Prop Clash

Interim Demo

Created by Code Wizards

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Outline

Outline

- Target Progress
- Player Controller
- Prop Side
- Character & Level Designs
- UI
- Game Mode
- 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

Player Controller

Player Controller

- WASD movement

- Rotation and camera pitch with mouse

- Own gravity

- Slopes/stairs

- Running

- Normal jump, Coyote jump, Buffered jump and accumulated
  jump force
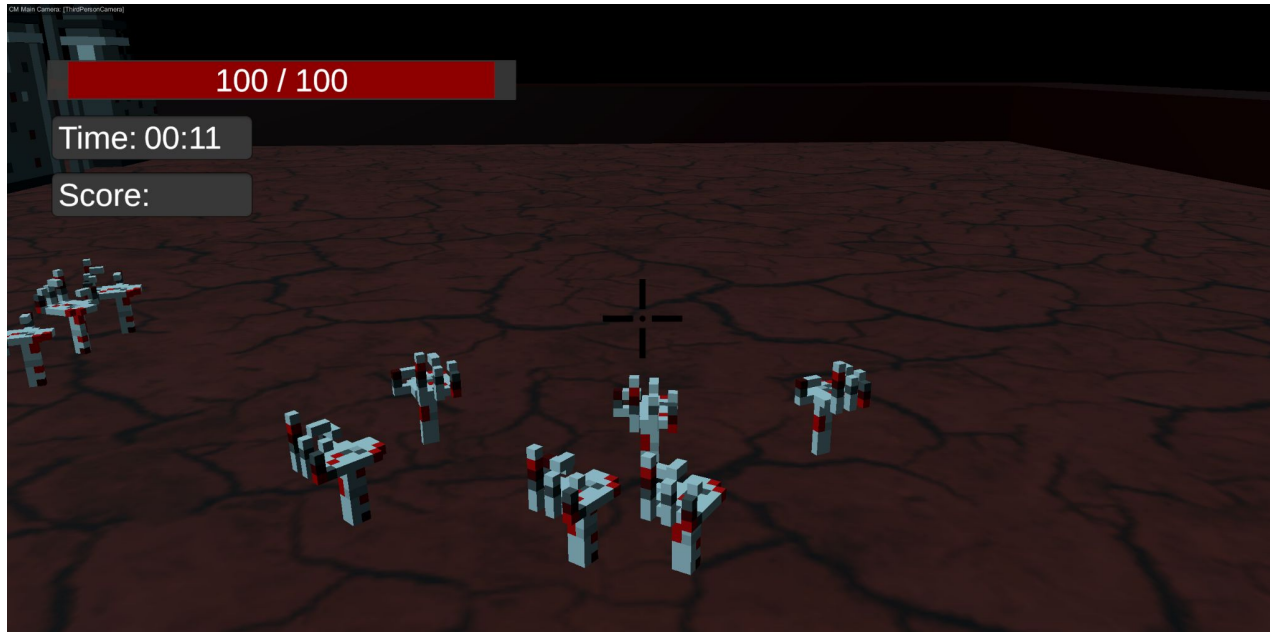
Prop Side

Prop

- Point at possible props to change to
- Change to any prop

Prop

- Leave Clones in the Scene
- Max Number of Clones in the scene
- Clone Despawn after some time

Prop

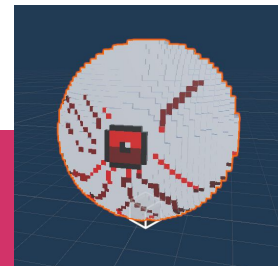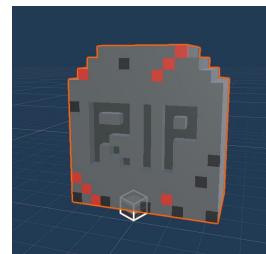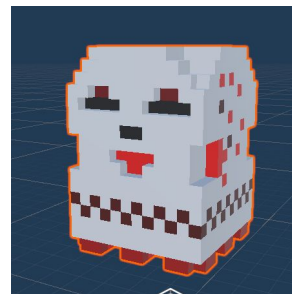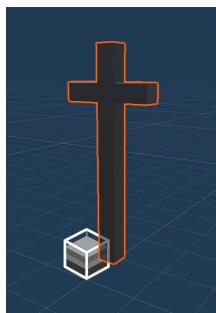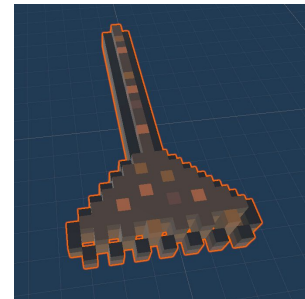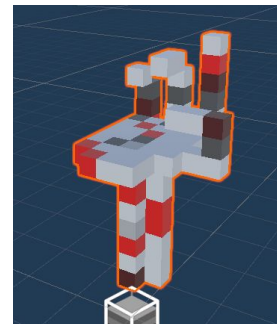- A visual change happens if the prop stays as one object for a long time
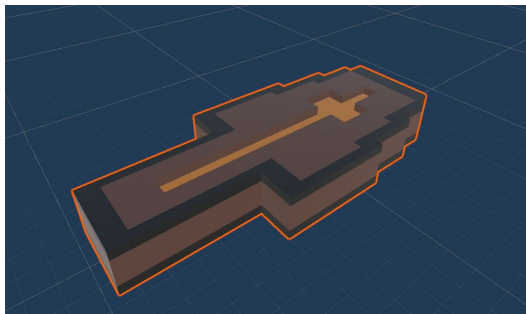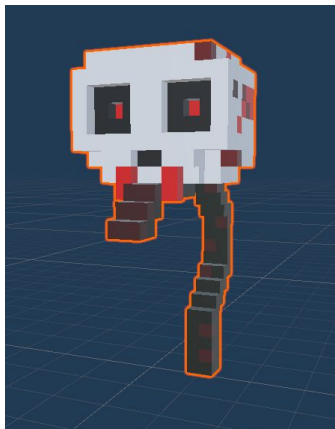
Prop

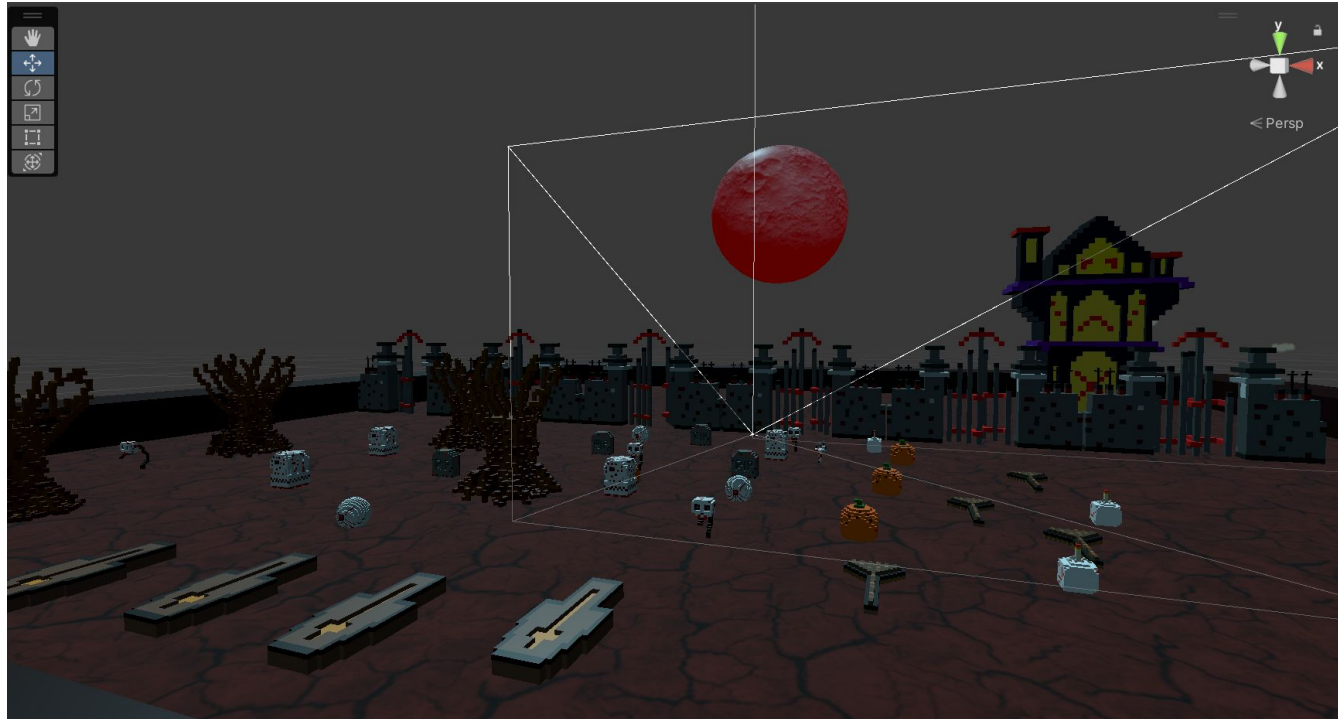- A cooldown on duplication ability

Character & Level Design

Character Design
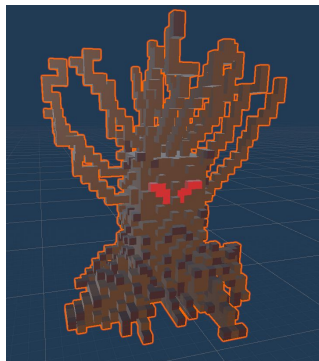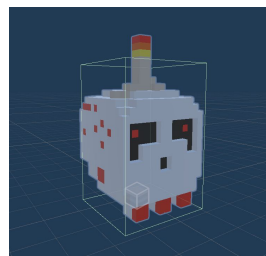
Level Design

UI

UI

- Matching components for the different themes
- Font used: Ghost shadow font
- The components we included in the UI this milestone:
  - Start panel
  - Game over/winning panel
  - Login panel
  - Pause/resume/quit action buttons
  - Health bar
  - Score

Game Mode

Game Mode

- Score Based in a round (5 mins)
- Hunter kills a prop to get score
- Hunter kills a clone and loses score
- Prop gains score for each killed clone
- Prop respawn if killed in a random position
- Prop gains score for n secs survived
- Prop loses score if killed

Live Demo

Thank You!