Game Prototype

Anja Kempf

Daniel Ziese

Mykola Morozov

Maarten Bussler

Structure

- 1) Game Idea

- 2) Prototype

- 3) Revisions

Game Idea

- Goal of the Prototype

  - How to make gameplay interesting using items, obstacles and quick time events
  - How to do procedural generation

- Core idea:

  - Dungeon runner with fast paced decisions
  - Unlock secret passages and gather items
  - Evade obstacles

    -> Centered around achieving flow state

Prototype

- Can't have real time interaction -> Quick time events
- Restricted visibility was troublesome to implement
- Size of the labyrinth has practical limitations
- Visualization of Slender Man

- Focus on running phase, exploring
- Player moves across "randomly" generated labyrinth
- Player is faced with decisions and quick time events
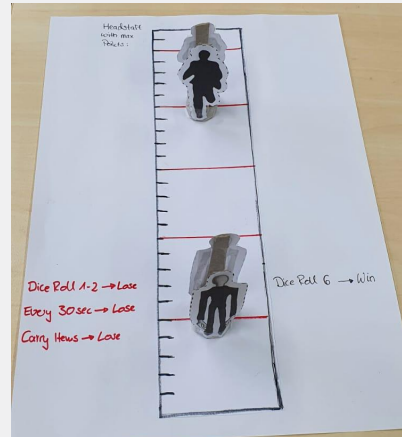- Fog mechanic, where limited tiles are seen

Prototype

- Slender Man:

- Only Distance to player, not shown explicitly
- Player has head start
- If distance reaches zero, the player loses
- The player can gain and lose distance from events
- Every few turns the player loses distance
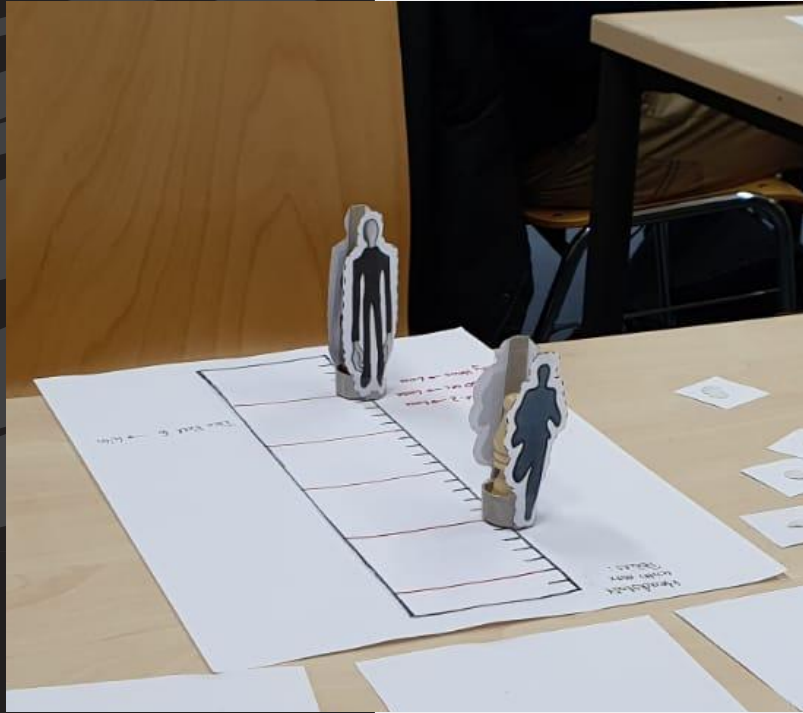
Prototype

- Labyrinth:

    - Create random labyrinth from set of tiles
    - Place events and items after labyrinth generation
    - Event tiles incorporate a dice roll
    - Fog: Player only sees connected tiles

- Items:

    - Paths are blocked by obstacles
    - Player has to find corresponding items to proceed
    - Carrying too many items gives penalty

Prototype

Prototype

Revisions

- Problems:
  - Player could evade Slender Man endlessly
  - Player could be overwhelmed by decisions
  - Decisions often trivial

- Learnings:
  - Make the Slender Man move faster than player
  - Limit decisions to better accommodate dodging
  - Implement traps and hints
  - Downscale fighting phase
  - Came up with a potential algorithm for map generation