Master of Tempest

Computer Games Laboratory WS 2018/2019

Nikita Fetisov
Evgenija Pavlova
Moritz Schöpf
Maximilian Werhahn

Recap

Asymmetrical, Cooperative Gameplay

Online Multiplayer

One wizard, one apprentice
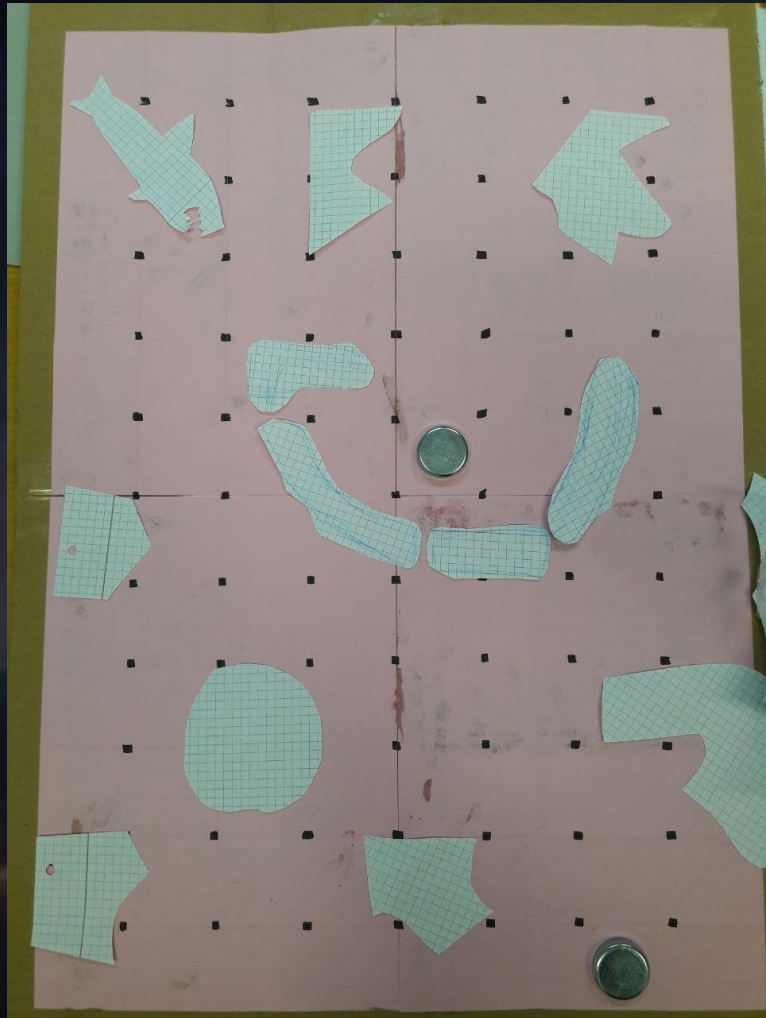
Dodge Obstacles

Reach eye of the storm

Changes

- Apprentice has to switch positions constantly to grasp the whole situation
    - Vision restricted partially on each outpost

- For more variety the wizard has special abilities to react to threats only he can see
    - x-ray vision for magical obstacles

- Minigames consist of arranging elements in a certain order
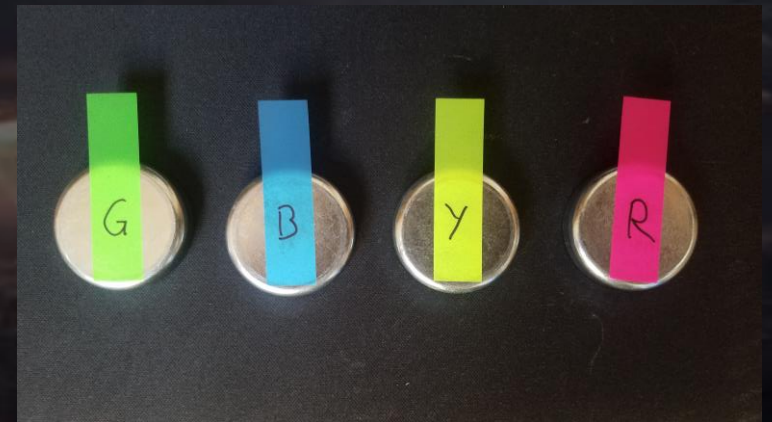
- Faster pace

Setup

- 2 players(operator/navigator) + 2 game masters

- One gameboard, each side for one of the players

- Ship is represented by two magnets, one on each side

- Win condition: magnets reach the marked position

- Lose condition: magnets hit an obstacle and fall to the ground

Game elements

Rules

- Turnbased gameplay but under time pressure

- Navigator has to look through a "spying glass" for limited knowledge about the map

- Operator is not allowed to see obstacles

- Operator has to arrange marked magnets to steer the ship
    - Sharp turn when spell is placed backwards

- After each turn the magnets have to be scrambled

Game Loop

- Navigator gives command

- Operator tries to adjust direction correspondingly

- First game master evaluates results from arranged magnets

- Scramble magnets

- Second game master turns ship depending on the command

- Second game master moves ship one cell at a time

Thank You!