

Prop Clash



Created by Code Wizards

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Outline

Outline

- Inspiration
- Game Idea
- Theme Review
- Game Description
- Artistic Design
- Goals





Inspiration

Inspiration



Story



- Prop Hunt Game
- Two Teams - Hunters vs Props
- Hunters want to kill all props while props find creative ways to hide





Theme Review

Theme Review



DUPLICATES = CLONES



Theme Review

- Duplicates = Clones
- Props can be a clone of any object in the scene
- Props can create clones/duplicates of themselves as decoys

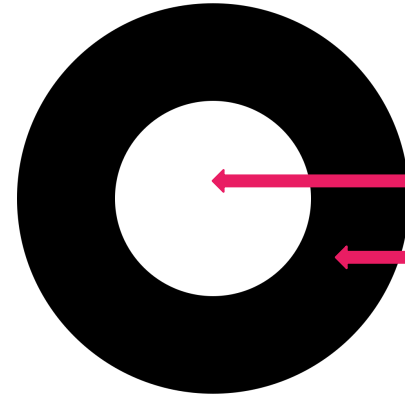




Game Description

Game

- Prop Hunt Like Game
- Hunter: First Person View with keyboard and mouse control
- Prop: Third Person View with keyboard and mouse control
- Multiplayer game
- Different Themes:
 - Spooky
 - Wizards
- Different Modes:
 - Assassination
 - Deathmatch



Prop Hunt Game



Networked
Multiplayer





Artistic Design

Artistic Design

Game Style: Voxel Art



Figure 1: Wizards example theme



Figure 2: Spooky example theme

Artistic Design

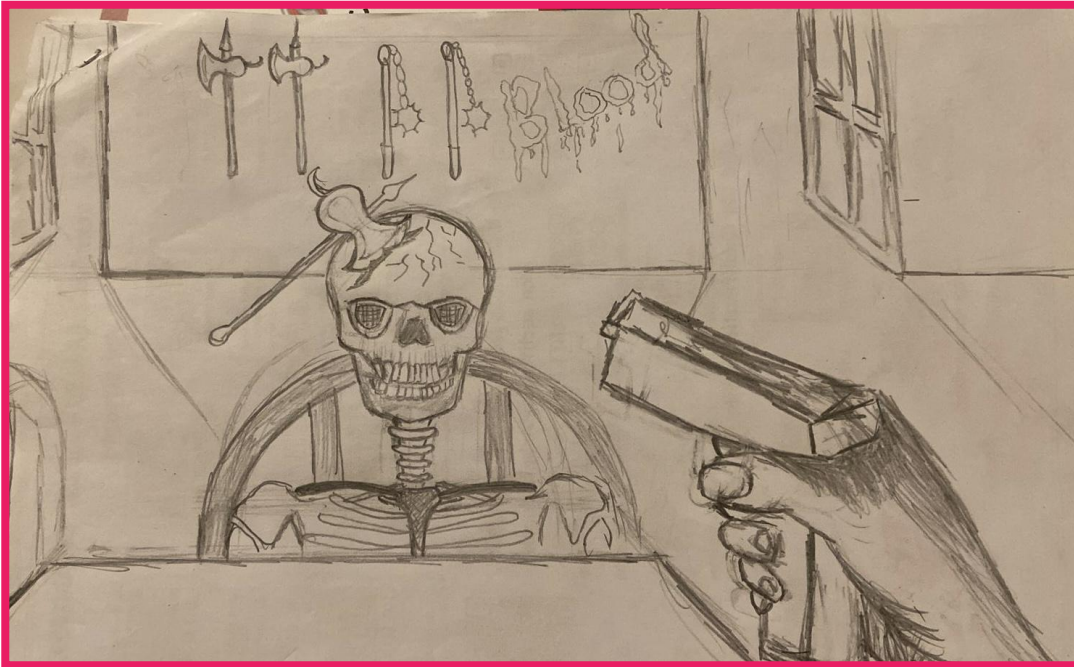
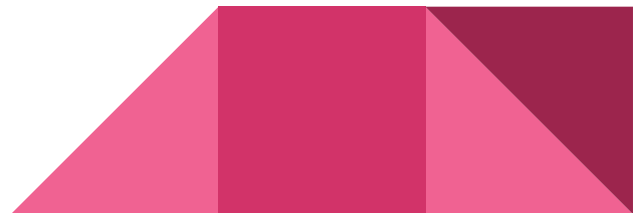
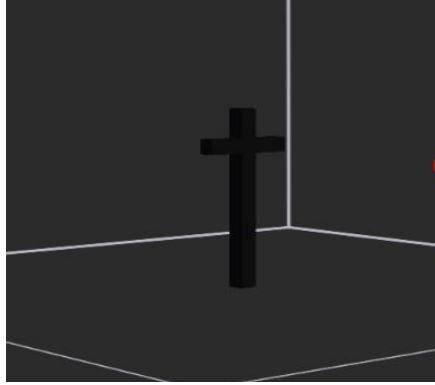
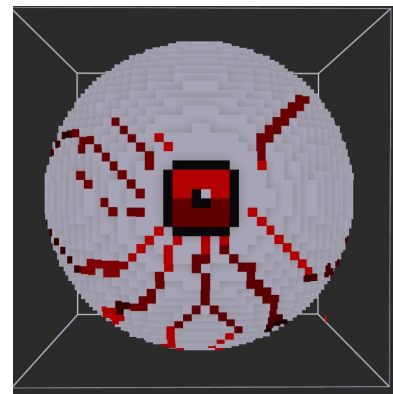
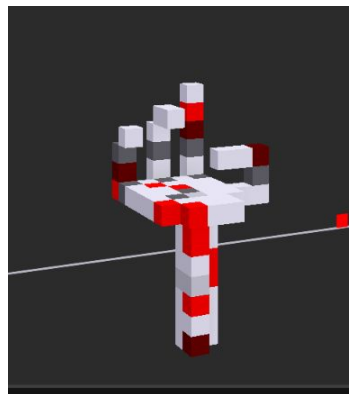
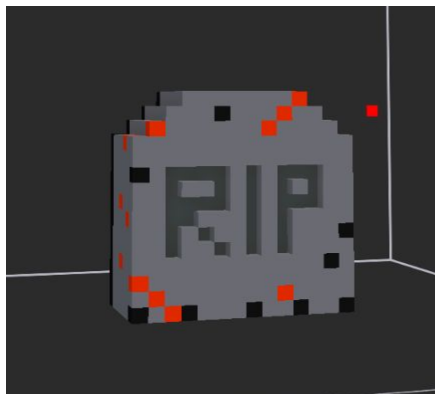
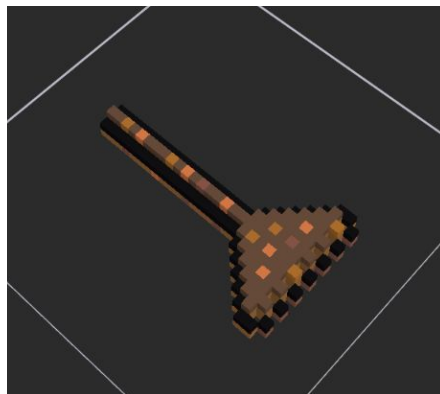


Figure 3: Sketch on the game view

In the making...





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

Thank
you!

