

# ChronoQueue



## Game Prototype : Milestone 2

Erinc Argimak, Achim Bunke, Rohan Fernandez, Fabian Nadegger

# Goal of the Prototype

- Finding technical limitations
- Finding gameplay strategies
  - Balancing ranged/melee
  - Balancing movement/attack
- Evaluating ChronoQueue mechanic

## Limitations of the Prototype:

- Game controls and flow
- Artistic designs

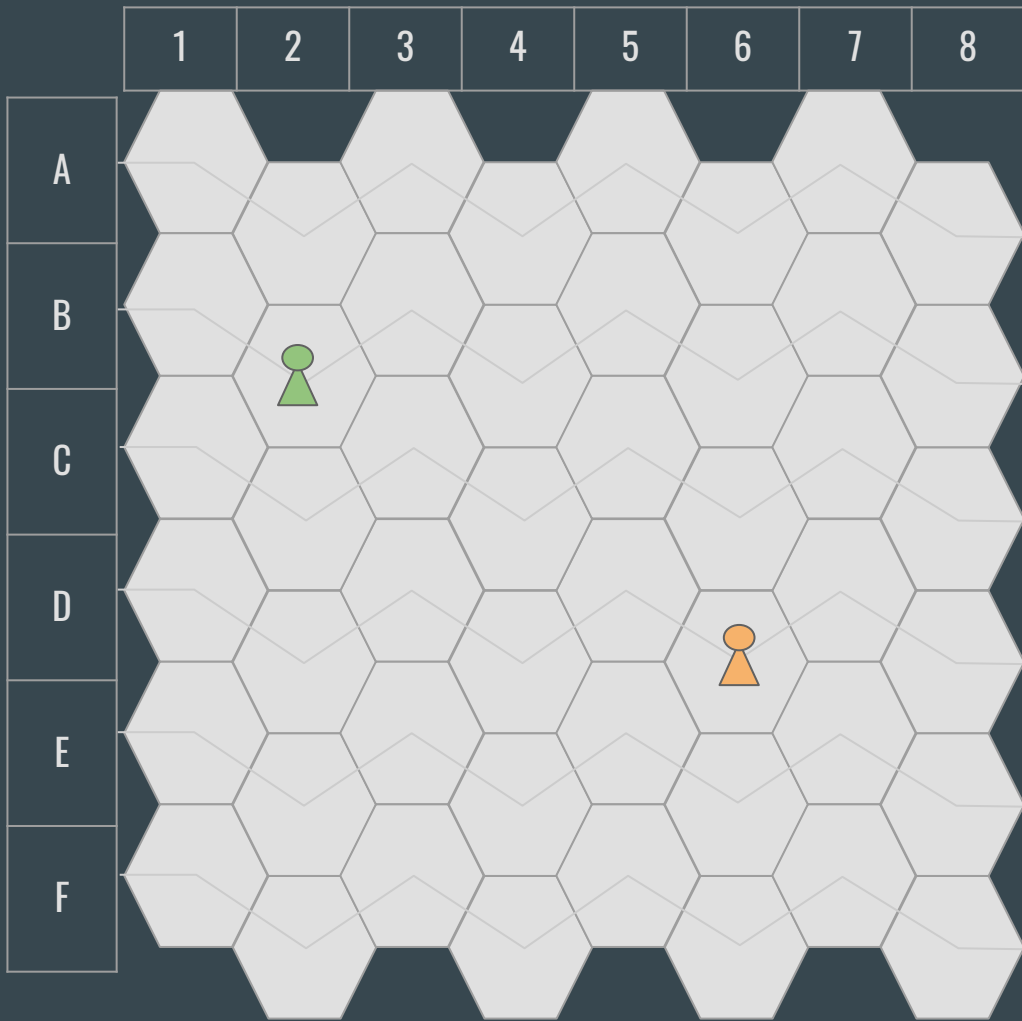


# Approach

Prototype the core mechanic (spawn/attack using Phantoms/Revenants)

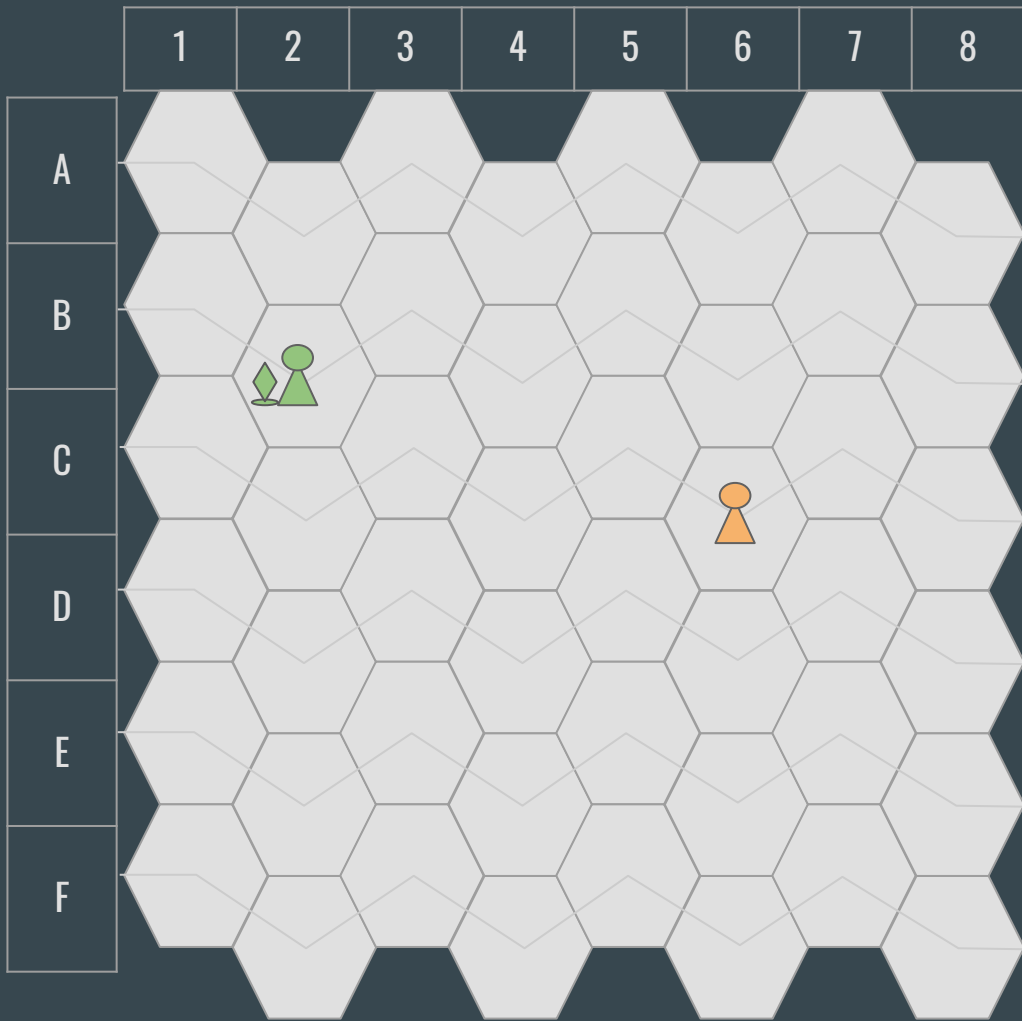
- Planning phase
- Spawn a Phantom (Available after 3 turns)
- Move phase
- Phantom activation phase
- Attack phase (Player + its Revenants)
- Cleanup Phase (Remove Revenant after 3 turns)

# An Example Gameplay Session



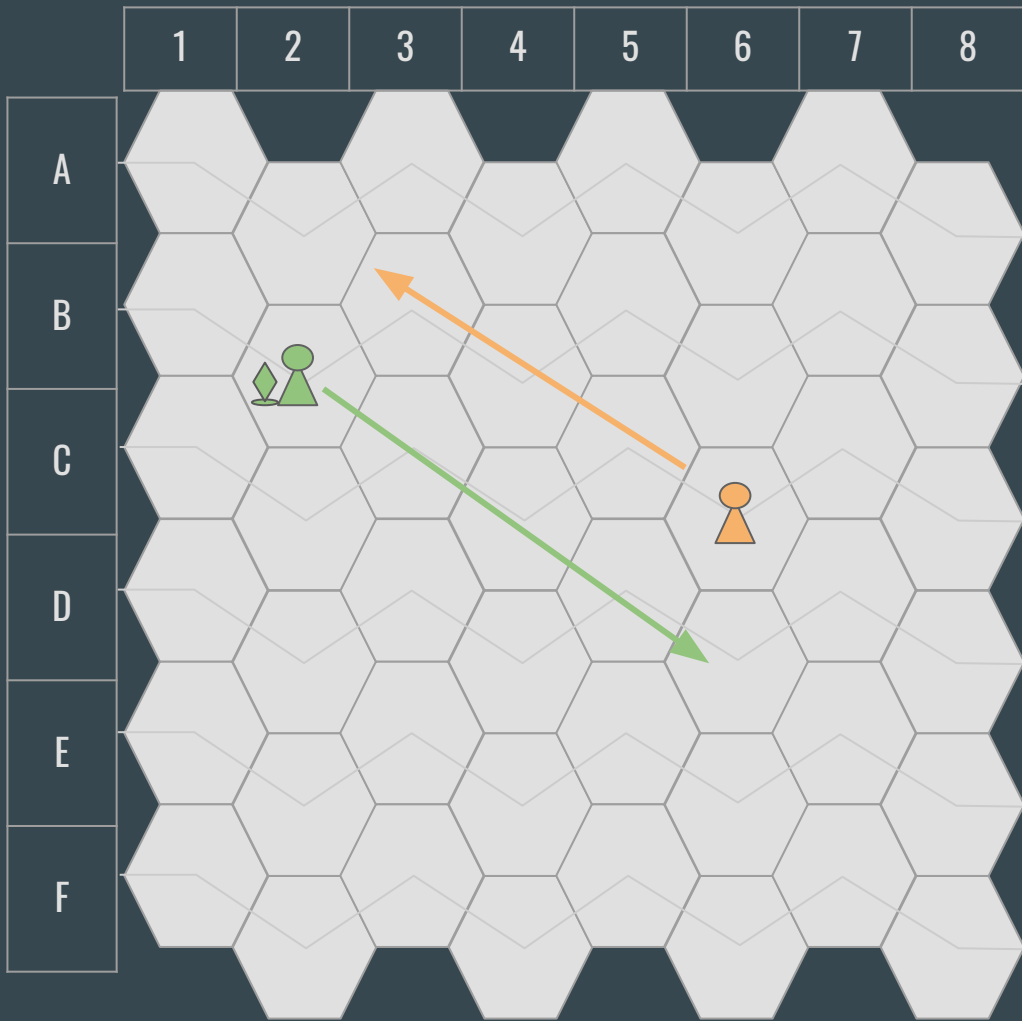
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						



1	2	3	4	5
1	2	3	4	5

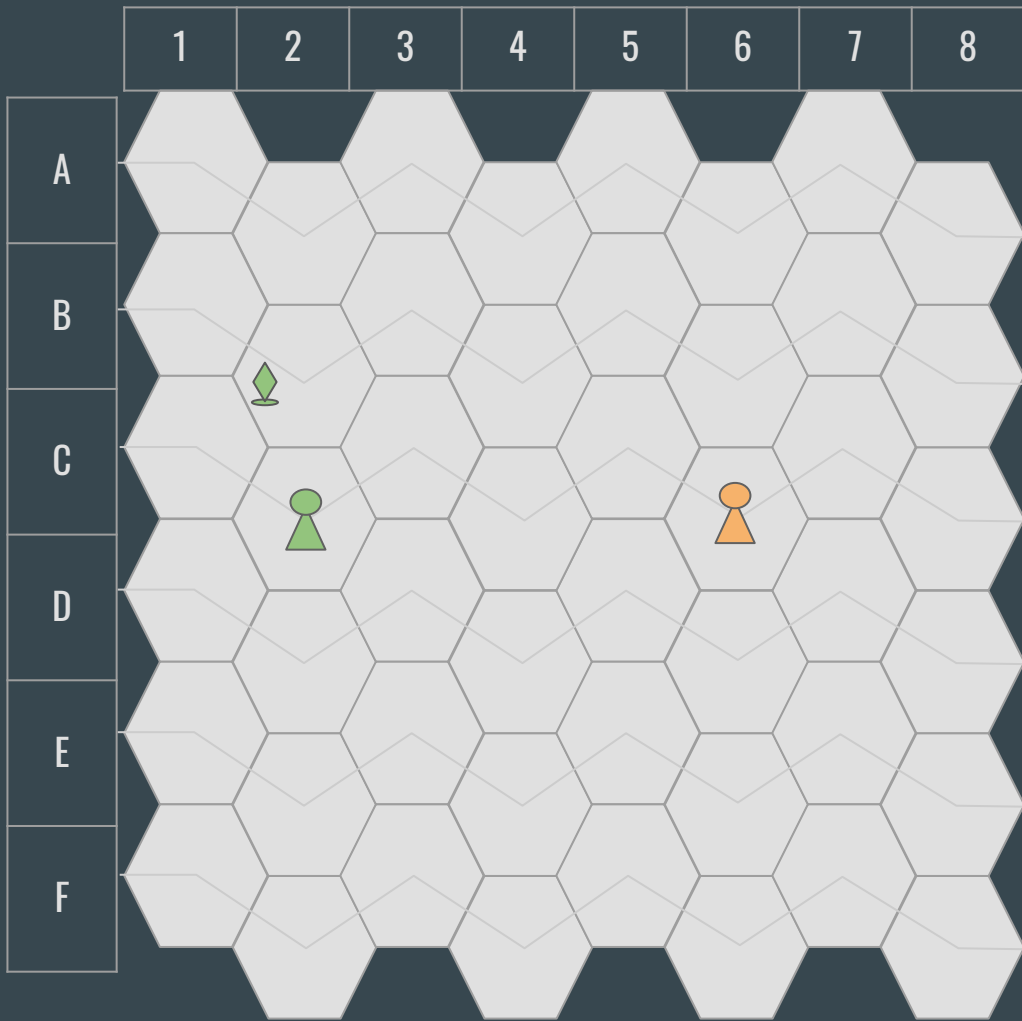
Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						



1	2	3	4	5
1	2	3	4	5

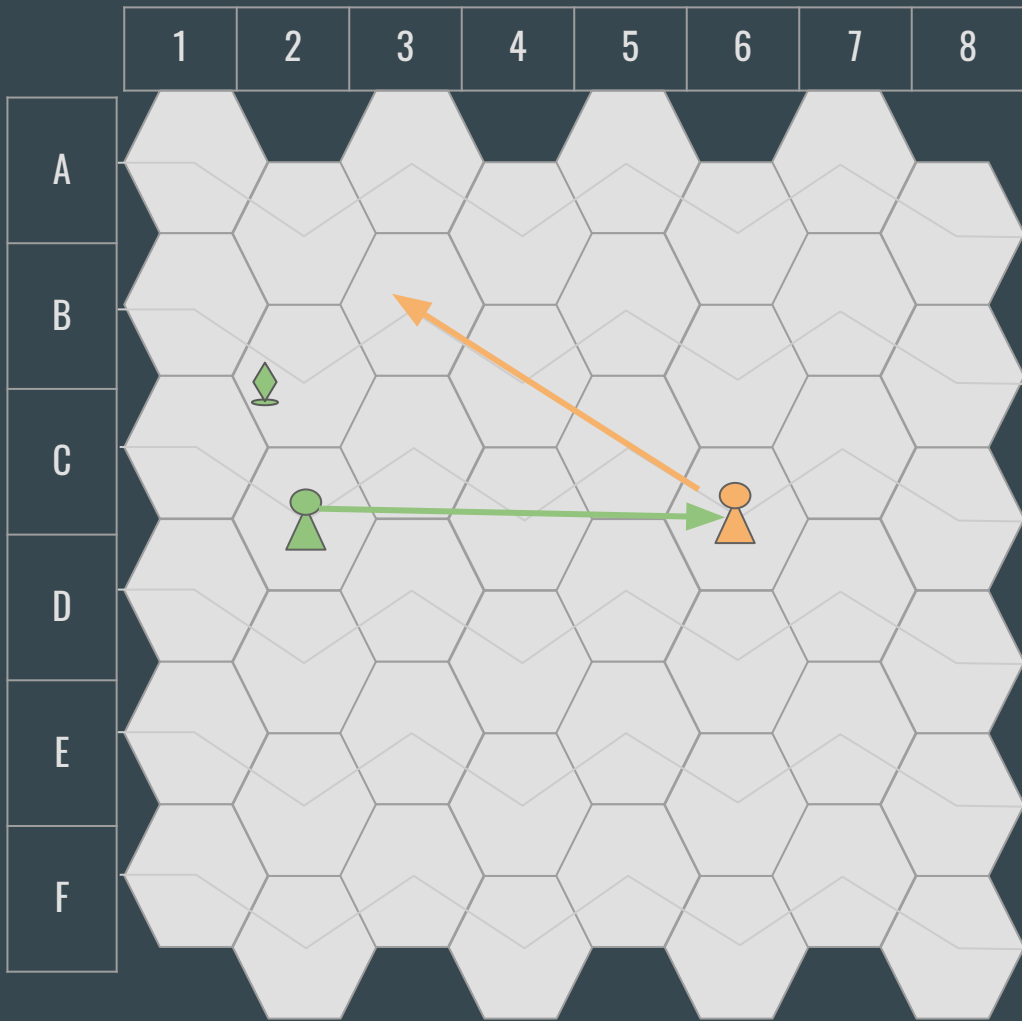
Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						





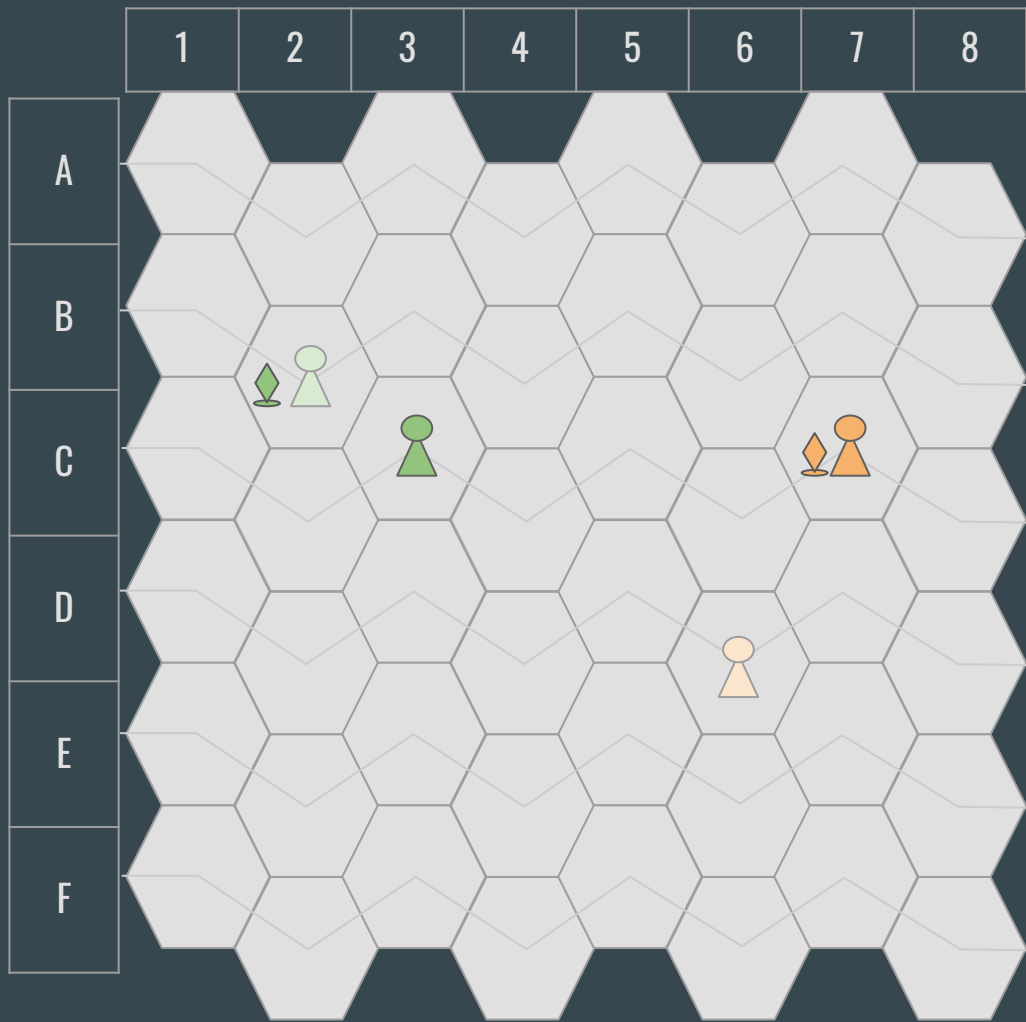
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						



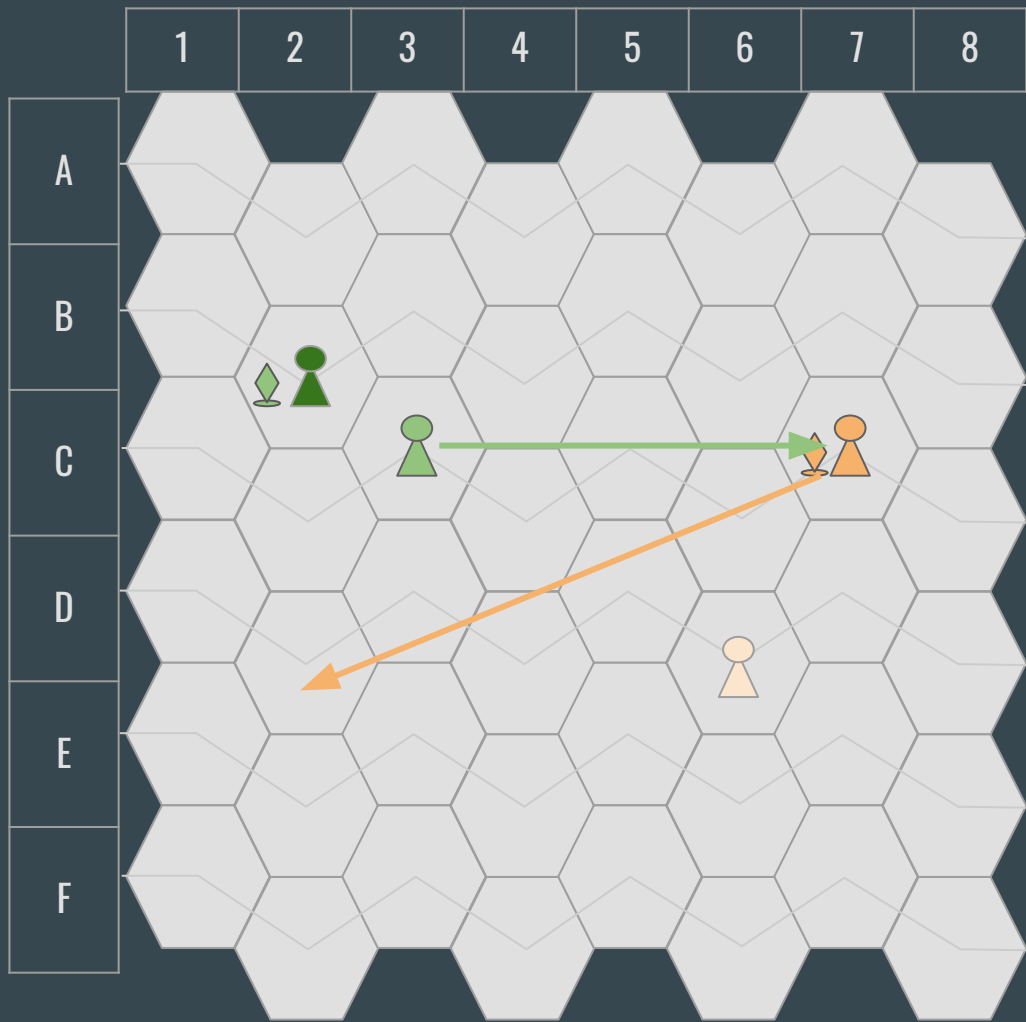
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						



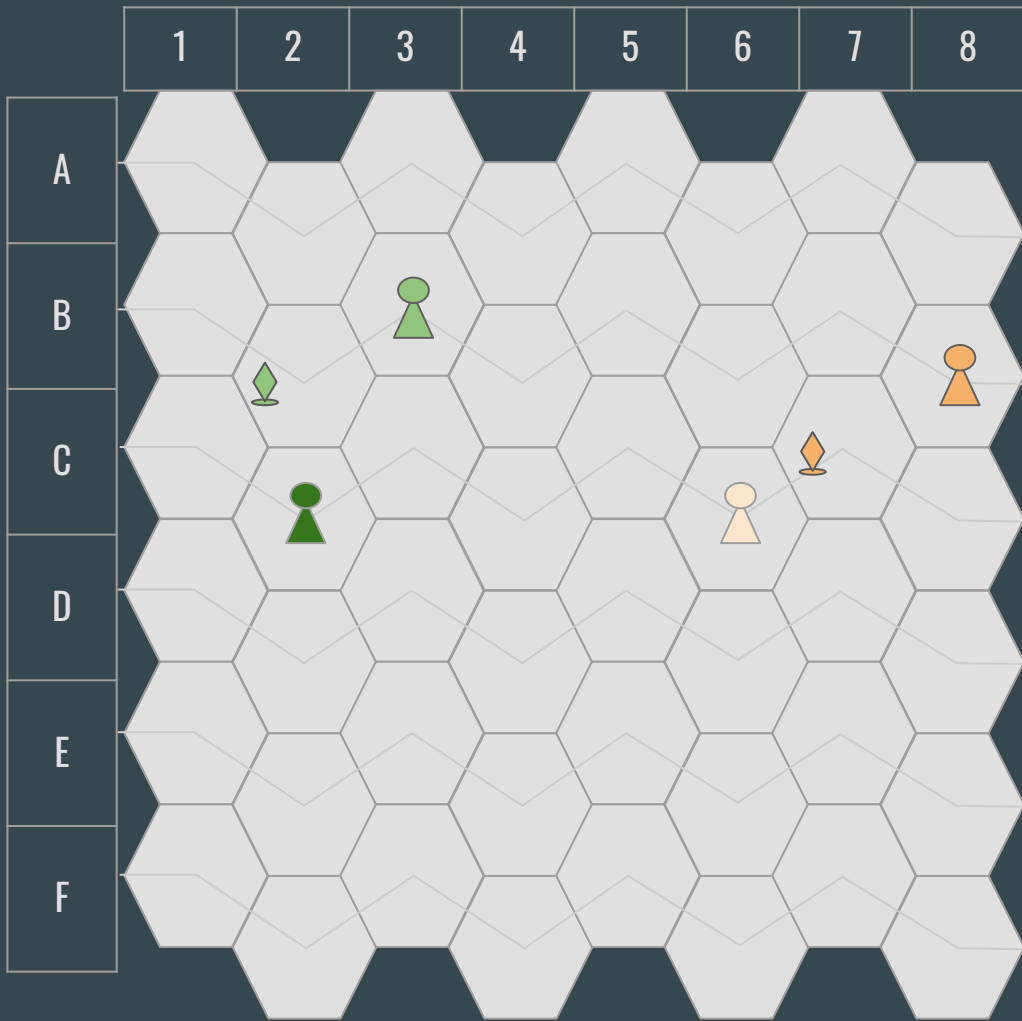
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4						
5						
6						
7						
8						
9						
10						
11						
12						



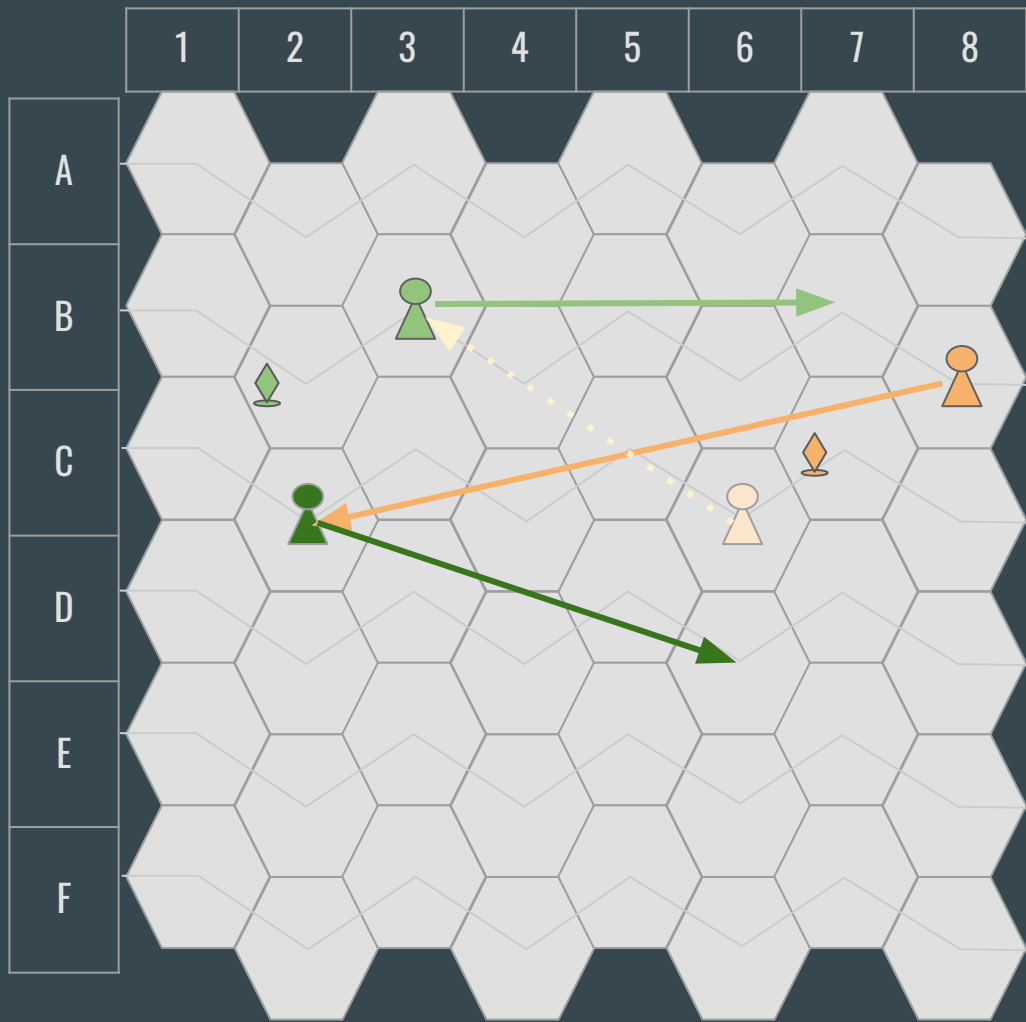
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4						
5						
6						
7						
8						
9						
10						
11						
12						



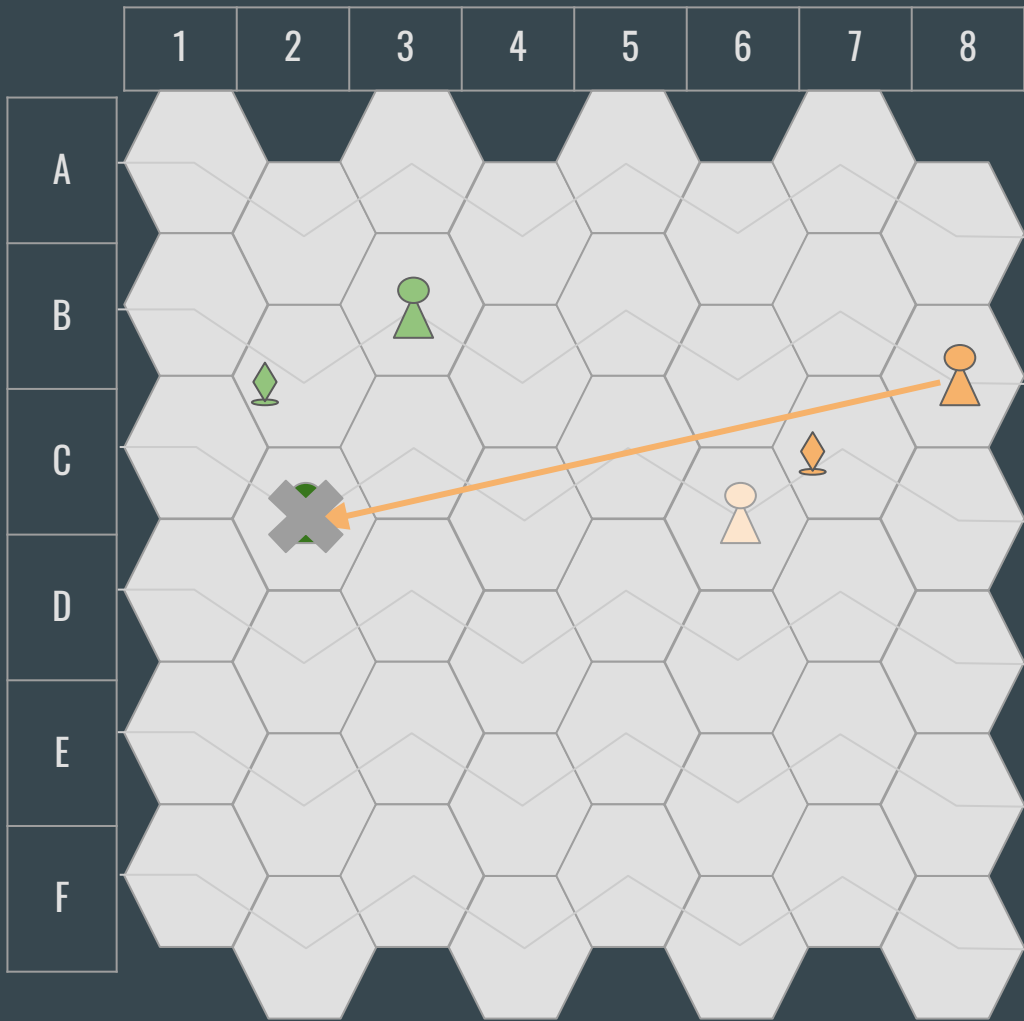
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5						
6						
7						
8						
9						
10						
11						
12						



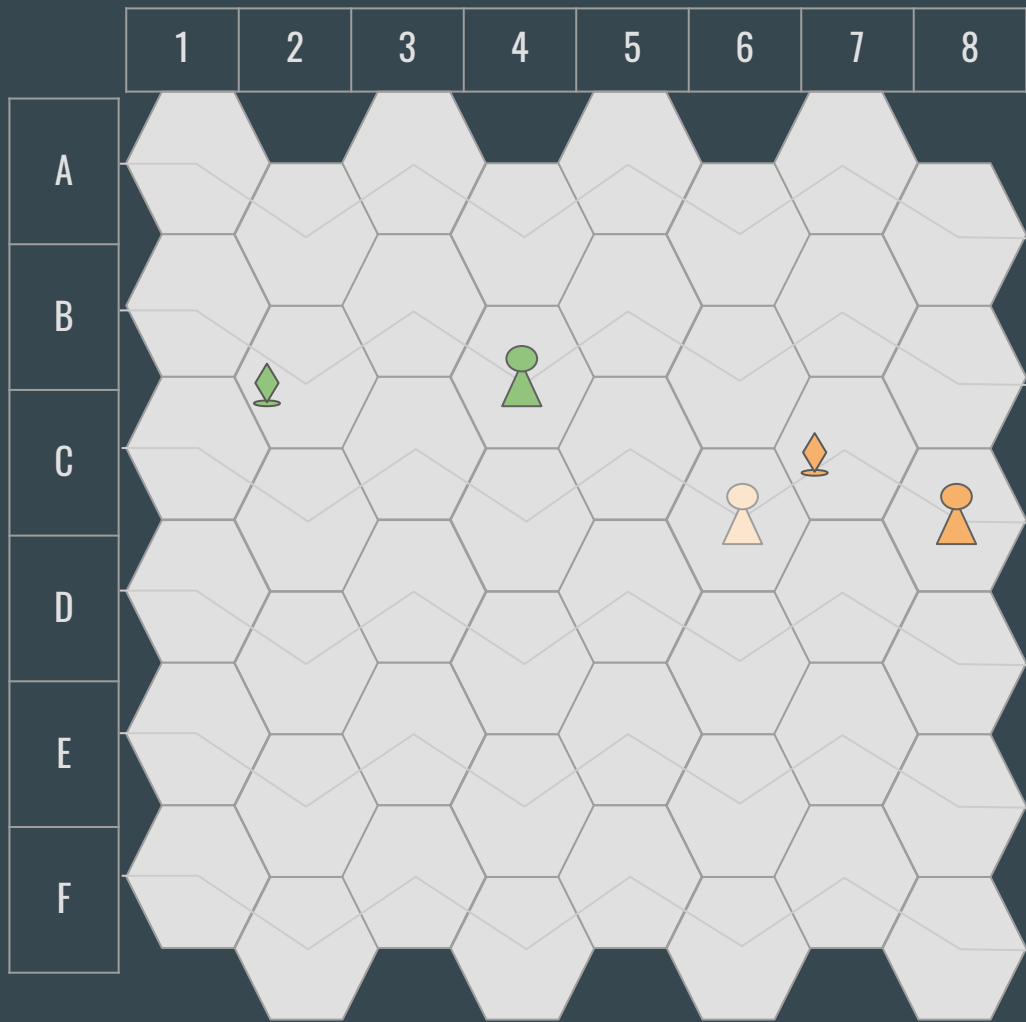
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5						
6						
7						
8						
9						
10						
11						
12						



1	2	3	4	5
1	2	3	4	5

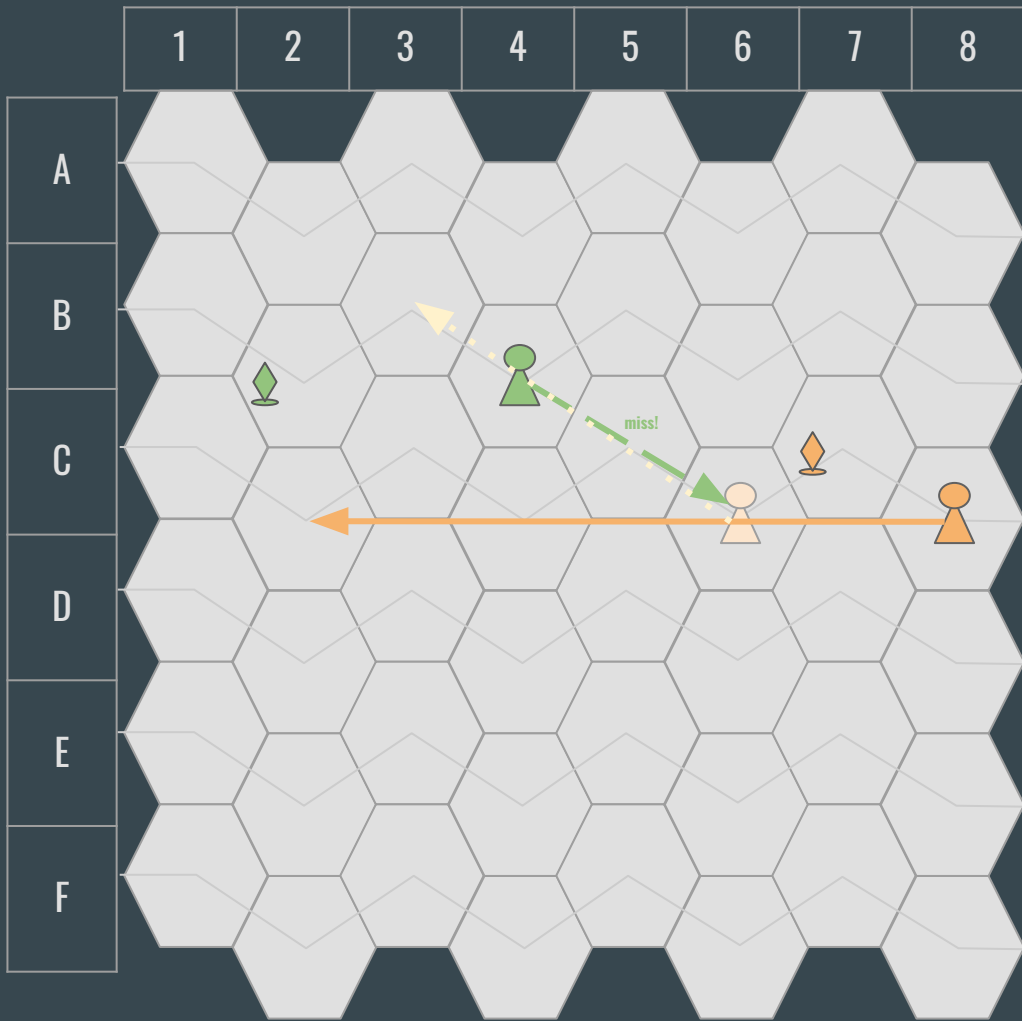
Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5						
6						
7						
8						
9						
10						
11						
12						



1	2	3	4	5
1	2	3	4	5

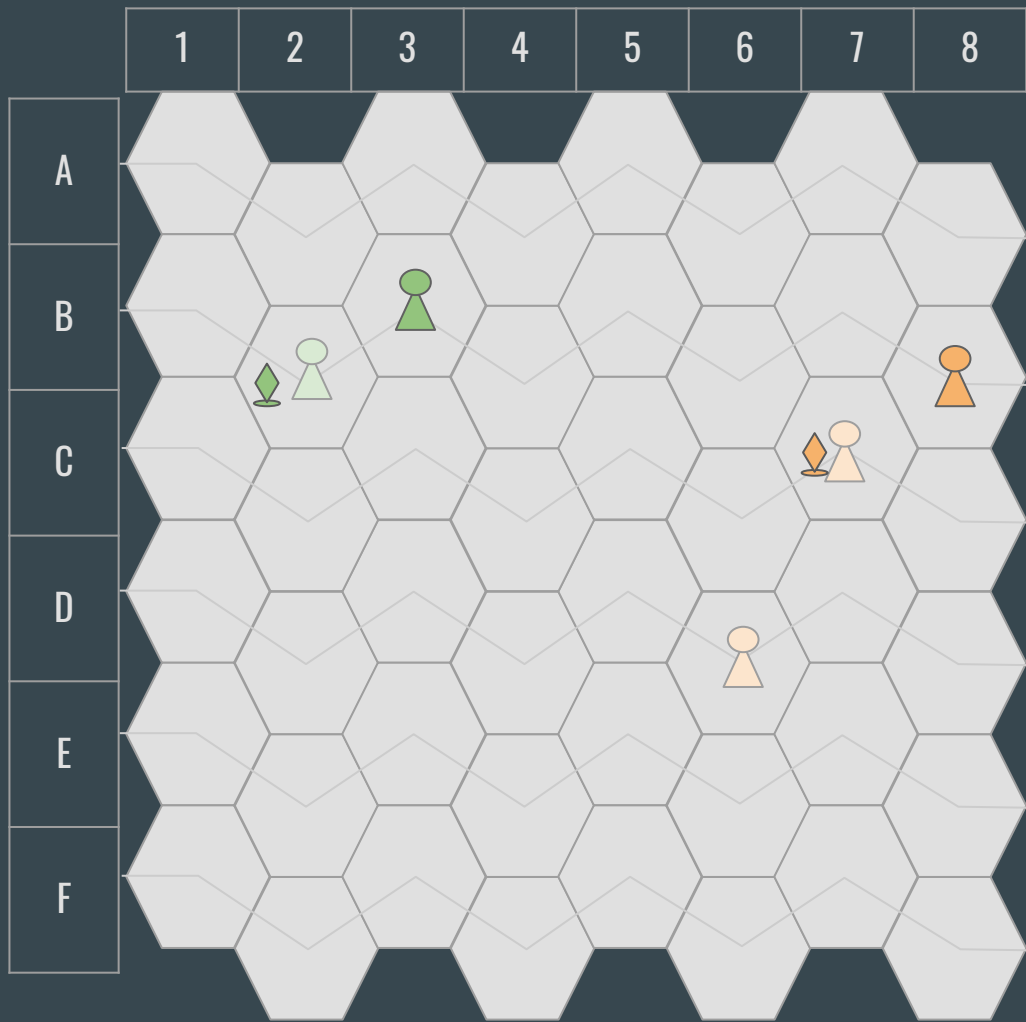
Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6						
7						
8						
9						
10						
11						
12						





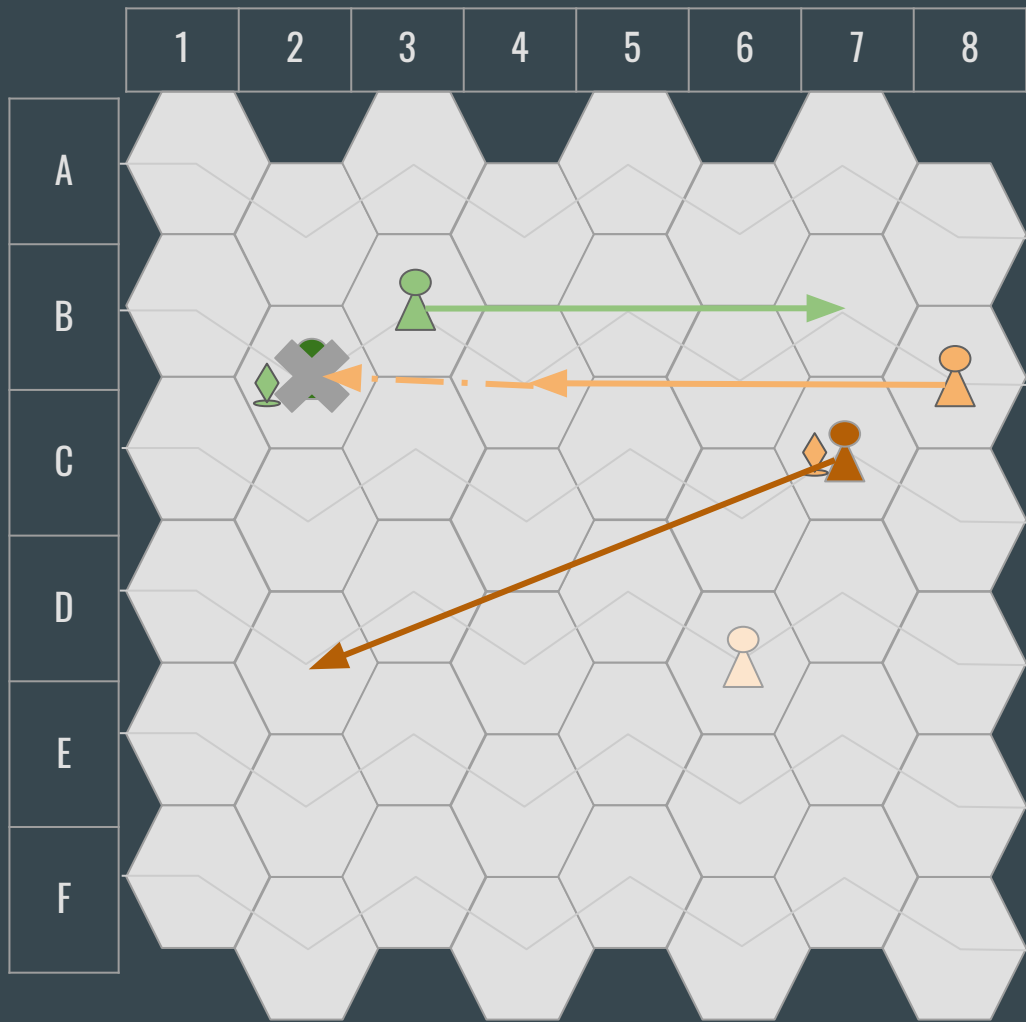
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6						
7						
8						
9						
10						
11						
12						



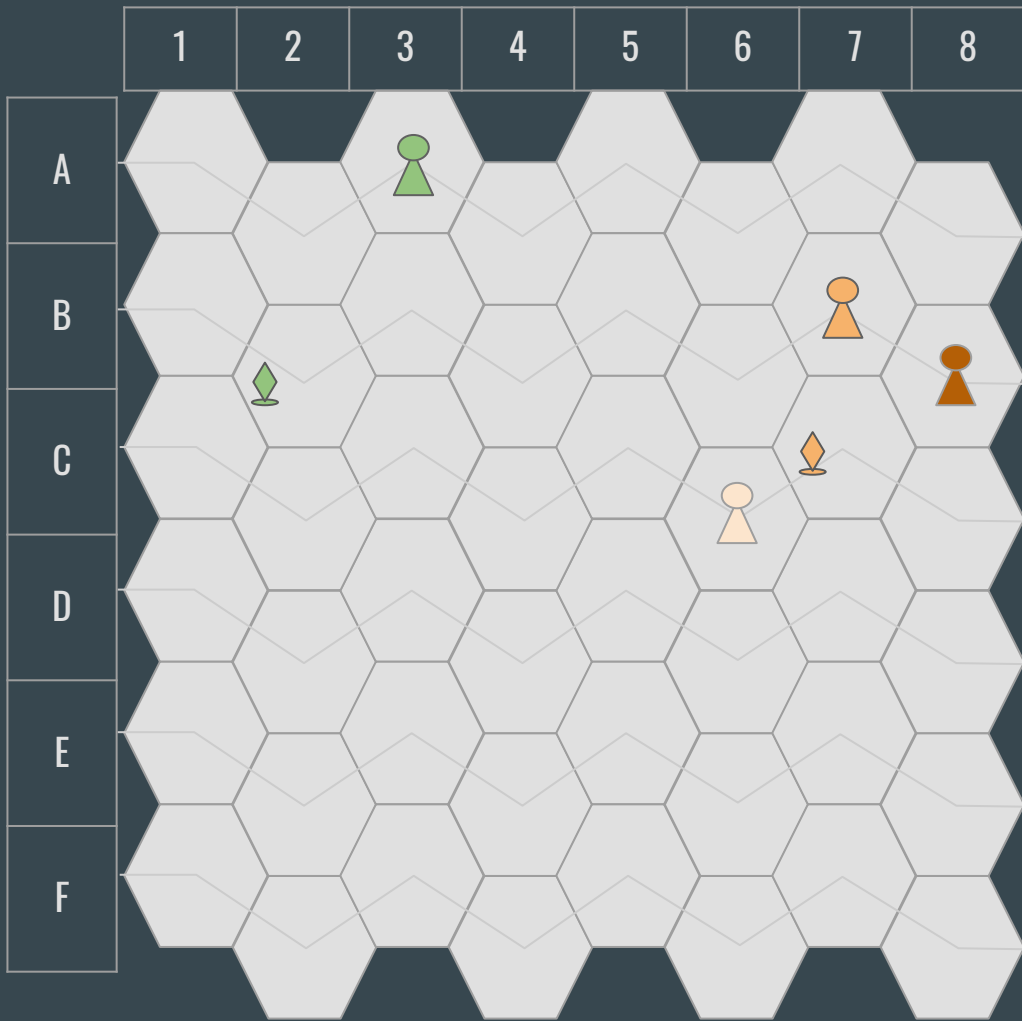
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7						
8						
9						
10						
11						
12						



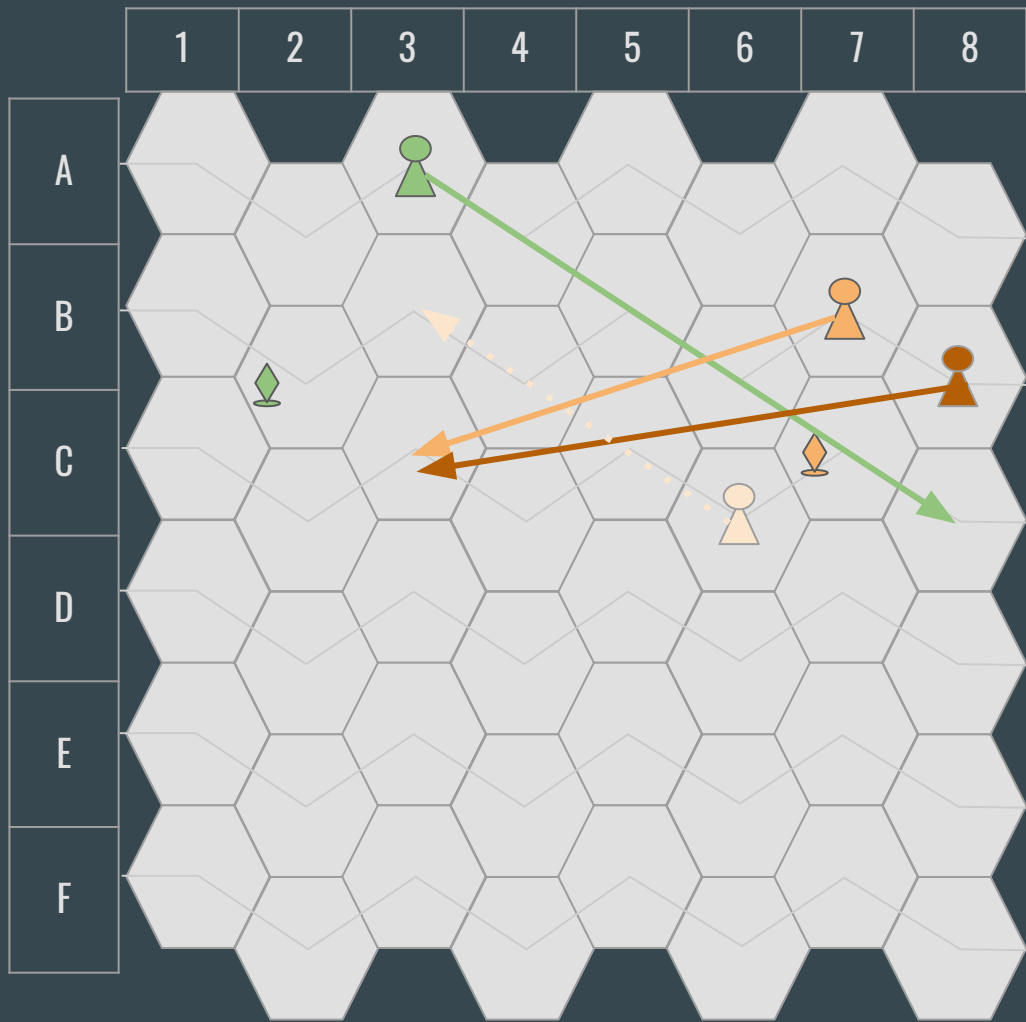
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7						
8						
9						
10						
11						
12						



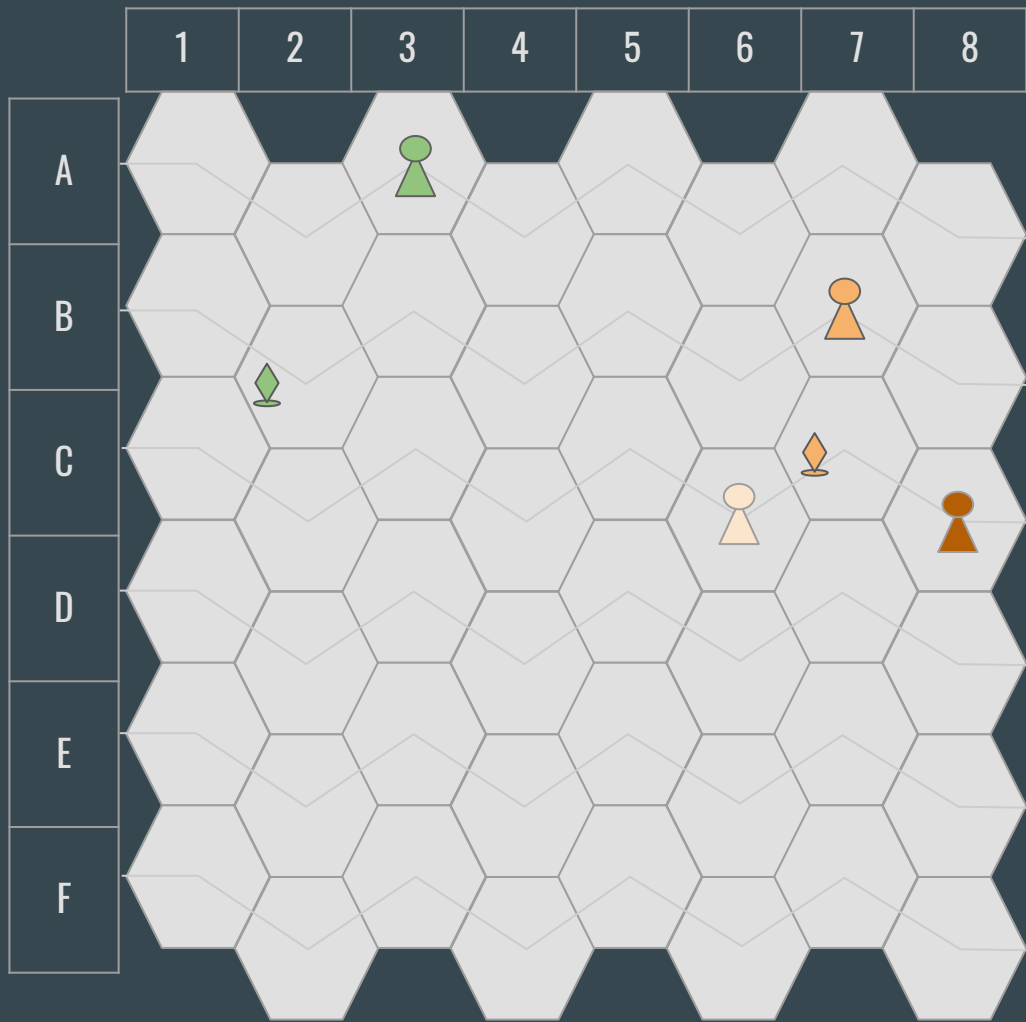
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7	B3	A3	C8	B8	B7	C3
8						
9						
10						
11						
12						



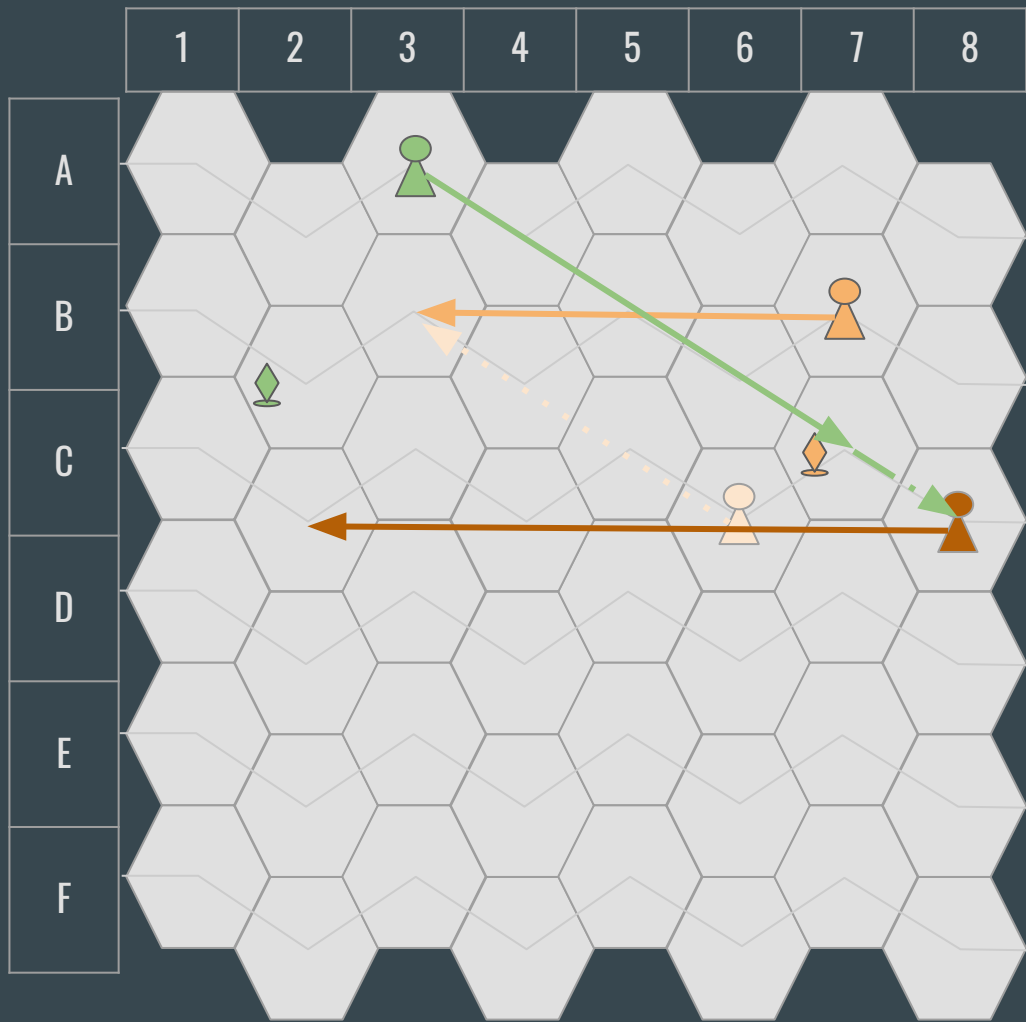
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7	B3	A3	C8	B8	B7	C3
8						
9						
10						
11						
12						



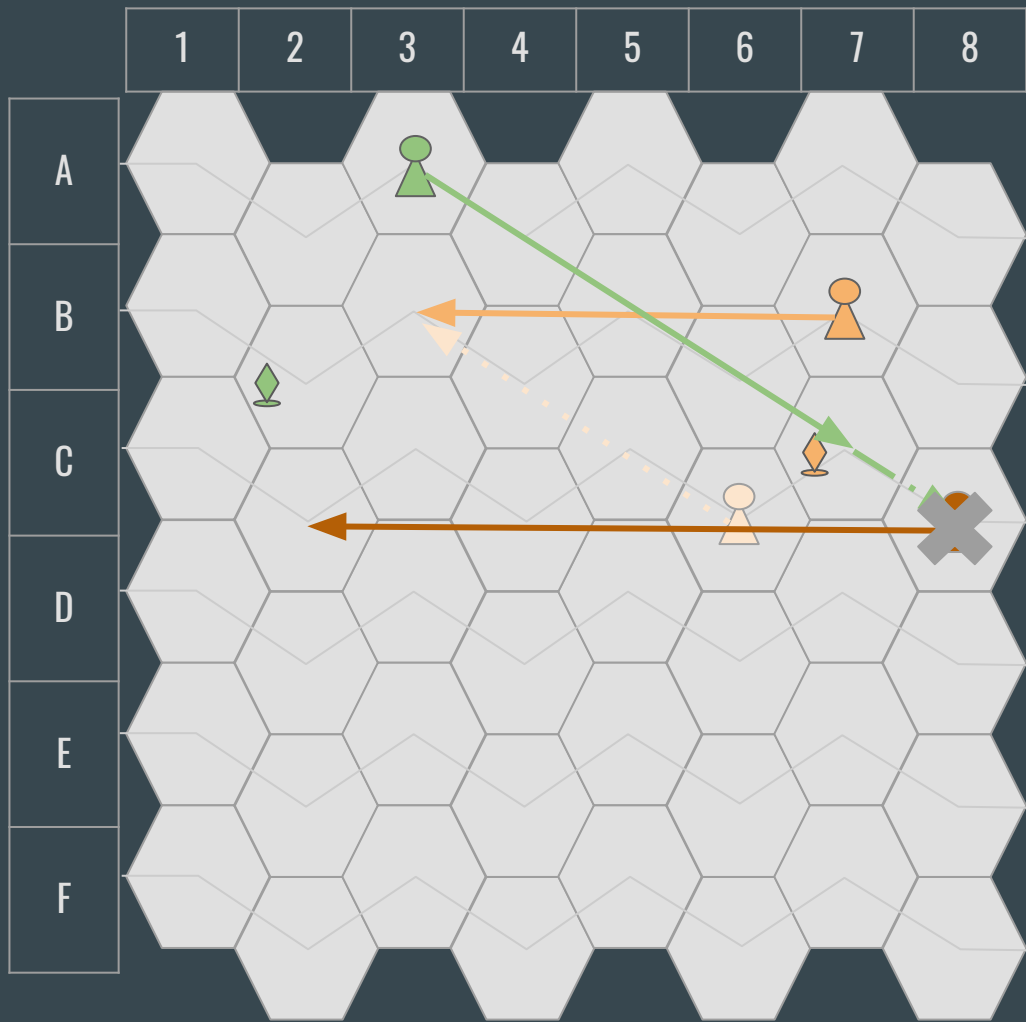
1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7	B3	A3	C8	B8	B7	C3
8	A3	-	C7	B7	-	B3
9						
10						
11						
12						



1	2	3	4	5
1	2	3	4	5

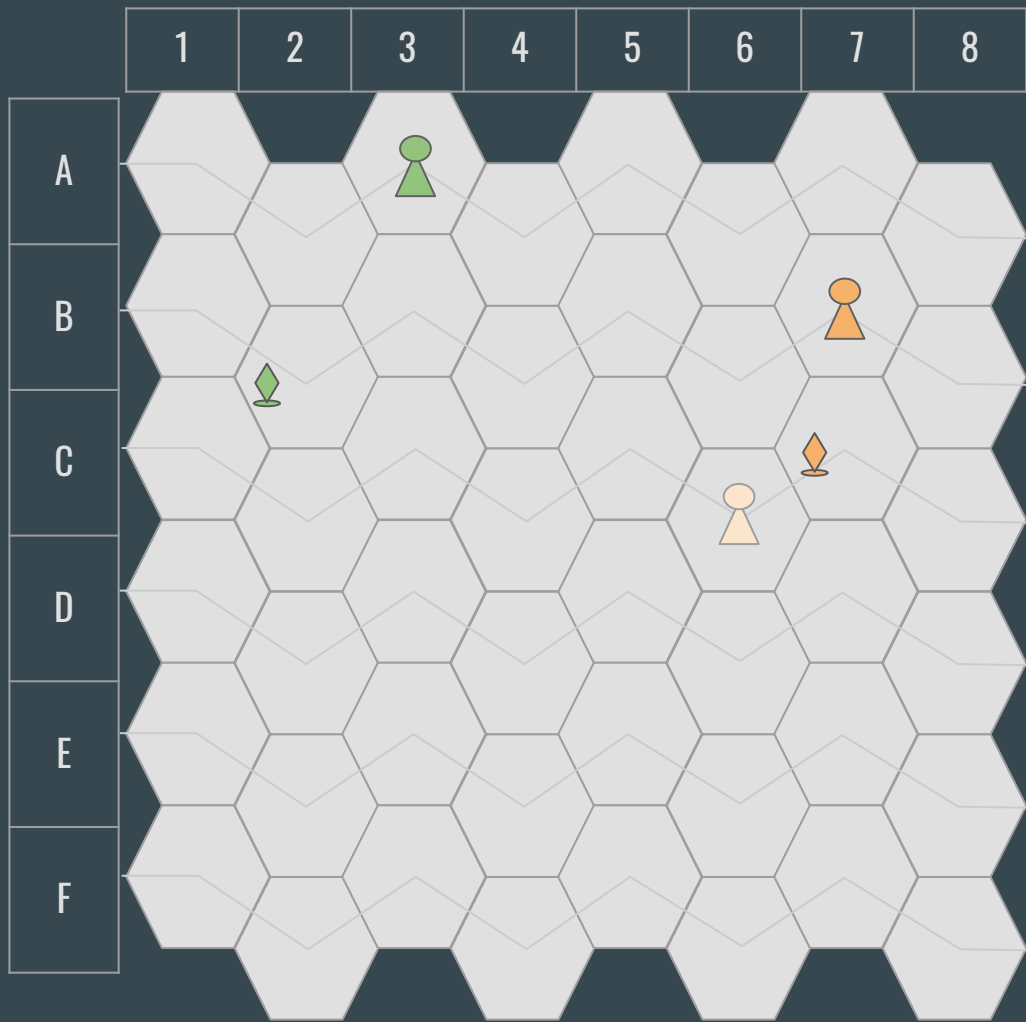
Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7	B3	A3	C8	B8	B7	C3
8	A3	-	C7	B7	-	B3
9						
10						
11						
12						



1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7	B3	A3	C8	B8	B7	C3
8	A3	-	C7	B7	-	B3
9						
10						
11						
12						





1	2	3	4	5
1	2	3	4	5

Turn	Position	Move	Shoot	Position	Move	Shoot
0	B2	-	-	D6	-	-
1	B2	-	D6	D6	C6	B3
2	B2	C2	C6	C6	-	B3
3	C2	C3	C5	C6	C7	D2
4	C3	B3	B7	C7	B8	C3
5	B3	B4	C6	B8	C8	C2
6	B4	B3	B7	C8	B8	B4
7	B3	A3	C8	B8	B7	C3
8	A3	-	C7	B7	-	B3
9						
10						
11						
12						

# Was it fun?

- Not as fun as it would be real-time.
- Informative about the strategic choices one would take.
- Hints at what the gameplay will be like overall.

# Feedback

"Your idea is extremely interesting"

"I think it has a lot of potential"

"[...] not too complicated to work with but leaves plenty of room for creative use and nuance."

"It is opening a potential for a very competitive and great game."

**Rich & original idea!**

"I feel like the game would have too much chaos and would be unplayable"

"I imagine that having a lot of Phantoms at a time would result in visual clutter"

"If the lifetime of duplicates can not be appropriately set, the game scene will be chaotic."

"[...] an arena game with 4 players each having multiple afterimages would overwhelm the arena very quickly."

**Likely to get too chaotic.**

# Reflections & Changes

- **Visual Clutter:** We are aware of the risk, but it's tricky
  - Making phantoms invisible makes it difficult to strategize based on their state
  - Decreasing the number of phantoms too aggressively might cause the gameplay to be dull
  - *The game requires good visual design in order to make it easy to follow.*
- There's a risk of the revenant mechanic being insignificant to the game.
  - As the core mechanic, we want the Revenants and Chronogates to make an impact on the gameplay.
  - If players can easily cancel that mechanic out by automatically killing enemy revenants, the mechanic will practically be non-existent.
  - *We need to make sure that the core mechanic stays mostly relevant throughout the game.*