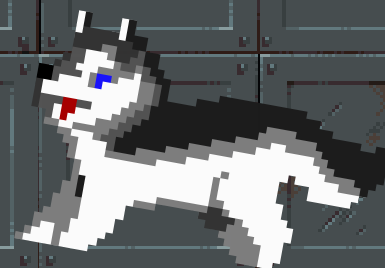


GOOGLE ENTERTAINMENT

THE CUSTODIAN

FINAL RELEASE



Vision



Action card game with character progression



Real-time and turn based hybrid



Ability to duplicate other cards i.e. abilities



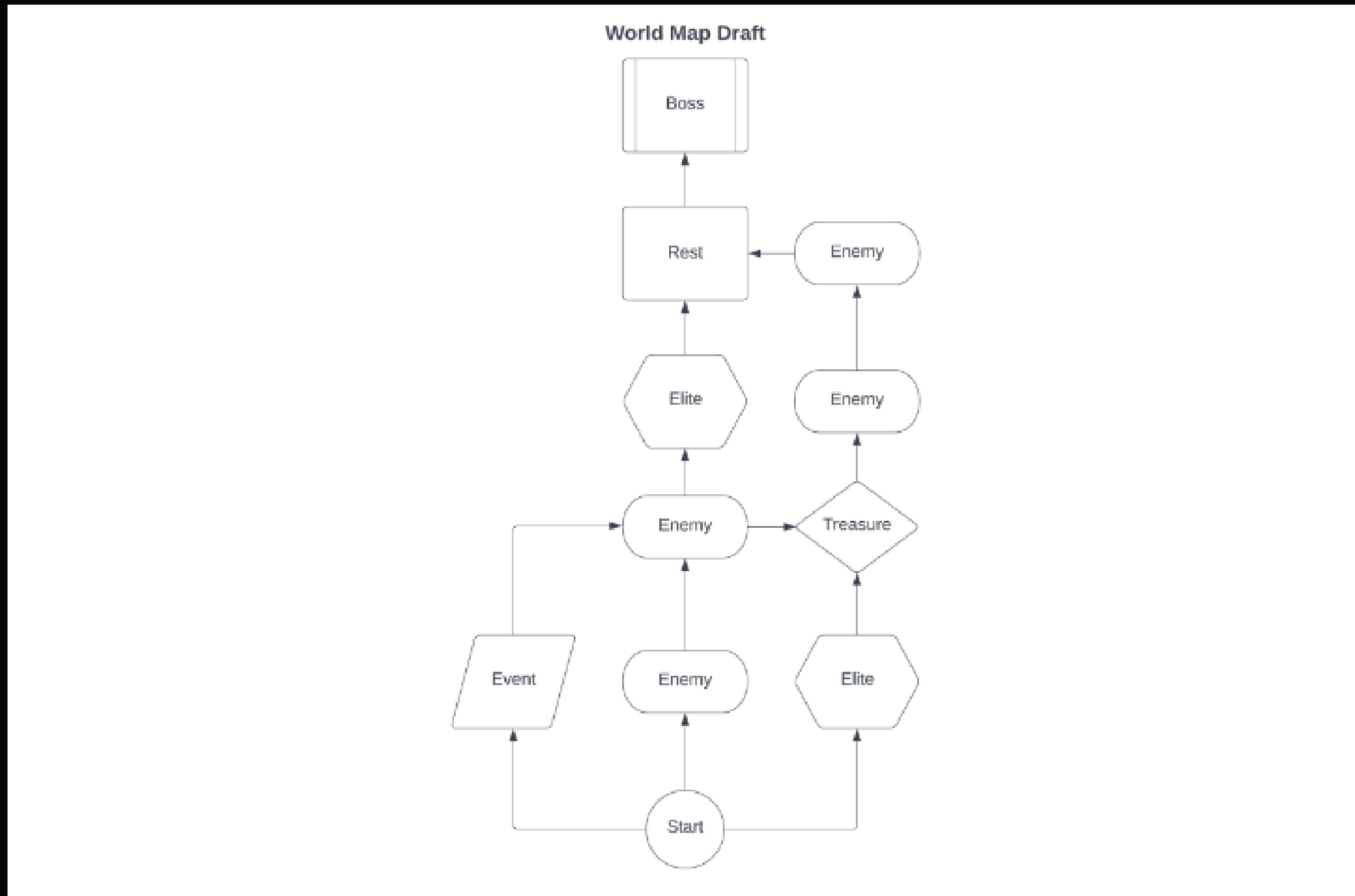
Strategy with a focus on prediction and planning



Early Design Ideas



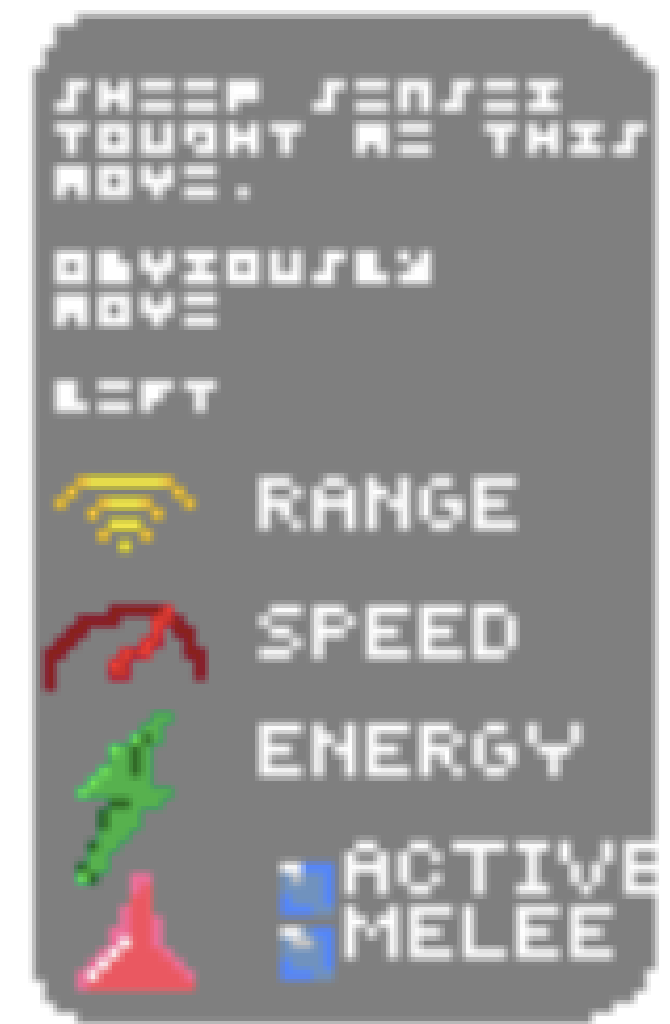
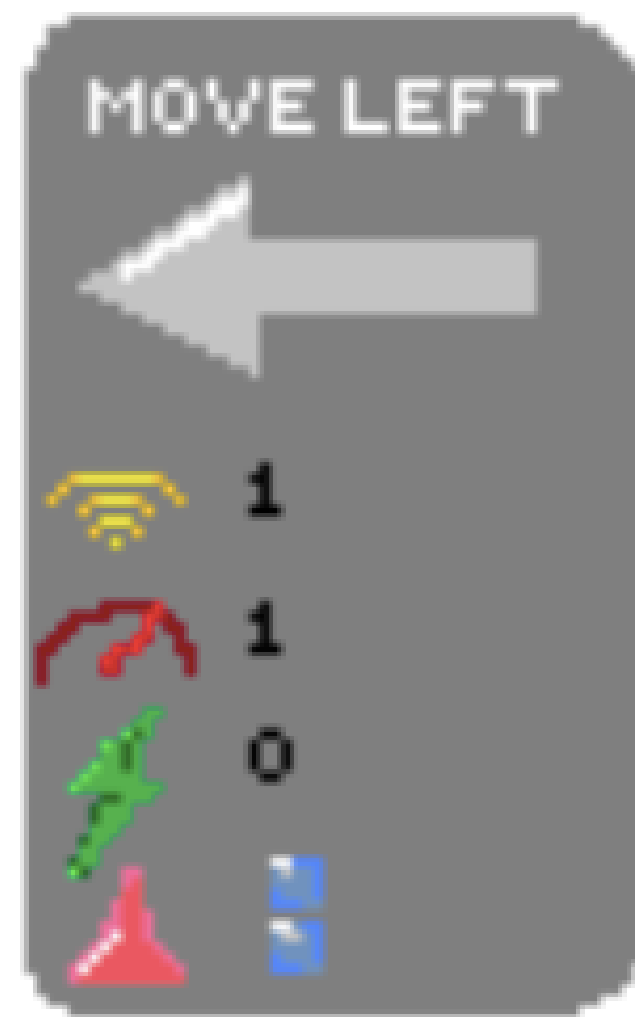
A world map that allows player to experience different styles of levels and streamlines the gameplay and progression



Early Design Ideas



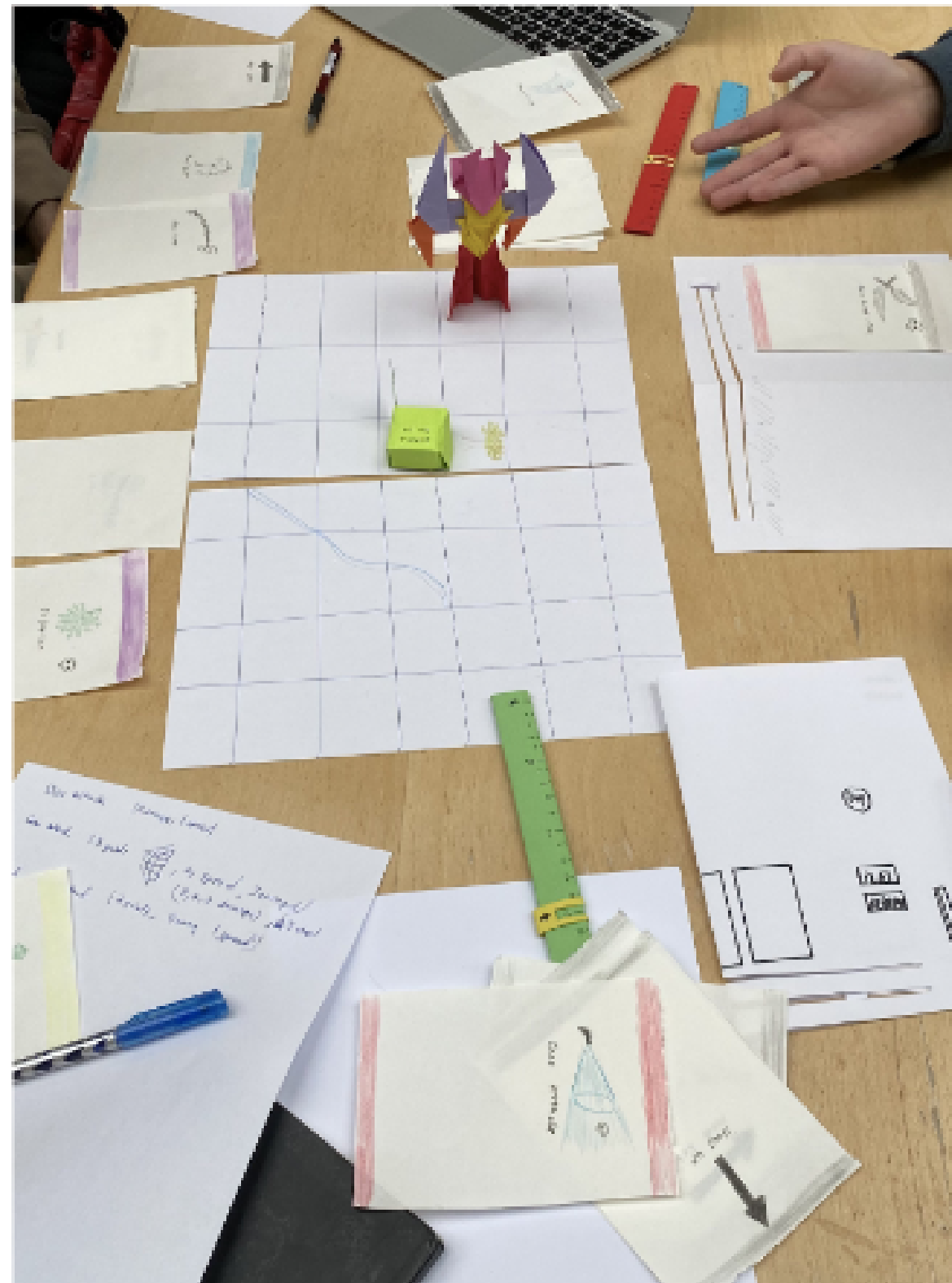
Cards that cost energy and activated after a certain amount of timesteps with the ability to choose directions



Early Design Ideas



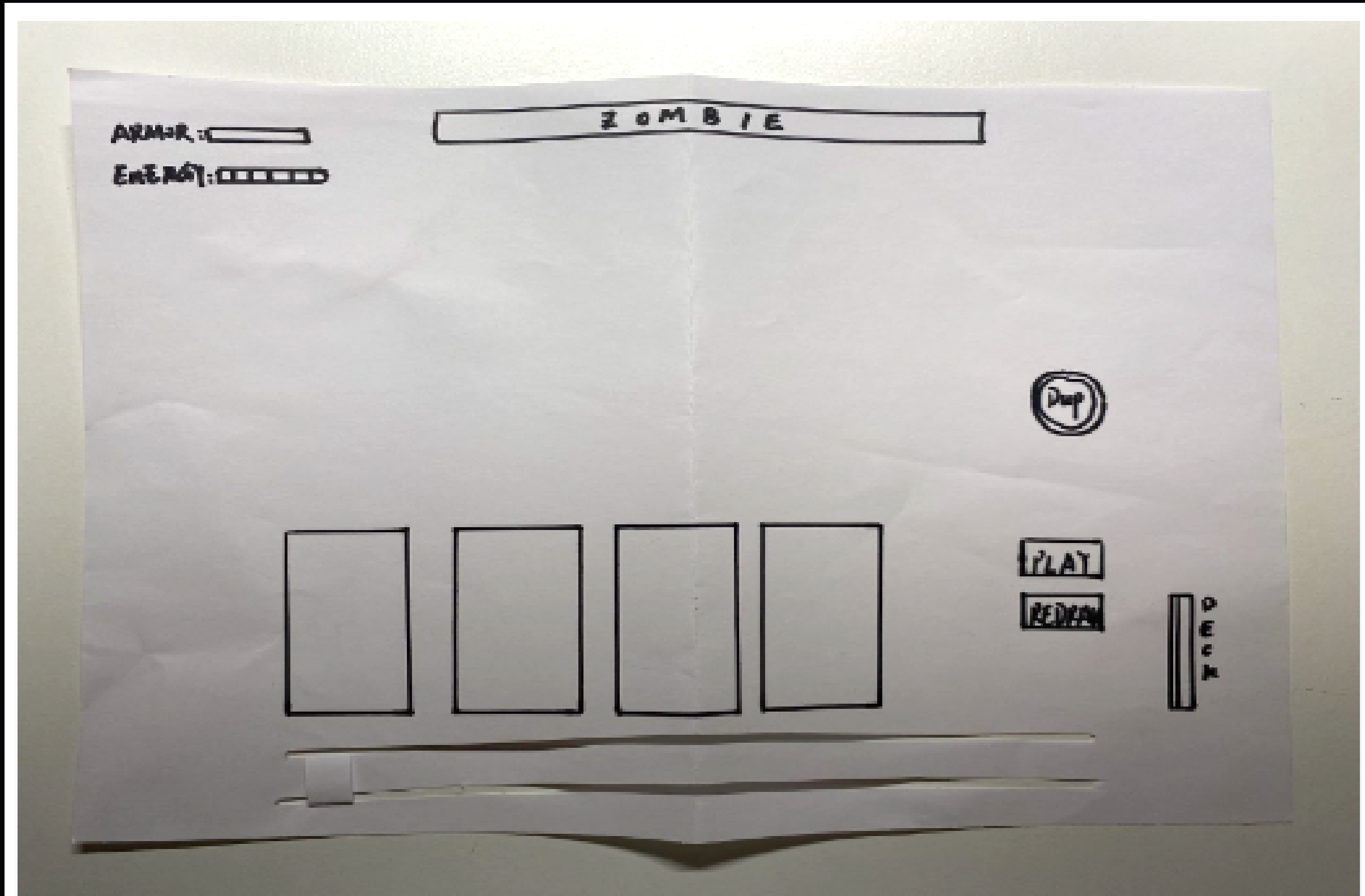
Grid based map and a timeline bar to indicate when the player's or enemy's card will be activated



Early Design Ideas



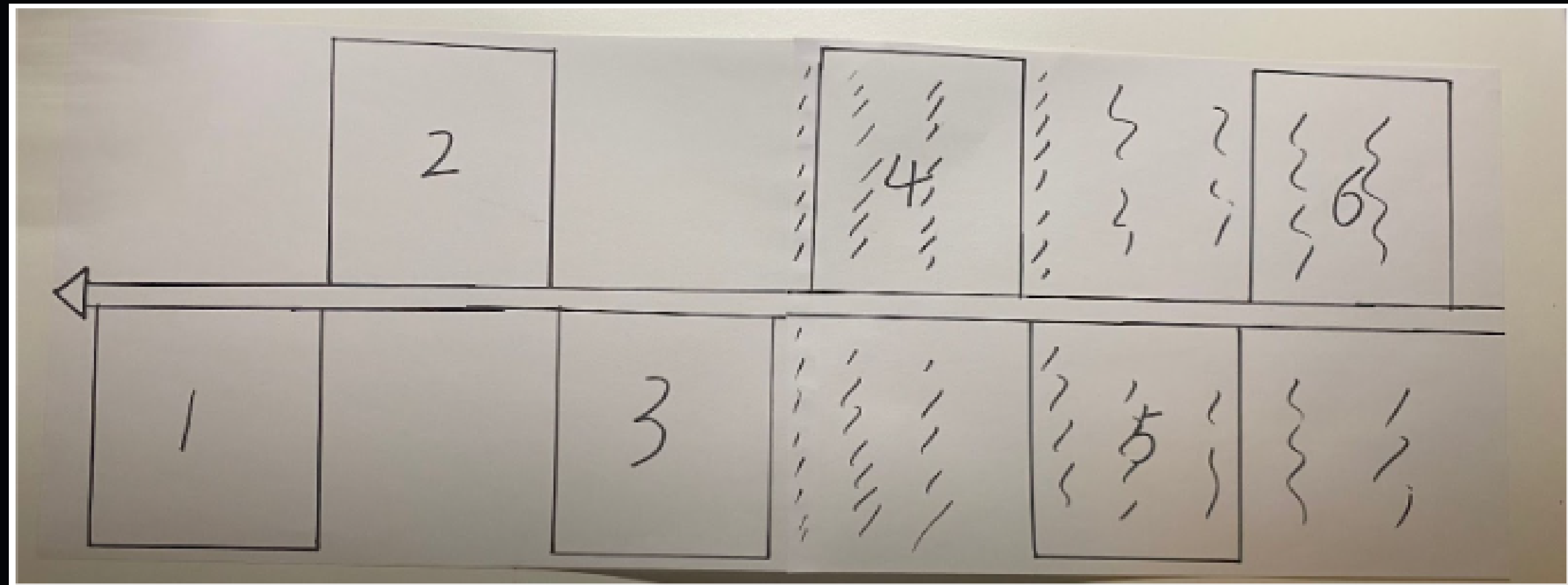
Ability to choose between 4 cards at hand which needs a clean and simple UI



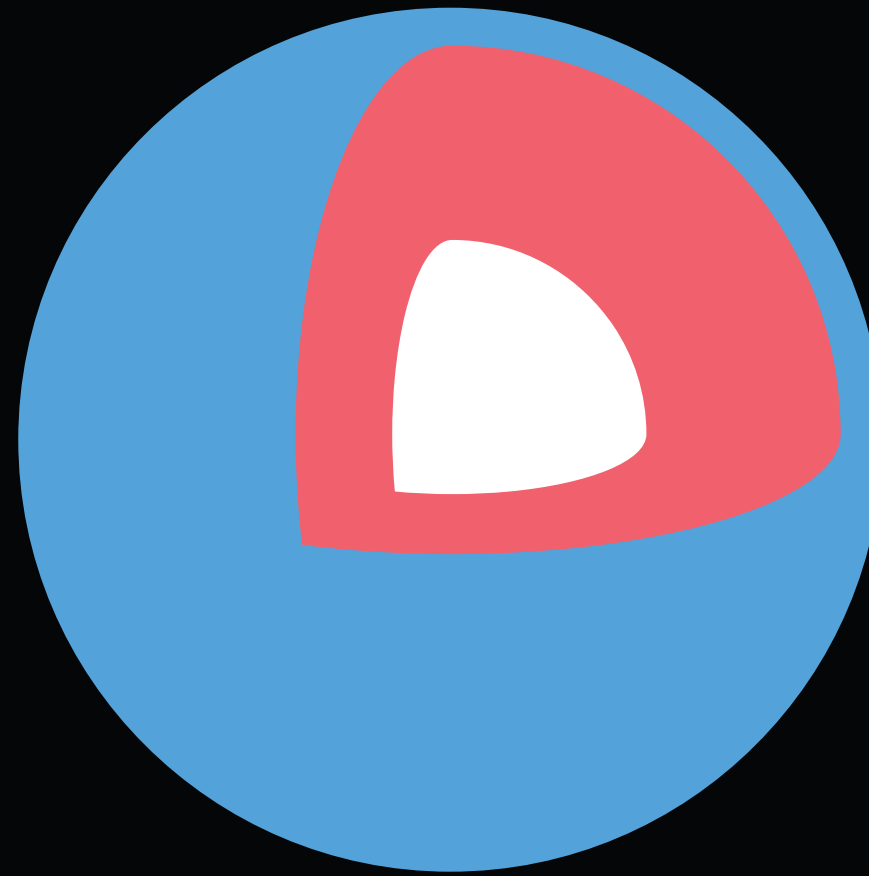
Early Design Ideas



Timeline that makes it possible to see when a player's or enemy's card will be activated



Core Game Mechanic & Class Theme



Card Duplication

The Custodian is capable of duplicating other NPCs' abilities cards which is the core progression path!

Core Game Mechanic & Class Theme

20230207_191331.mp4
4.36 MB

1 2 3 4 5 6 7 8 9 10

6 / 10
5 / 5

WALK
choose a direction and move
⚡ 0 ⬆️ ⬇️ ⬇️ ⬆️
🕒 2

RUN LEFT
move left 1 to 3 grids
⚡ 0 ⬆️ ⬇️ ⬇️ ⬆️
🕒 4

RUSH AND COLLISION ATTACK
⚡ 1 ⬆️ ⬇️ ⬇️ ⬆️
🕒 5 ⚡ 2-5

HEROBUTTI!
⚡ 3 ⬆️ ⬇️ ⬇️ ⬆️
🕒 4 ⚡ 3

RUN UP
move up 1 to 3 grids
⚡ 0 ⬆️ ⬇️ ⬇️ ⬆️
🕒 4

RUN DOWN
move down 1 to 3 grids
⚡ 0 ⬆️ ⬇️ ⬇️ ⬆️
🕒 4

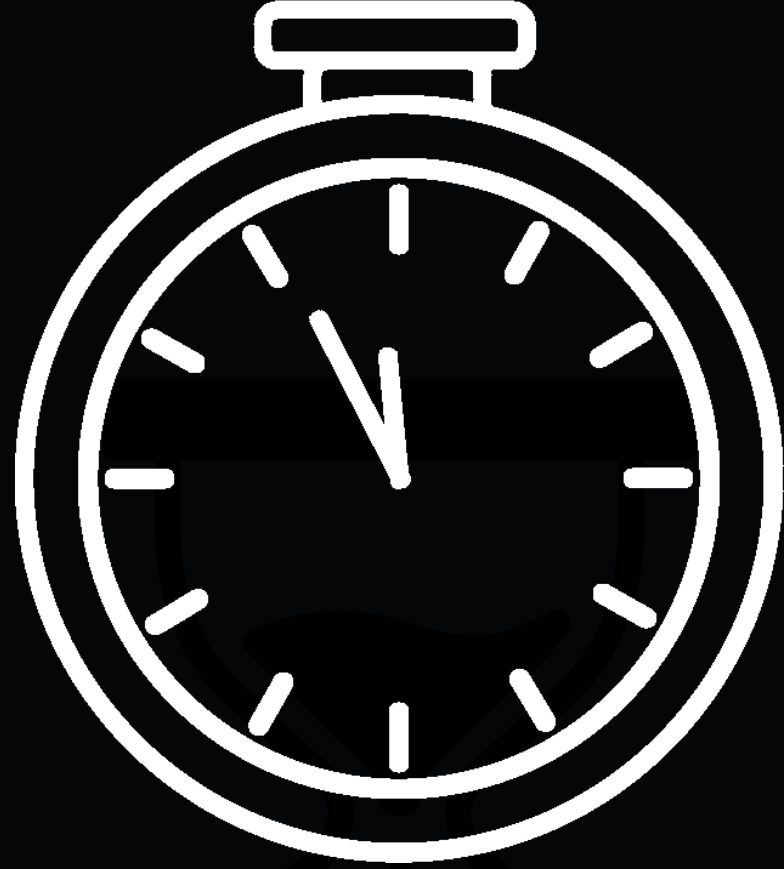
HEROBUTTI!
⚡ 3 ⬆️ ⬇️ ⬇️ ⬆️
🕒 4 ⚡ 3

JUMP
choose a direction and jump over obstacles for up to 2 grids
🕒 5

WALK
choose a direction and move
⚡ 0 ⬆️ ⬇️ ⬇️ ⬆️
🕒 2

0:30 / 1:10

Core Game Mechanic & Class Theme



A Hybrid Between Turn Based and Real-time Strategy

Not exactly real time and not exactly turn based. Instead, time flows in incremental timesteps.

Core Game Mechanic & Class Theme

20230207_191331.mp4
4.36 MB

1 2 3 4 5 6 7 8 9 10

Duplication finished!

6 / 10
5 / 5

RUSH AND COLLISION ATTACK

1 2-5

Confirm

RUN DOWN
move down 1 to 3 grids

HEROBUTTI!

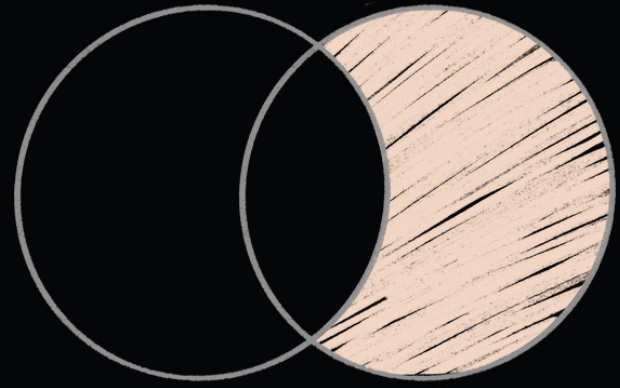
JUMP
choose a direction and jump over obstacles for up to 2 grids

WALK
choose a direction and move

0:36 / 1:10

The screenshot displays a game interface with a top progress bar numbered 1 to 10. A blue arrow points to the start of the bar. Below the bar, a message reads "Duplication finished!". On the left, a character's status is shown with a red bar at 6/10 and a blue bar at 5/5. A sheep is in a locker. A central menu shows the "RUSH AND COLLISION ATTACK" skill with a lightning bolt icon, a cost of 1, and a range of 2-5. At the bottom, five skill cards are visible: "RUN DOWN" (cost 0, range 1-3), "HEROBUTTI!" (cost 3, range 4), "JUMP" (cost 5, range 2), and "WALK" (cost 0, range 2). A "Confirm" button is highlighted. The video player interface at the bottom shows a timestamp of 0:36 / 1:10.

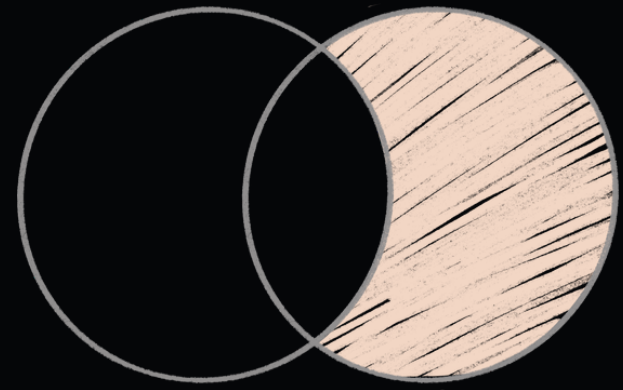
Changes During Implementation



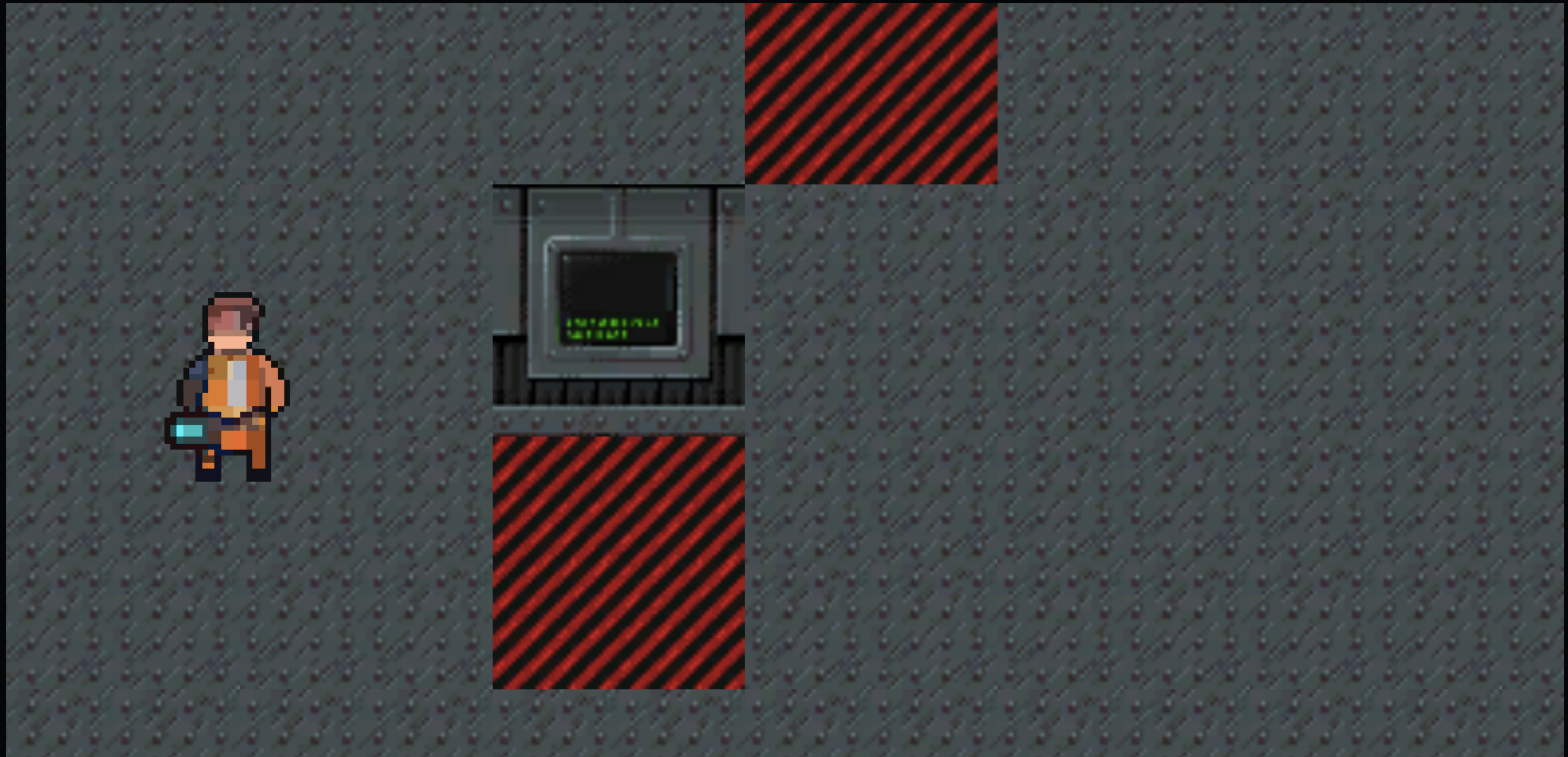
Ability to change the game speed i.e. difficulty



Changes During Implementation

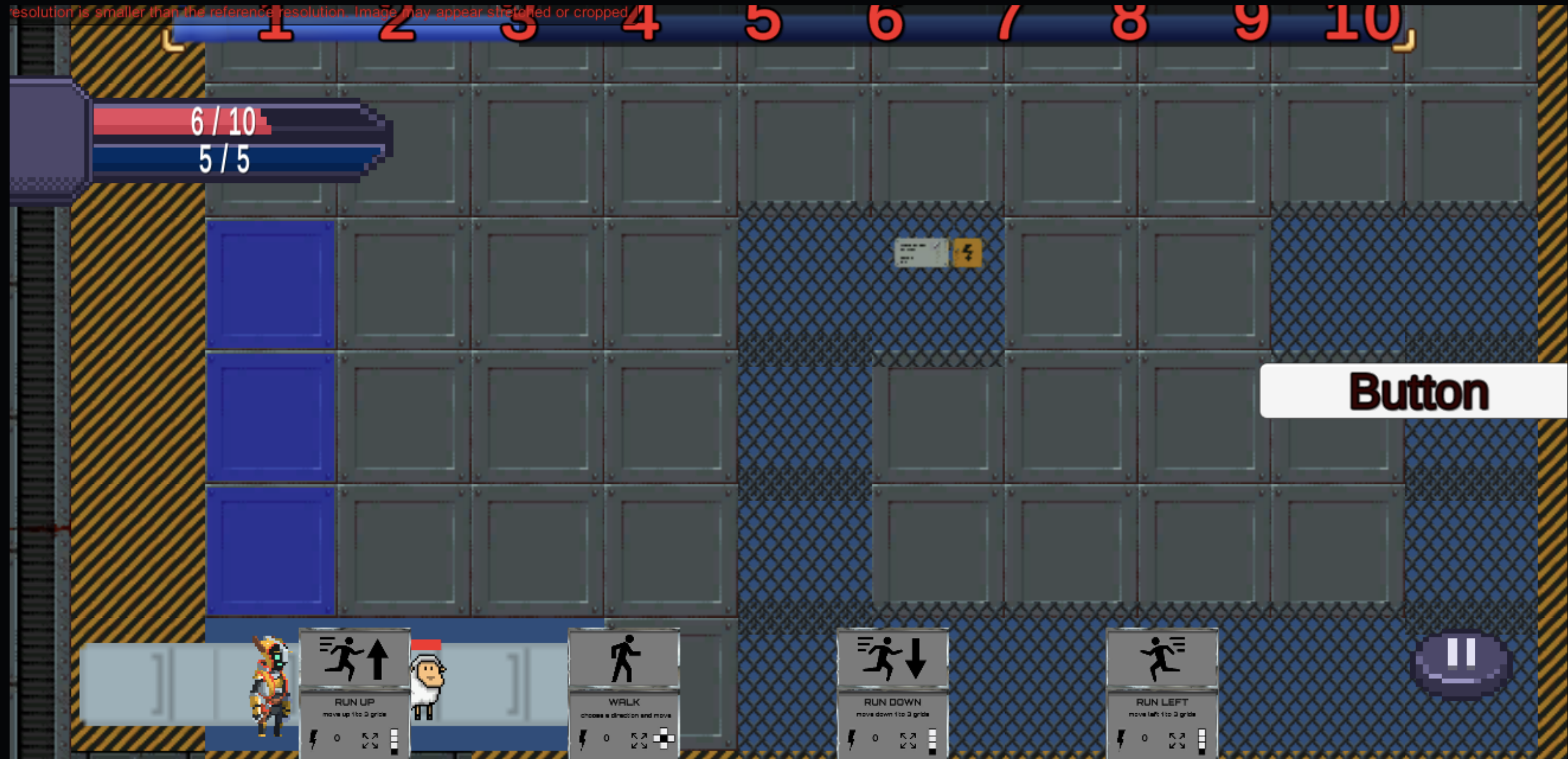
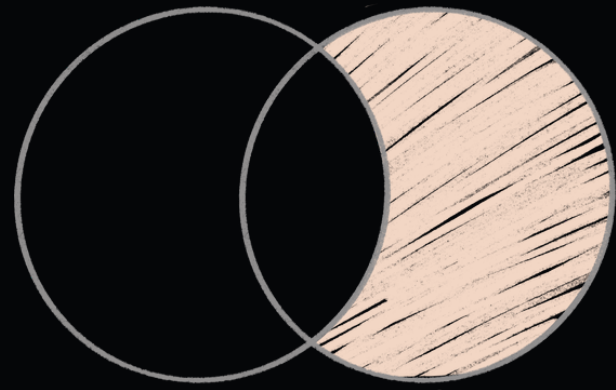


More random enemies

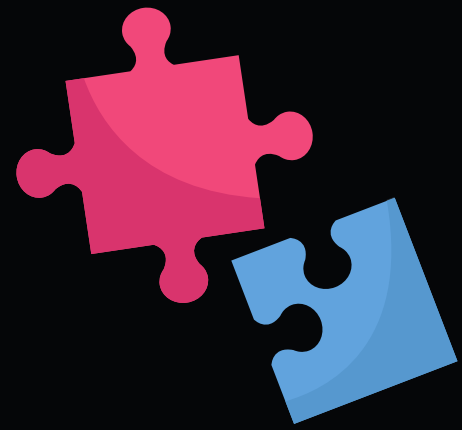


Changes During Implementation

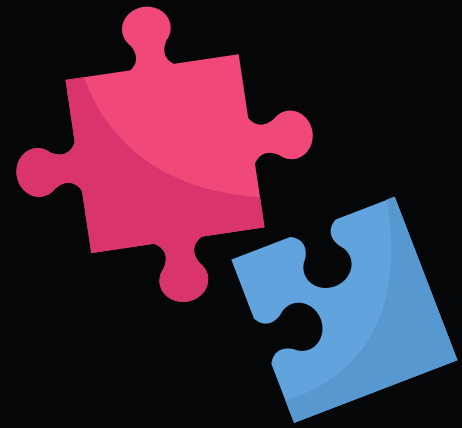
Direction and range indicators



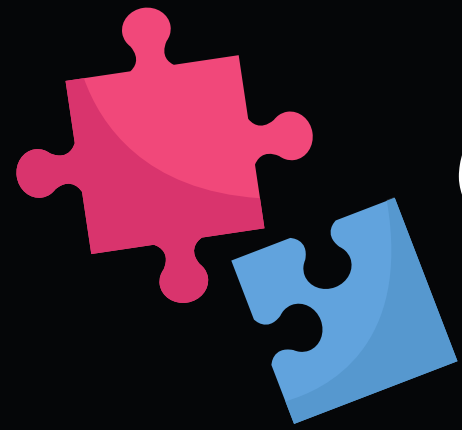
Implementation Challenges



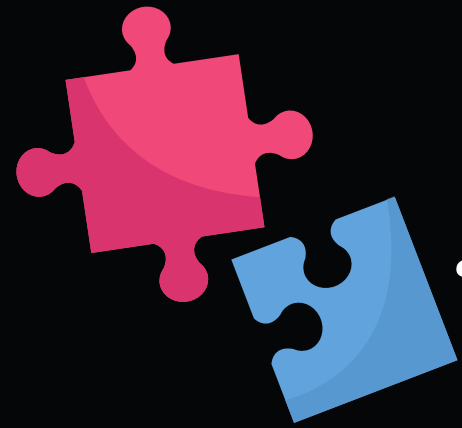
Multiple AIs across each level



Hybrid time system



Game balance / difficulty



Fluid animations (for different timeline speeds)

TASK OVERVIEW

- ✓ Basic game mechanism
- ✓ Duplication mechanism
- ✓ 3 battle scenes
- ✓ 5 different enemies
- ✓ 25 different cards
- ✓ Animations for all characters
- ✓ A* pathing finding
- ✓ Enemy AI
- ✓ Game sound
- ✓ Game UI
- ✓ Card zoom function
- ✓ Camera movement
- ✓ Tutorial
- ✓ Event level (upgrade mechanism)
- ✓ World map (Deck build)
- ✓ Deck local storage
- ✓ Main and setting menu
- ✓ Winning and losing screen

SUGGESTIONS FROM LAST MILESTONE



Story telling



Card indicator



Duplication notice

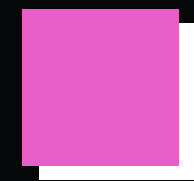


Attack and bleeding effects

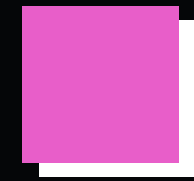


A new world map

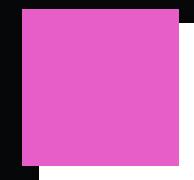
FUTURE TASKS



Environment blocking



Tutorial adaptation



Energy recovery



Show enemy's future move on the
battle ground (in discussion)

Live Demo

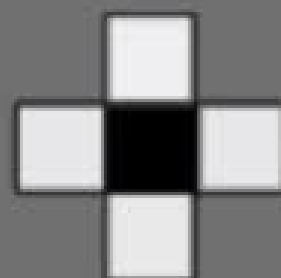
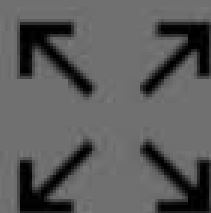


WALK

choose a direction and move



0



2

Thank you for your
attention!