

Prop Clash



Alpha Release

Created by Code Wizards

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Outline



Outline

- Target Progress
- Game Mode
- Hunter Side
- Prop Side
- Character & Level Design
- UI
- Live Demo





Target Progress



Target Progress

- **Functional minimum:**
 - 1-1 hide and seek/kill game
 - Player can have a form of only one prop throughout the round
- **Low Target:**
 - Prop Player can change the prop throughout the round
 - Prop Player can create duplicates of oneself as decoys
- **Desired Target:**
 - Networked Multiplayer (Teams, 4v4 for example)
 - One mode with one theme
 - Full Game Cycle
- **High Target:**
 - Multiple modes
 - Multiple maps and themes
- **Extras:**
 - Polished arts
 - Sound effects
 - Scanner to detect fake props
 - Procedurally generated levels

Done

In Progress

To Do





Game Mode



Game Mode

- Score Based in a round (5 mins)
- Hunter kills a prop to get score (100 points)
- Hunter kills a clone and loses score (-25 points)
- Prop gains score for each killed clone (25 points)
- Prop respawn if killed in a random position (15 spawn points)
- Prop gains score for n secs survived ($25 * \text{multiplier}$ per 30 secs)
- Prop is changed to red (10 secs)
- Prop cooldown to duplicate (15 secs)
- Prop can have number of clones in the scene (5 clones)



Hunter Side

Hunter



- More immersive perspective
- Smoother Animations





Prop Side



Prop

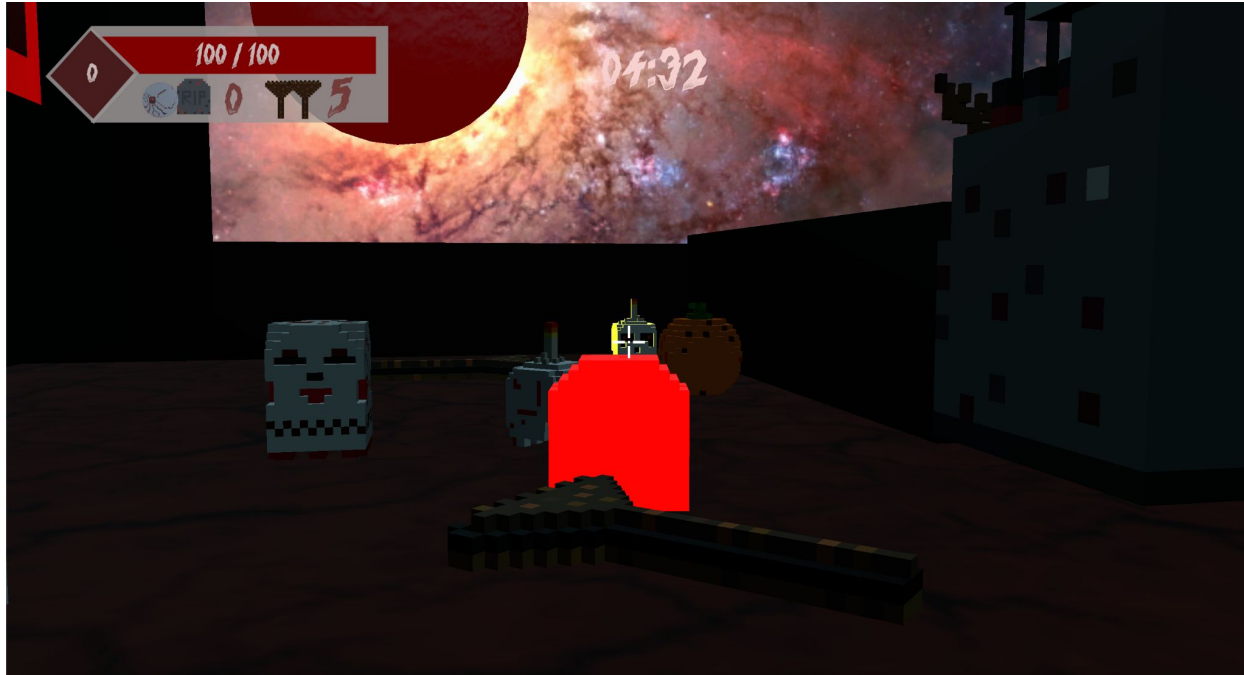
- Point at possible props to change to
- Change to any prop
- Leave Clones in the Scene
- Max Number of Clones in the scene
- Clone Despawn after some time
- A cooldown on duplication ability





Prop

- A visual change happens if the prop stays as one object for a long time
- Orbit Camera





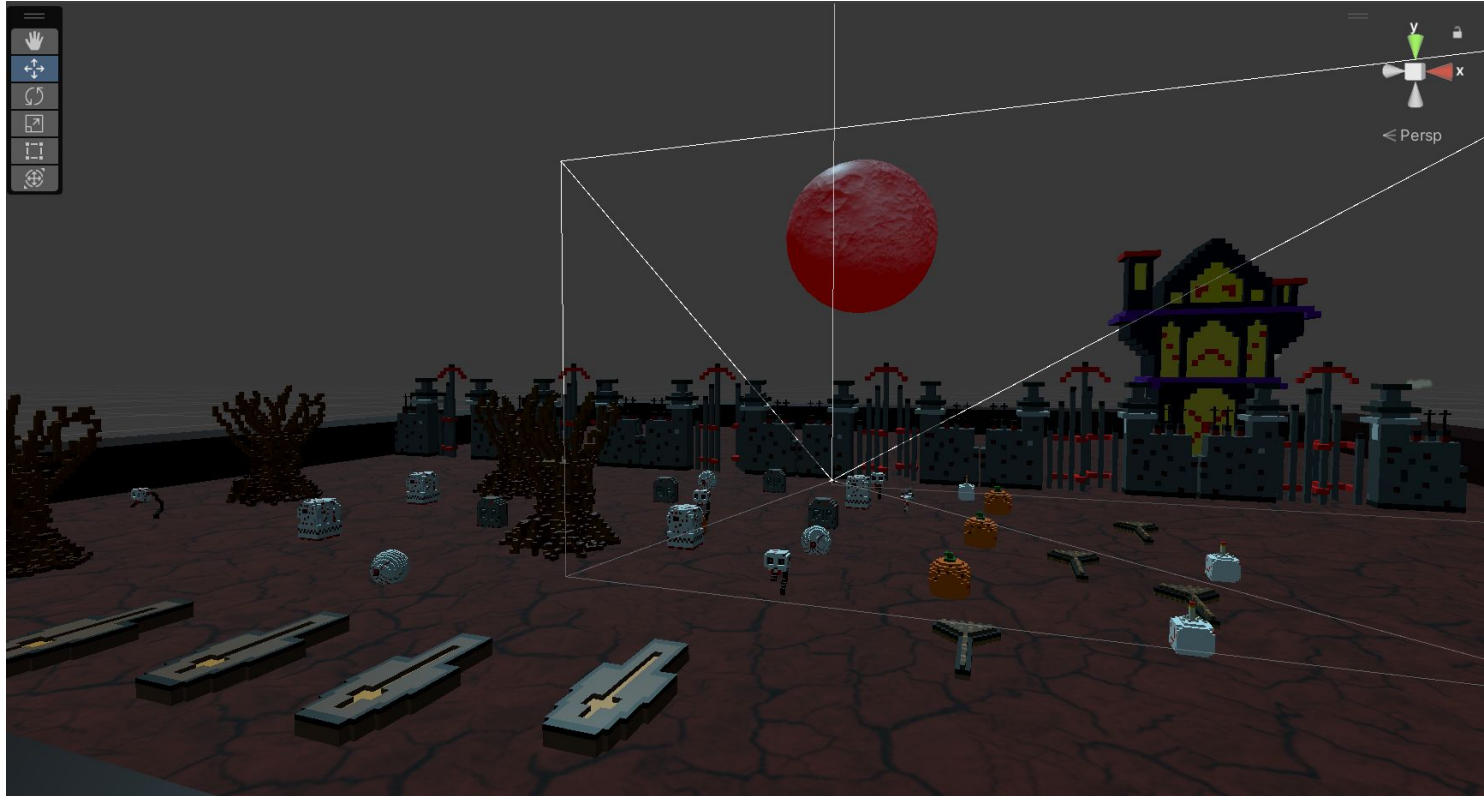
Character & Level Design



Goals:

- Interesting Game Play
 - Have more places to hide
 - Split the scene into 2 parts
 - Change the light in the scene since it was too dark and not realistic
 - Balance the number of props in the scene -> test in "Play testing" phase
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- Outdoor: Spooky Garden
 - Indoor: Haunted Church

Old Level Design





New Level Design: Outdoor



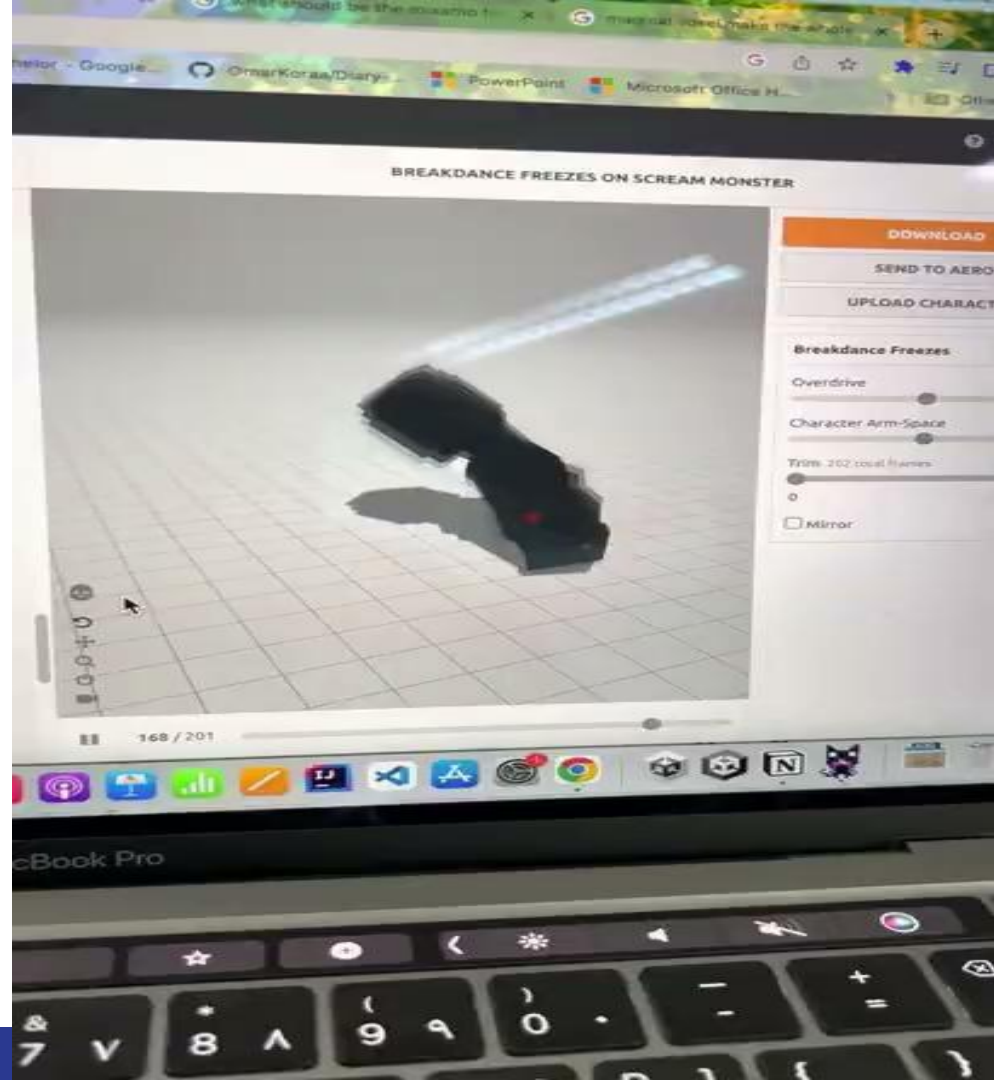
New Level Design: Outdoor



New Level Design: Indoor



Future Plans:





UI

UI - START SCENE



UI - LOGIN SCENE

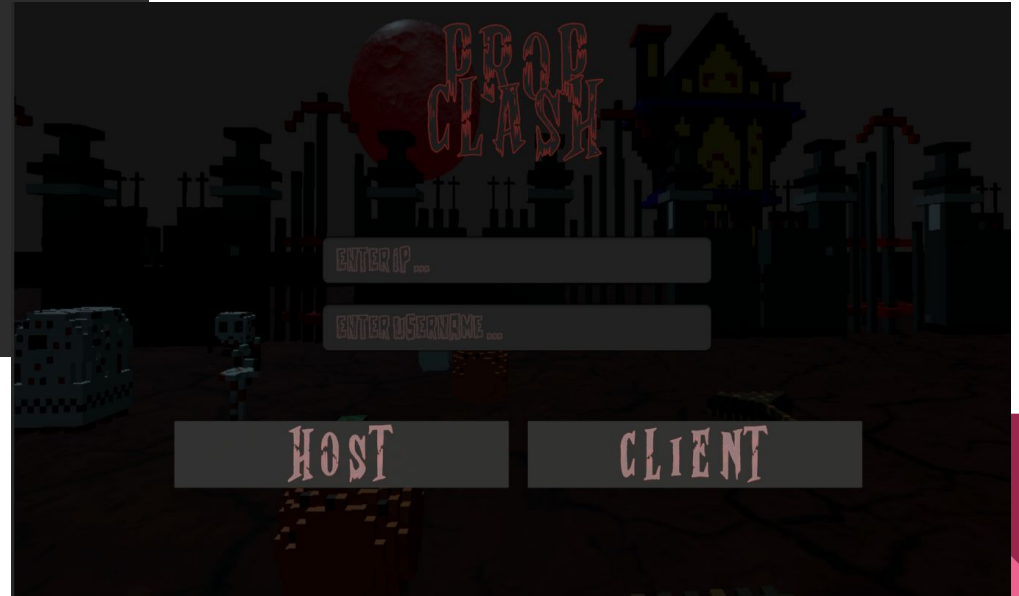


PROP
CLASH

SERVER

HOST

CLIENT





UI - LOBBY & INSTRUCTIONS SCENES



The Lobby Scene

The Instructions Scene



UI - CURSOR





UI - MAIN SCENE UI



The Prop View

The Hunter View





UI - SCORING SCENE





Live Demo

Thank
you!

