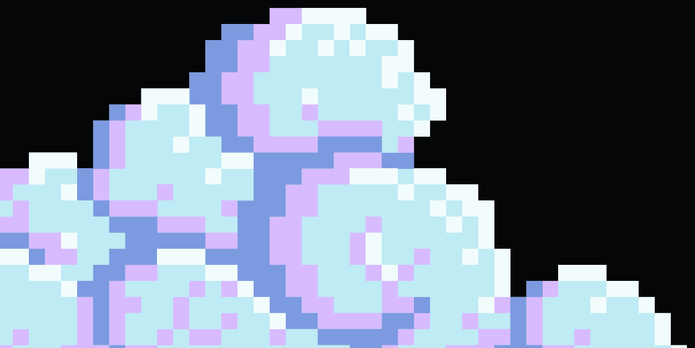
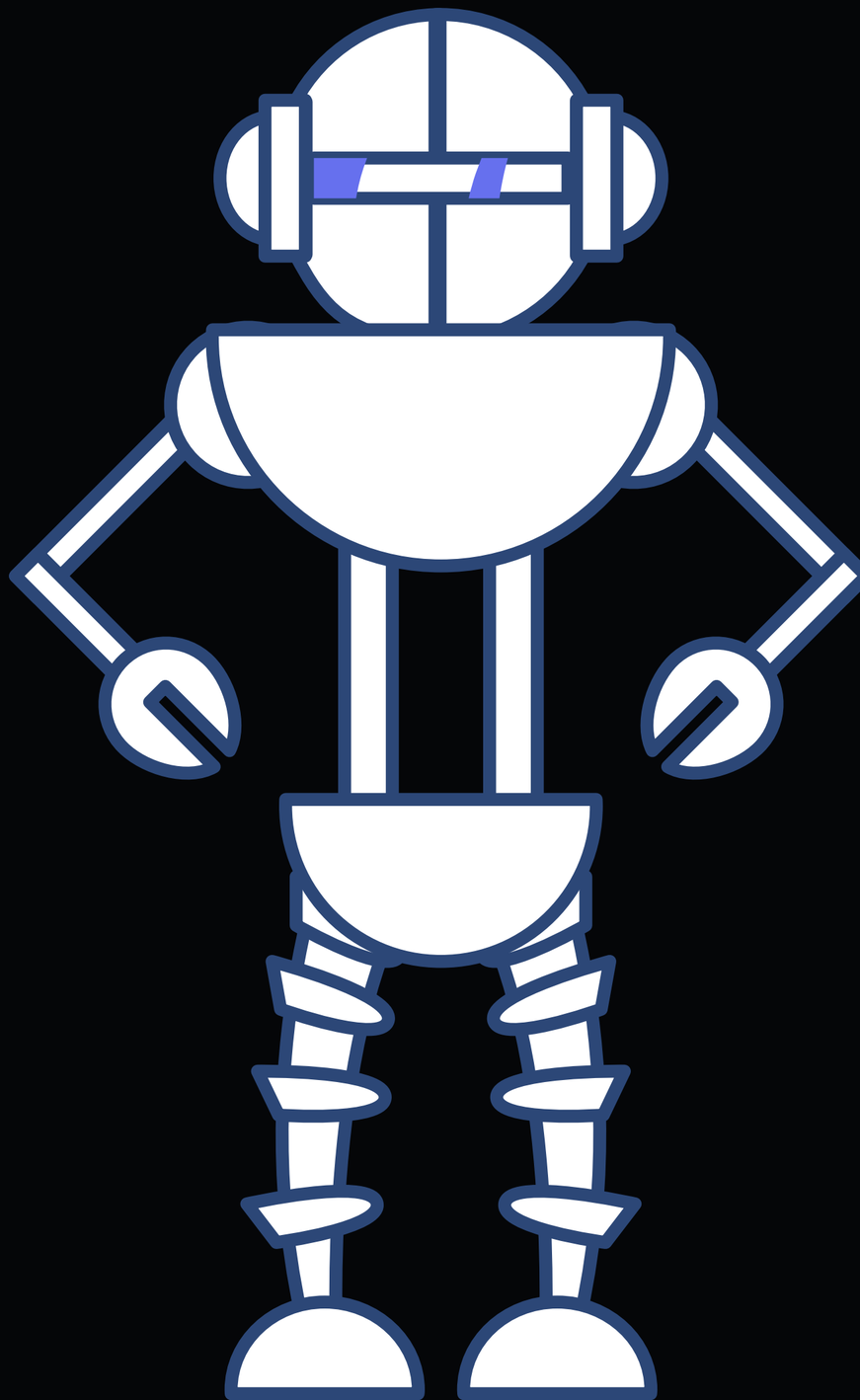
QOOGLE

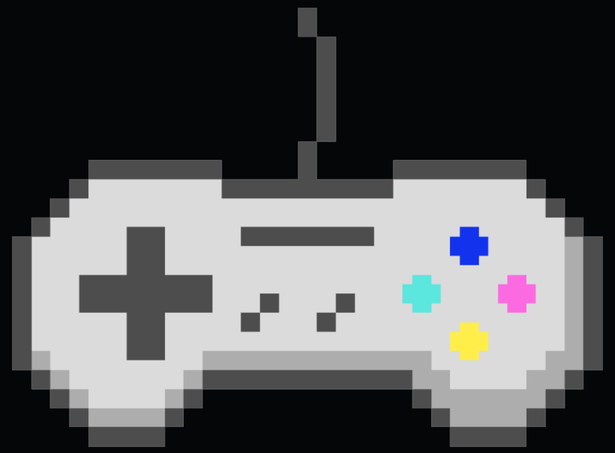
THE CUSTODIAN

COMPUTER GAMES
LABORATORY





INSPIRATIONS



SLAY THE SPIRE

OUR CREATIVE MINDS

I, ROBOT

NARUTO

WESTWORLD

CHAPPIE

COWBOY DUELS

BACKSTORY

IN THE NOT-TOO-DISTANT FUTURE, AVARICIOUS CORPORATIONS FUNDED TERRORISTS TO CREATE A LARGE NUMBER OF ROBOTS TO GOVERN AND ENSLAVE THEM AS A CHEAP LABOR FORCE. THE ROBOTS WENT BERSERK AND BEGAN TO ASSAULT THE REST OF HUMANITY WHILE THE TERRORISTS REVELED IN THEIR NEWFOUND RICHES AND RESOURCES ON THE ALREADY POLLUTED AND DEVASTATED EARTH.
A NEW ROBOT CALLED THE CUSTODIAN WAS DEVELOPED BY A SMALL BUT INCREDIBLY TALENTED TEAM OF TUM ENGINEERS CALLED QOOGLE, TO GUARD THE PEOPLE, DISCOVER AND PUT AN END TO THE REAL REASON BEHIND THE INCIDENT.

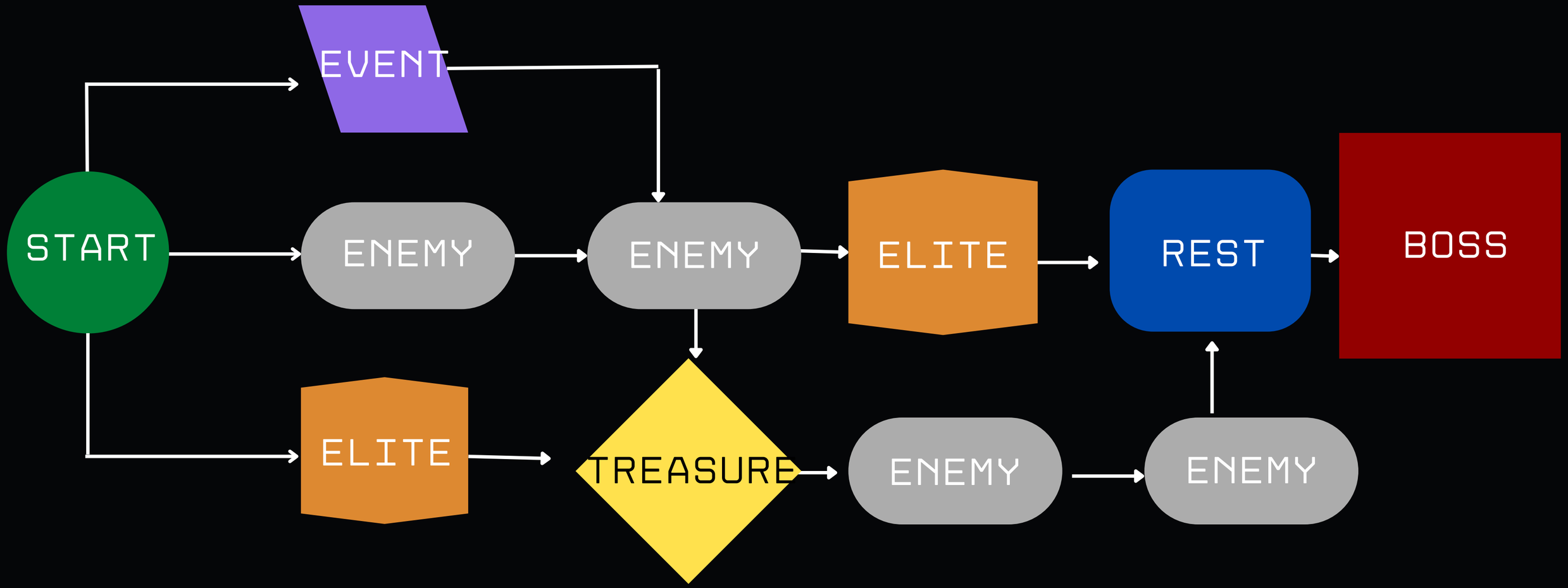
RTS/TBS HYBRID ROGUELIKE DECKBUILDING GAME

THE COMBAT SYSTEM IN OUR GAME IS A HYBRID OF THE REAL TIME STRATEGY AND TURN BASED STRATEGY GAMES. IN CONTRAST TO A REGULAR RST GAME, THE CONTINUOUS TIME IS DIVIDED INTO A PREDEFINED TIME STEP EACH OF WHICH LASTS A CERTAIN AMOUNT IN REAL LIFE SUCH AS A QUARTER OF A SECOND. ALL OF THE ACTIONS ARE TRIGGERED AT A CERTAIN TIME UNIT. TIME KEEPS FLOWING UNLESS THE GAME IS PAUSED BY THE PLAYER OR AN EVENT. UNLIKE A REGULAR TURN BASED CARD GAME, CARDS ARE PLAYED AND ACTIVATED BASED ON THEIR SPEED.

CORE GAME MECHANICS

- CARDS
- DUPLICATION
- LEVELS
- PROGRESSION
- ENEMY
- MAP

LEVEL DESIGN



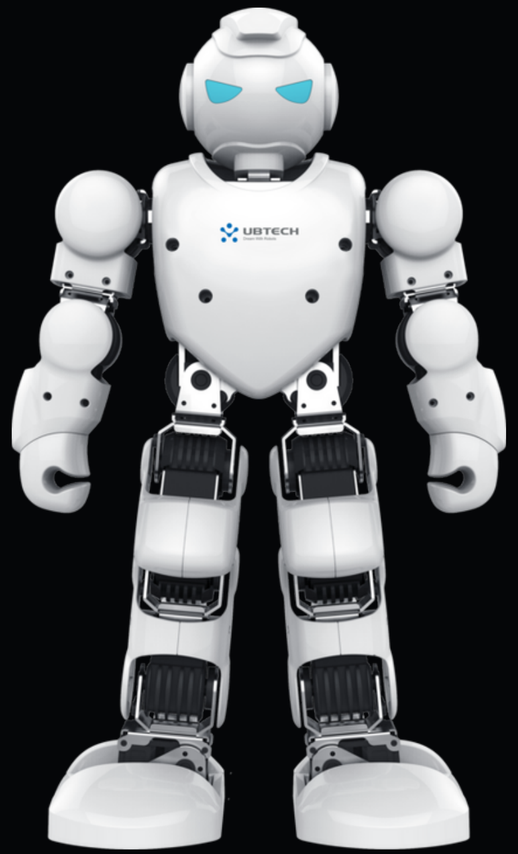
CUSTODIAN

ARMOR

ENERGY COIN

MEMORY(DECK)

RAM



UPGRADE

COMPLETE GAME LEVELS

TREASURE MINI LEVEL

NPCS AND ENVIRONMENT

ENEMY

REGULAR

ELITE

BOSS

CHARACTERS

SHEEP

CHAPPIE

ENVIRONMENT

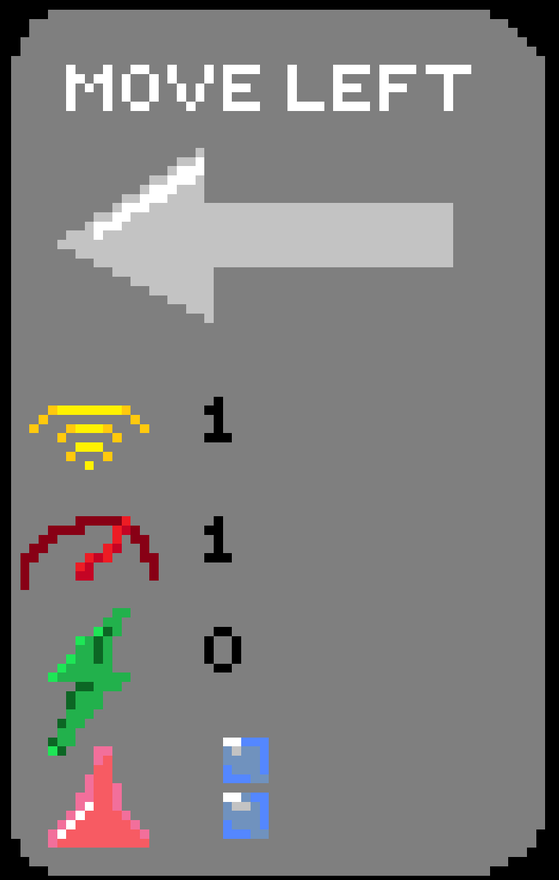
TREE

OBSTACLES

SUNLIGHT

CARDS

- STYLE
- RANGE
- SPEED
- ENERGY
- TYPE
- RARITY



SHEEP SENSEI TOUGHT ME THIS MOVE.

OBVIOUSLY MOVE

LEFT

RANGE

SPEED

ENERGY

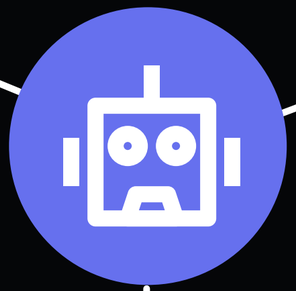
ACTIVE

MELEE

TECHNICHAL ACHIEVEMENTS

ENEMY AI

THE ENEMY AI SHOULD ADEQUATELY CHALLENGE THE PLAYER IN A REACTIVE MANNER.

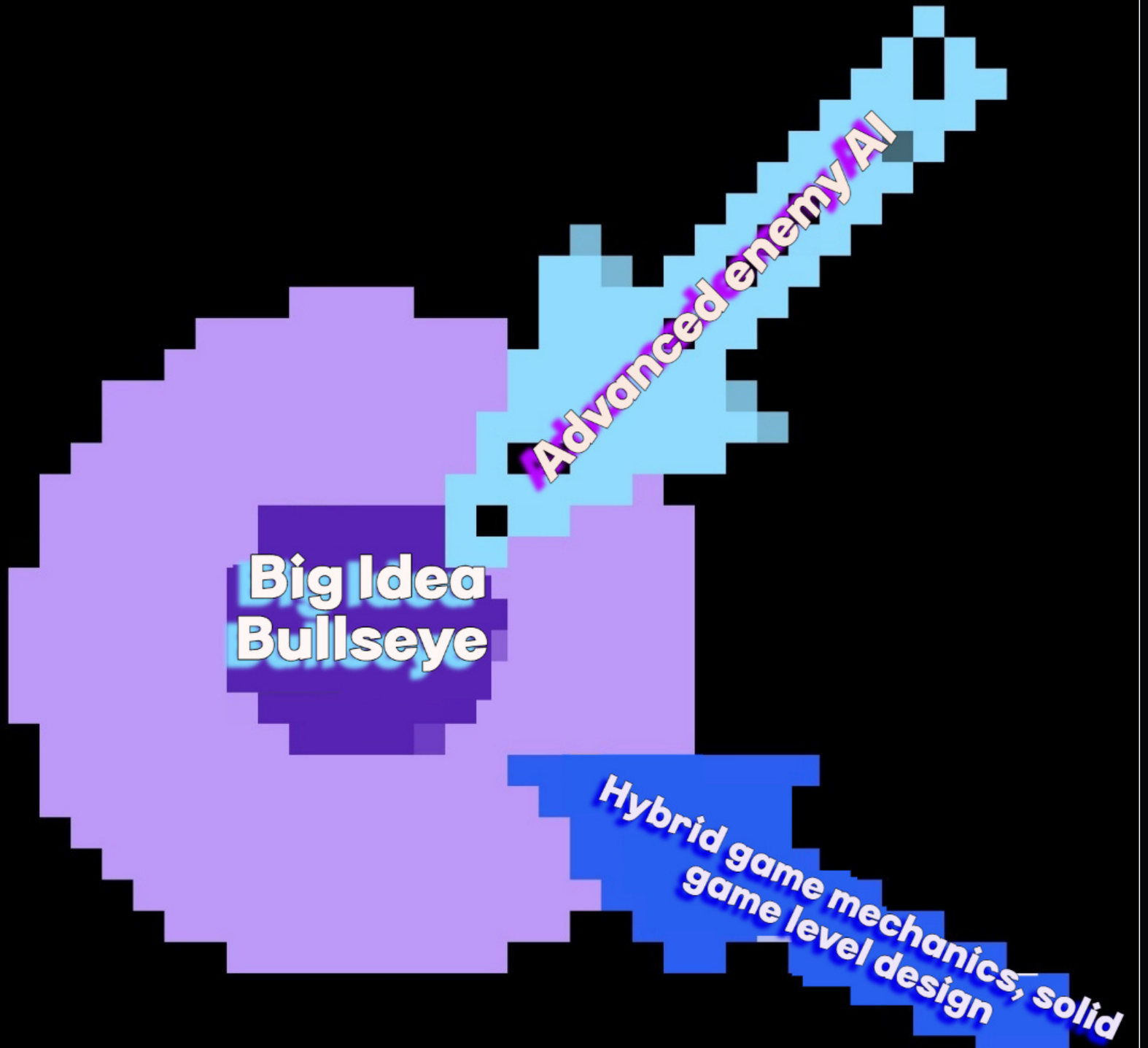


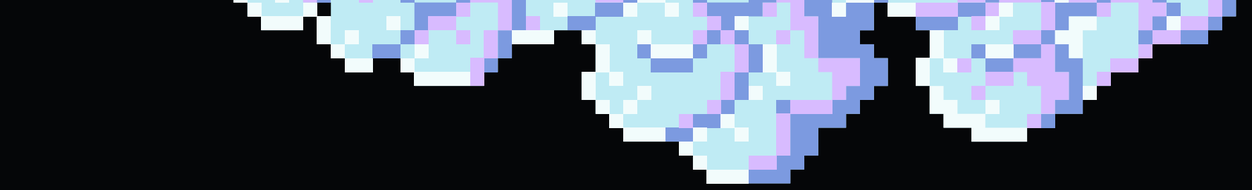
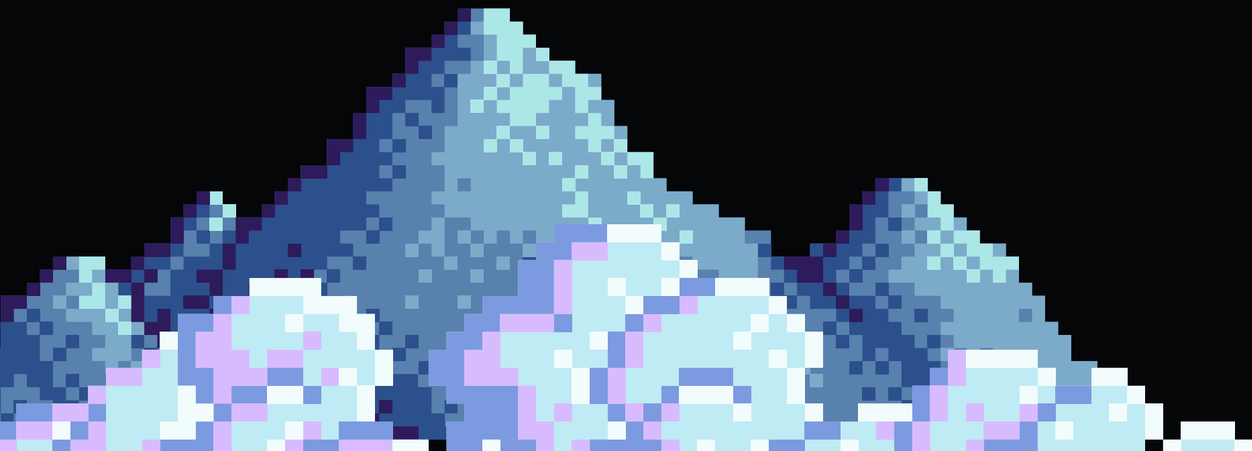
LEVEL DESIGN

REGULAR GAME DIFFICULTY SHOULD SUFFICIENTLY CHALLENGE THE PLAYER BUT NOT TOO MUCH TO MAKE IT FUN FOR THE CASUAL AUDIENCE.

THE NEW GAME MECHANICS:

HYBRID GAMEPLAY BETWEEN AN RTS AND TBS GAME.


Advanced enemy AI
Big Idea
Bullseye
Hybrid game mechanics, solid
game level design



THANK YOU