

# Prop Clash



Prototype

Created by Code Wizards

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# Outline

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# Outline

- Game Overview
- Prototype Idea
- Prototype Setup
- Prototype Demo
- Gameplay Adjustments





# Game Overview

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# Game Overview

- Multiplayer prop hunt game
- The game play has two different modes:
  - Hunters
  - Props
- The goal of the hunters is to find the props and kill them
- The props try to hide within the scene by either being a clone of any object or duplicating themselves as decoys
- The game has different themes:
  - Spooky
  - Wizards

# Game Overview



## Vocab

### Duplication

Prop ability to take the shape of a prop in the scene

### Decoy

Prop ability to leave decoys in the scene to confuse the hunters





# Prototype Idea

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# Prototype Idea

- Main focus of the prototype was testing two aspects:
  - **For the props:** the duplication process
  - **For the hunters:** The hunting rules
- We created a 1-1 match live simulation between the hunters and the props to test the two aspects
- We divided ourselves into two teams:
  - Props and props camera
  - Hunter and hunter camera
- **Prop Camera Side:** Third person view
- **Hunter Camera Side:** First person view





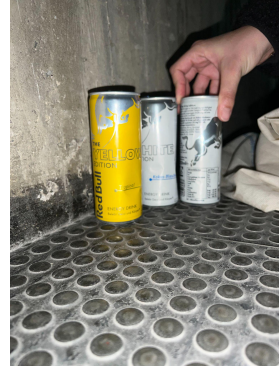
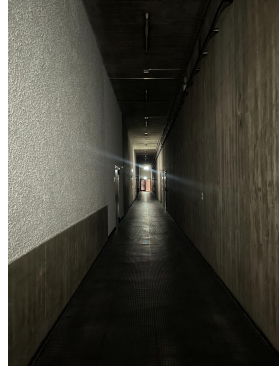
# Prototype Setup

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# Prototype Setup



Props  
Side





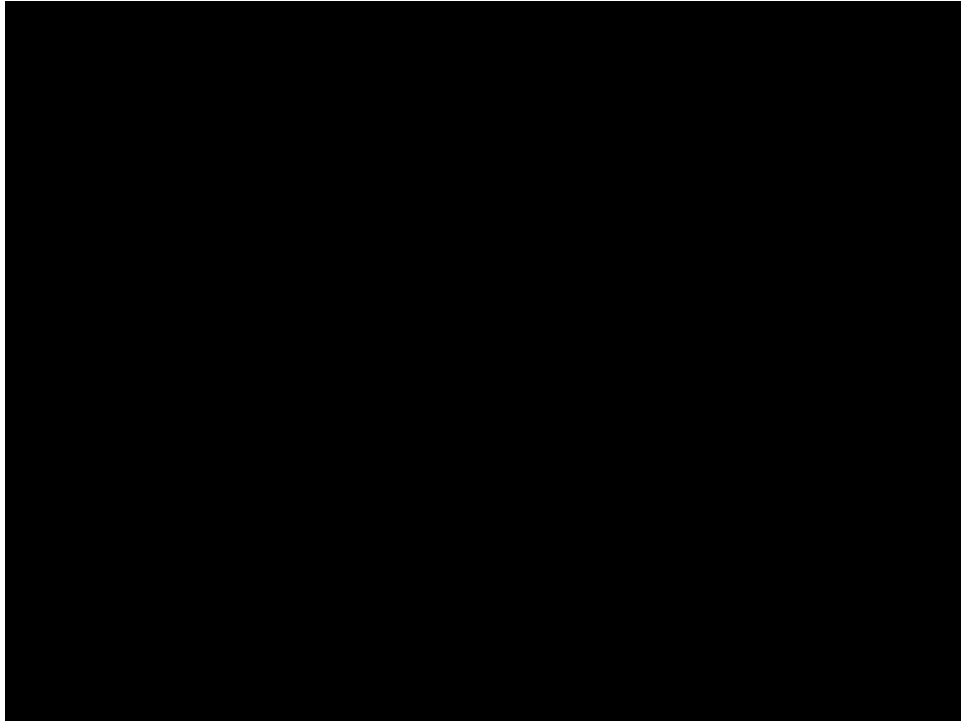
# Prototype Demo

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# Prototype Demo - Prop's Side



# Prototype Demo - Hunter's Side





# Gameplay Adjustments

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# Gameplay Adjustments

## Props:

- Visual Change if the prop does not duplicate after  $x$  secs
- A cooldown of ( $y < x$  secs) on the duplication ability
- Can have  $c$  clones on the scene at the same time
- Clones gets destroyed after  $n$  secs
- Props Duplication cause visual and sound effects

## Hunters:

- Attacking a clone penalizes the hunter





# Gameplay Adjustments

- No time to hide  
Reason: Props have to stay active anyways
- Spawn points around the maps
- A random prop is given at the beginning of the game



Thank  
you!

