Prop Clash

Final Release

Created by Code Wizards

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Outline

Outline

- Game Idea
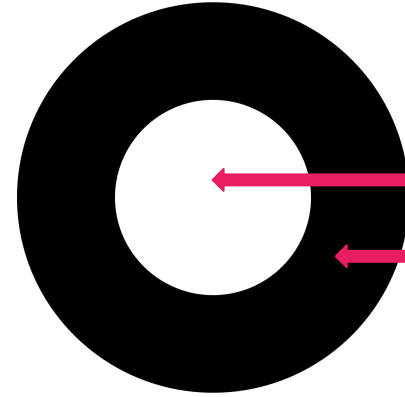- Goals
- Design
- Implementation
- Result
- Demo

Game Idea

Game Idea

- **Prop Hunt Like Game**

- **Hunter: First Person View with keyboard and mouse control**

- **Prop: Third Person View with keyboard and mouse control**

- **Multiplayer game**

- **Themes:**
  - **Spooky**

- **Modes:**
  - **Score**
  - **Round**

Prop Hunt Game

Networked
Multiplayer

Goals

- **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

- **High Target:**
  - Multiple modes
  - Multiple maps and themes

- **Extras:**
  - Polished arts
  - Sound effects
  - Scanner to detect fake props
  - Procedurally generated levels

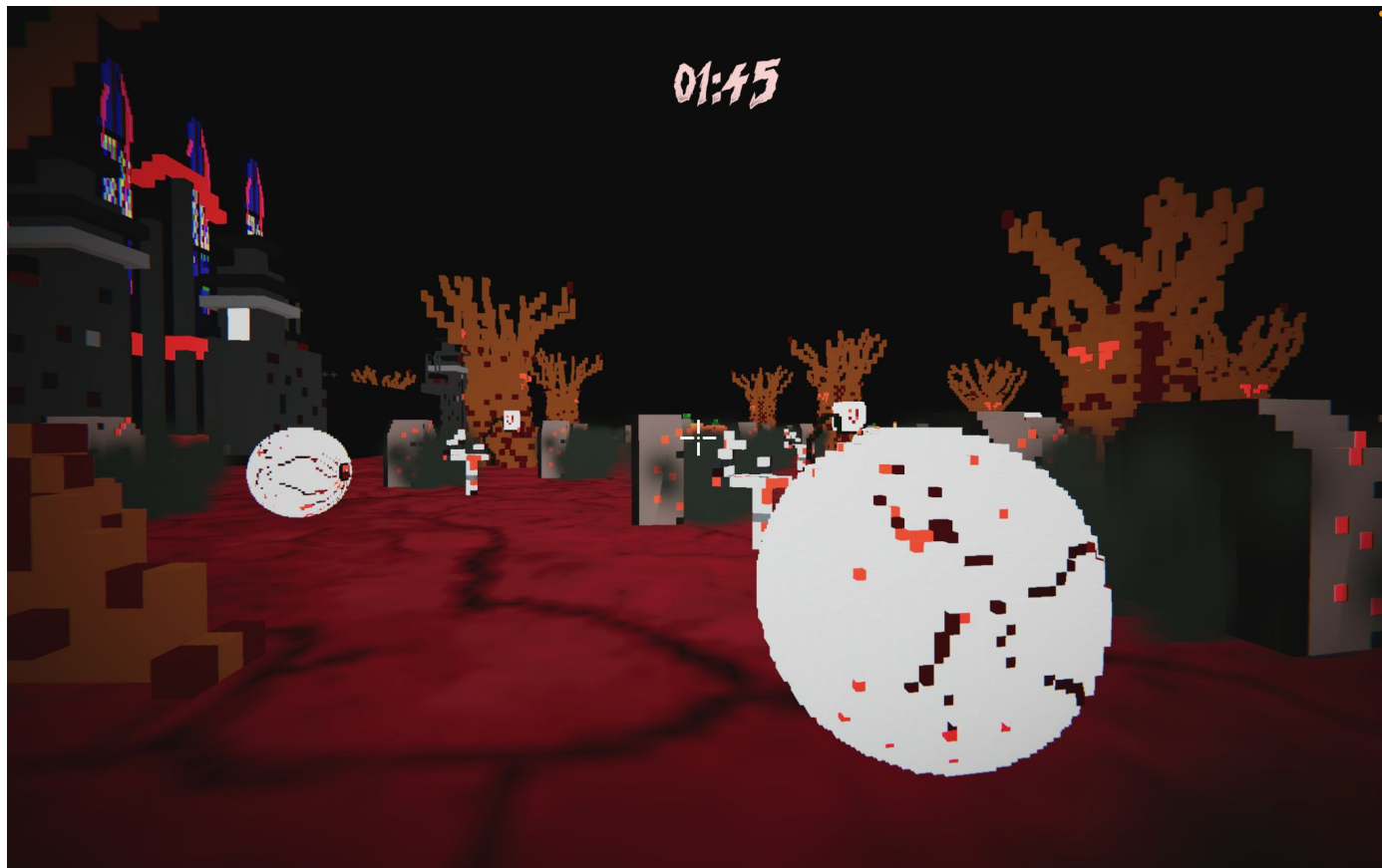# Design

Design

- Voxel Art
- Spooky Environment
- Unity's post processing
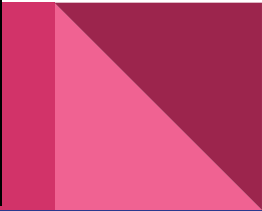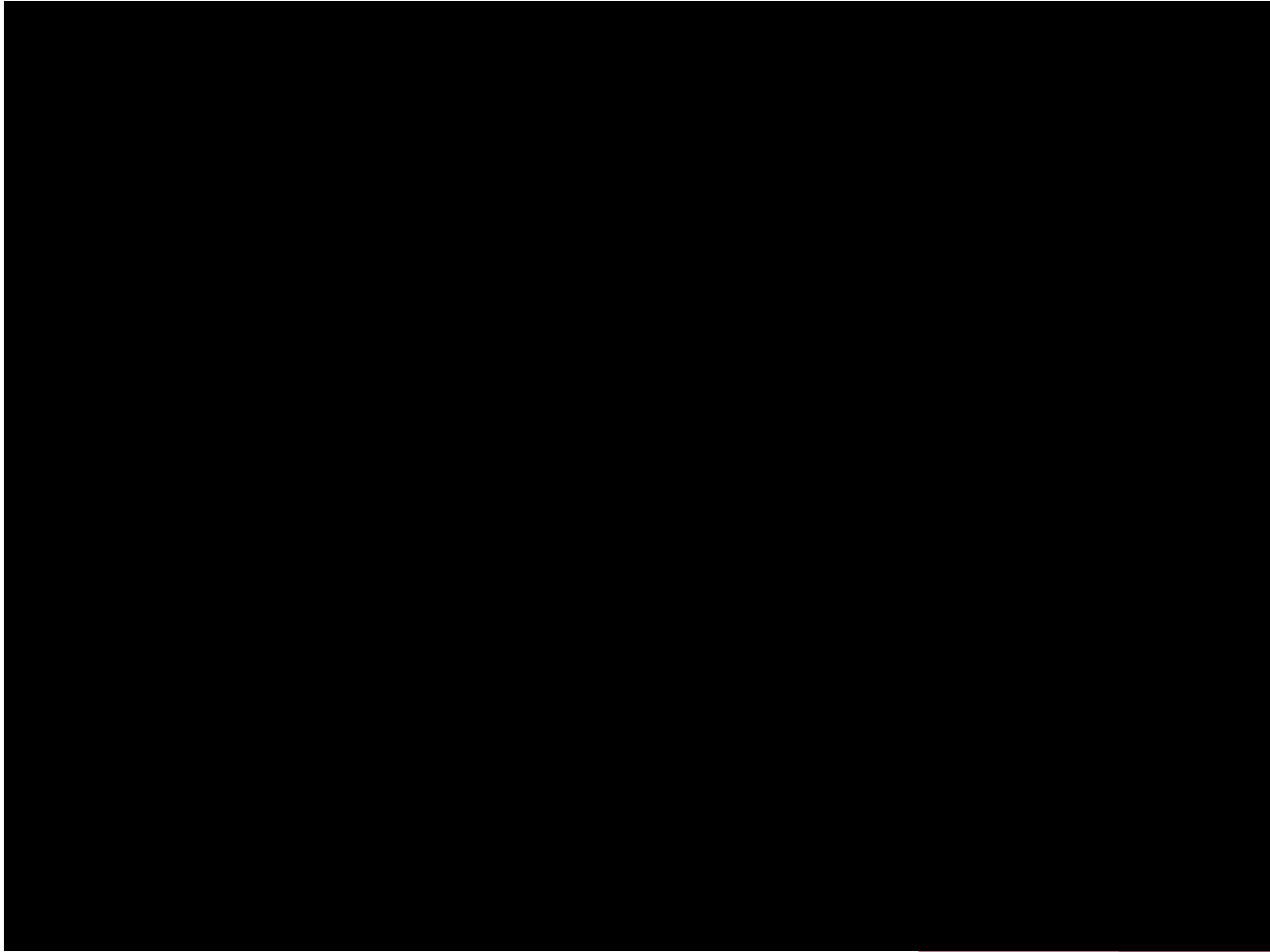
Design

Design

Design

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Result

Result

Demo

Thank You!