, with proper behavior logic. Visual appearance should be appealing.
Ship	Ship looks appealing. It has 2 outposts for the scout player, 4 different zones to repair. Wizard's cockpit has details, ship's hologram looks appealing too. Also shows environmental objects in close proximity to the ship. Ship is very detailed, everything there has a purpose and is smoothly integrated.
Tornado	Tornado looks appealing. Weather effects (clouds, lightnings, etc.) look nice, with increased number of details. Extra visual effects for "magic" fields. The general look of the tornado is well-put together and everything fits together nicely. The whole picture strikes with awe.
Sound	Everything that happens on the screen has multiple corresponding sound effects, which are rotated throughout the play through.
Animations	Animations for ship-environment interactions are nice and look plausible, transitions from different states are fluid, multiple animations per action.
Gameplay balance	Victory is achievable, but the game is challenging to play.
Flexibility	There are multiple types of tornadoes players can conquer, with different difficulty level.