Game Idea Pitch

Practical Course: Computer Games Laboratory

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Storyline 1/2

- You are a lazy student (hard to imagine), so you're always late

- On this special day you want to go to the Oktoberfest

- Last member of group arriving at "Wiesn" has to pay **all** drinks that have been consumed until he arrives

Storyline 2/2

🍺🍺

- You're friends are already there
- You overslept, so you try to get to the Oktoberfest as fast as possible
- Damage limitation!
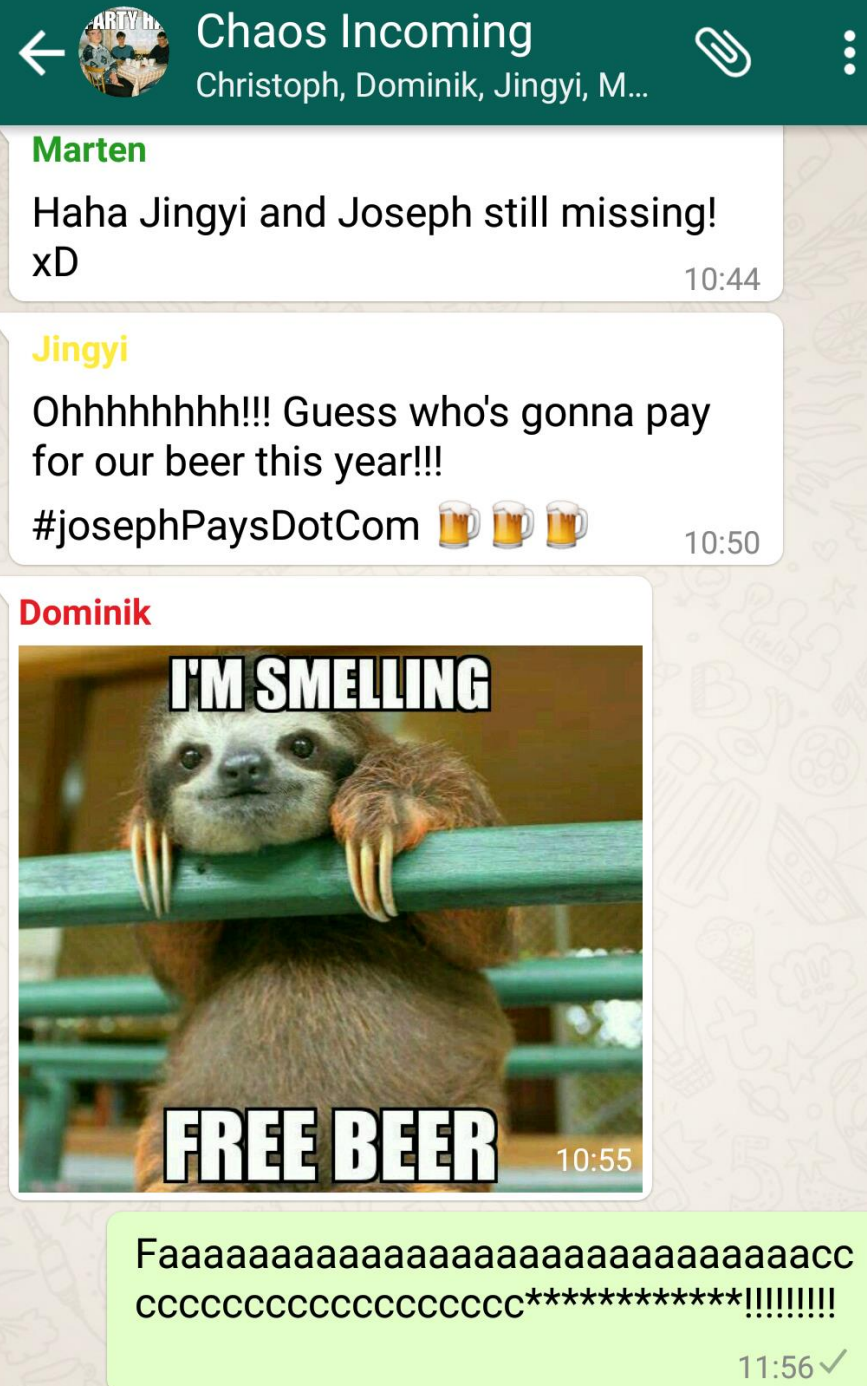
Big Idea

Get to Oktoberfest as fast as possible.

Oktoberfest

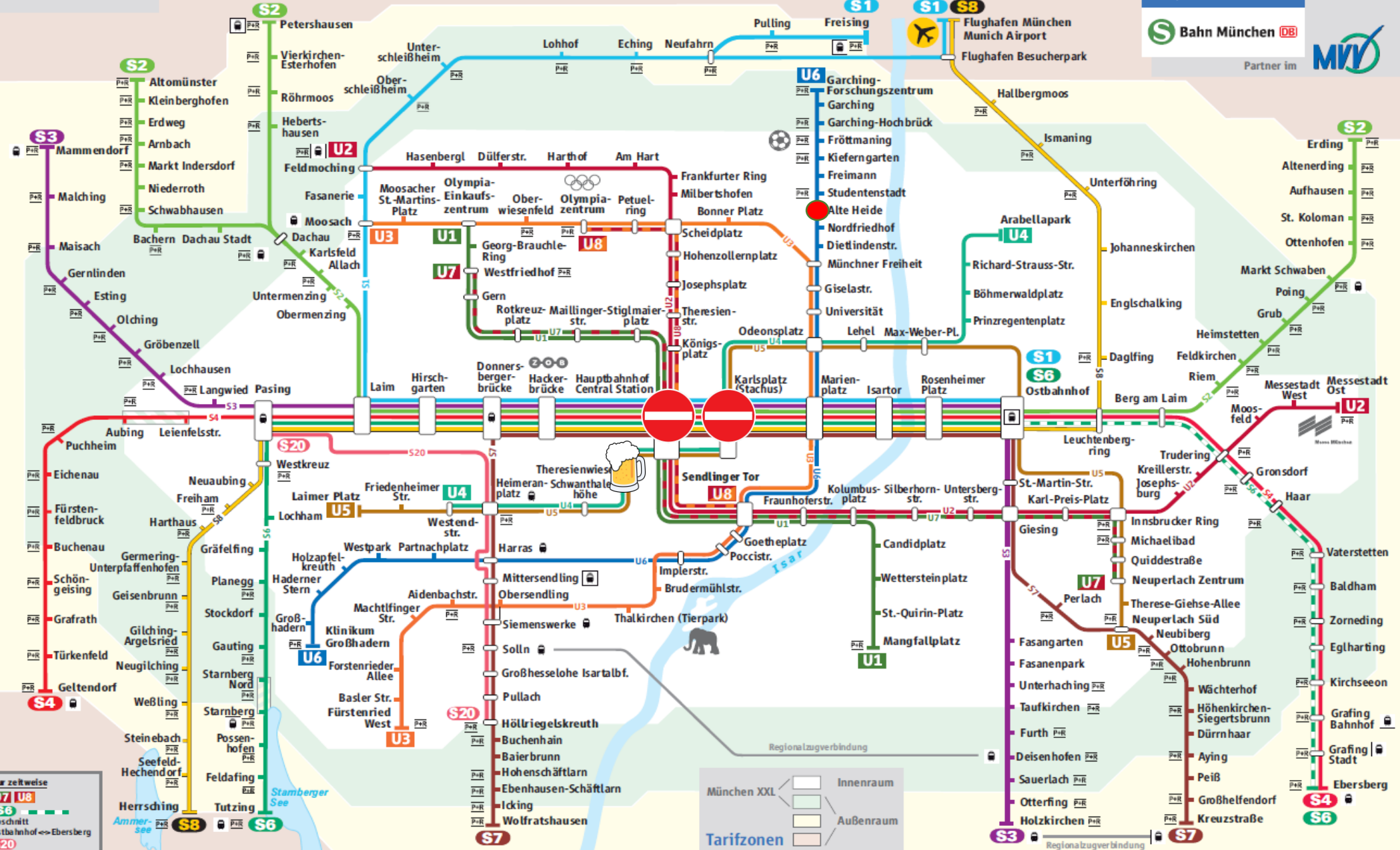Navigate through the challenging and complex underground network of munich.

Concept 1/2

- Genre: Simulation
- Use the public transportation to get to the Oktoberfest
- Navigate Sepp to the Oktoberfest as fast as possible!
- Don't get catched by the ticket inspectors!

Concept 2/2

- Get drunk while riding the various public transportations!
- Mastering different levels of difficulty!
- Get locations of ticket inspectors from WhazzApp

Realism

- Integrate the whole:
  - subway infrastructure (Low Target)
  - suburban railway infrastructure (Desired Target)
  - bus infrastucture (High Target)
- Real departing times (+ of course realistic delays)
- Real ticket prices
- Real prices for beers at shops and the Oktoberfest
- Real scaling for the prices during the years

Schnellbahnnetz

Thank you!
Questions?

Development Schedule

Working on	Week	Ongoing					Functional Minimum				Low Target				Desired Target						
		Design Doc	Concept Art	Physical Pr.	Introduce Bugs	Fix Bugs	Character Mechanics	Database System	One Subway Route	One Subway Station	AI / Ticket Inspectors	Basic UI	All Subway Routes	Graphics (w/o Anim.)	Fast Forward	Animations	Difficulty Scaling	Field of View	Random Events	Advanced UI	All Train Routes (U+S)
Physical P	Week 43																				
	Week 44																				
	Week 45																				
Interim	Week 46																				
	Week 47																				
	Week 48																				
Alpha	Week 49																				
	Week 50																				
	Week 51																				
	Week 52																				
	Week 1																				
	Week 2																				
Test	Week 3																				
Final	Week 4																				
	Week 5																				
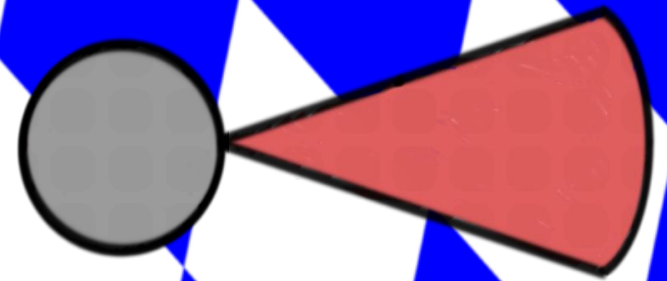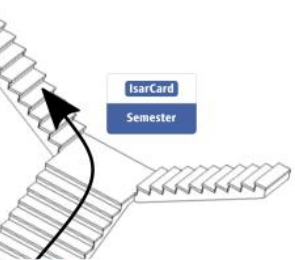
Additional Targets

- Random events
- Individual (graphical) train stations
- Train delays
- Bus lines and/or cabs
- Random ticket checks