ChronoQueue

Final Release: Milestone 6

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Vision

A Multiplayer Arena Battler

Skill based, fun and a bit chaotic

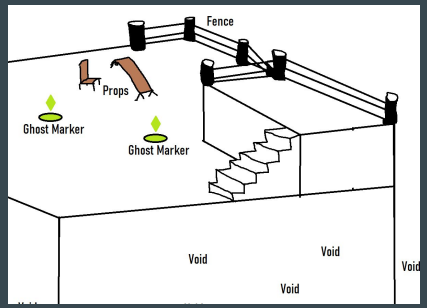
‘Duplicate’ theme = replay actions from the past

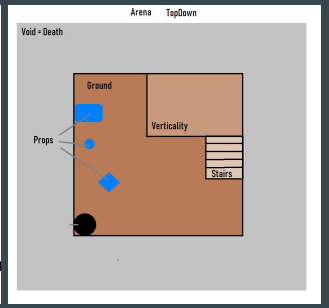
Vision

What makes it different from existing games?

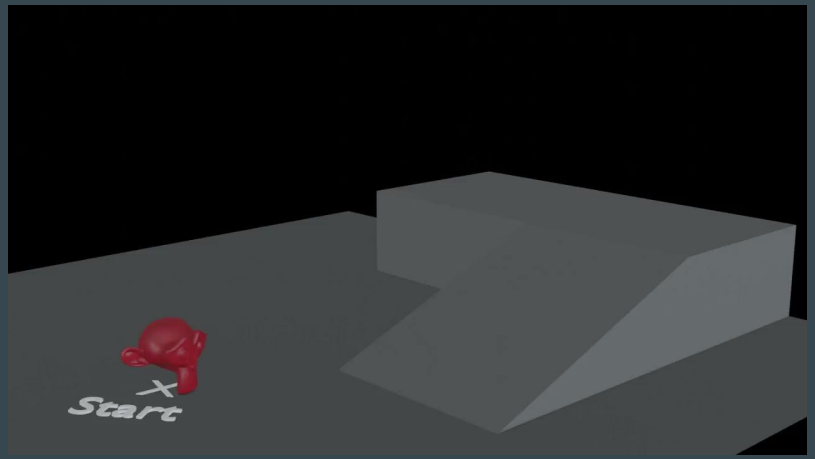
- The Phantom mechanic
- The Chaos

Initial Design

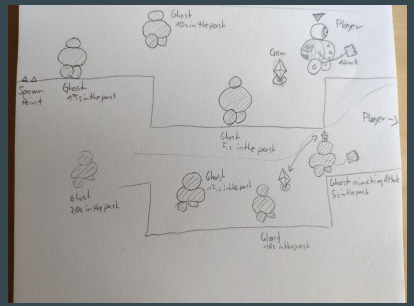




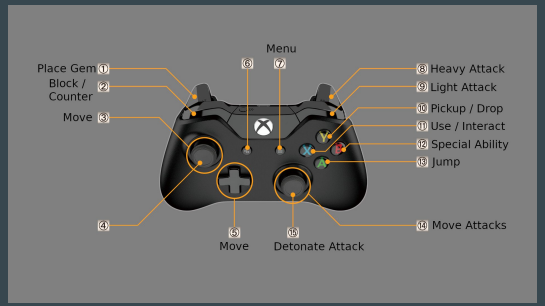
Arena layout prototypes



Ghost mock-up



Phantom logic

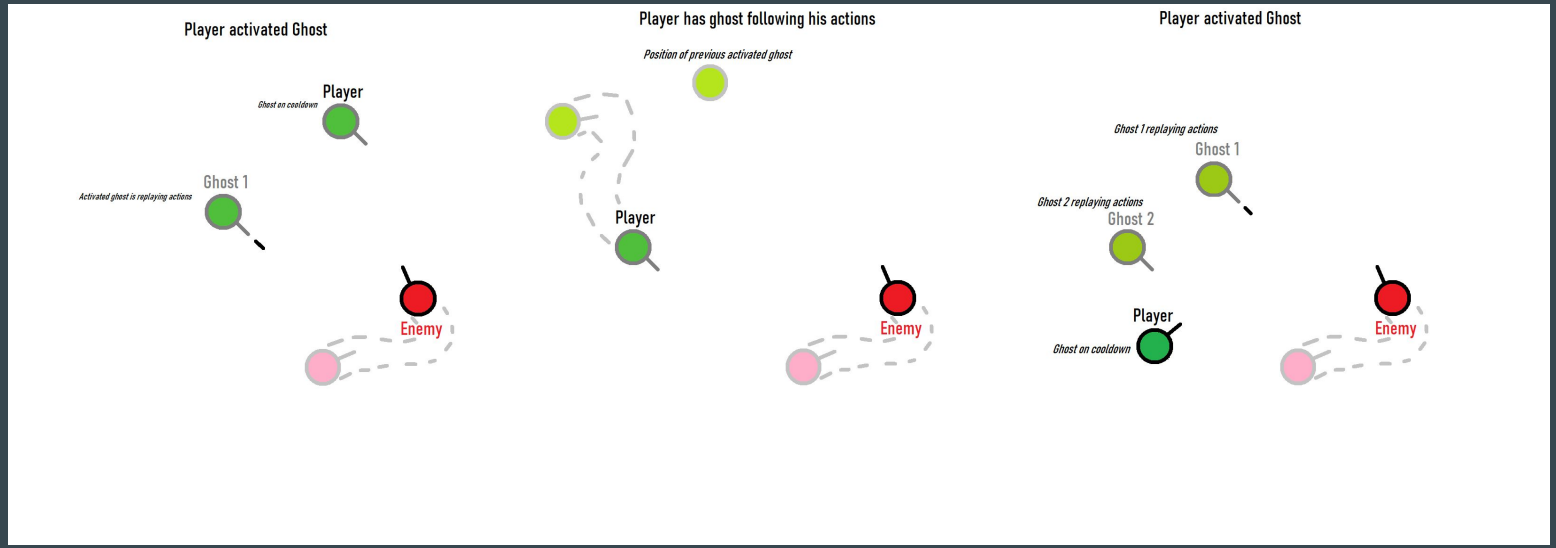


Early Controller layout

Initial Design

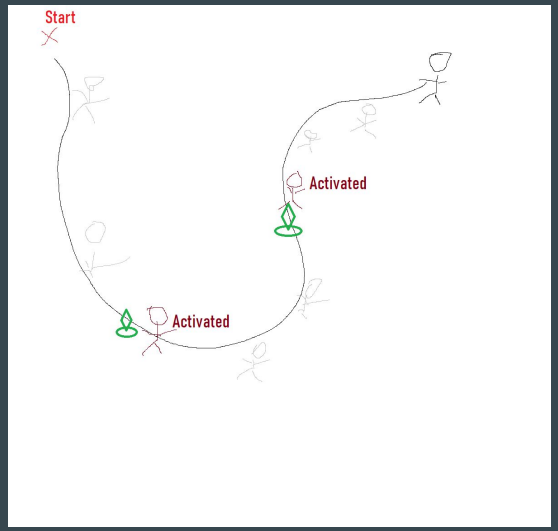
Generated Character Designs

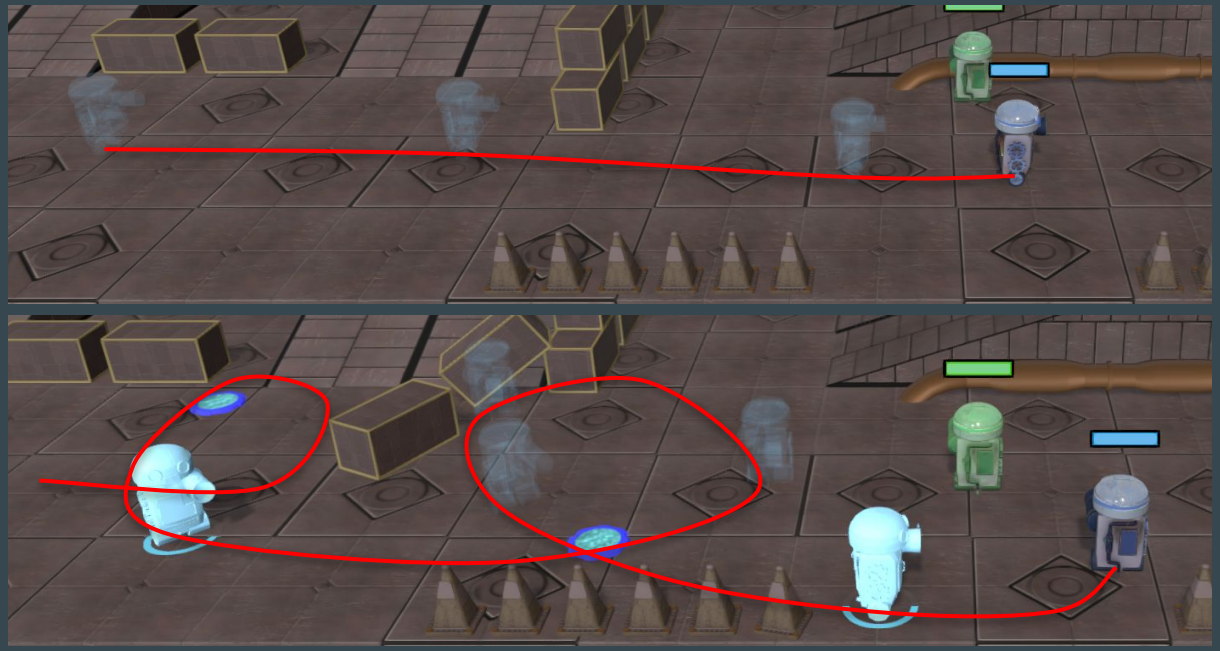
Initial Design

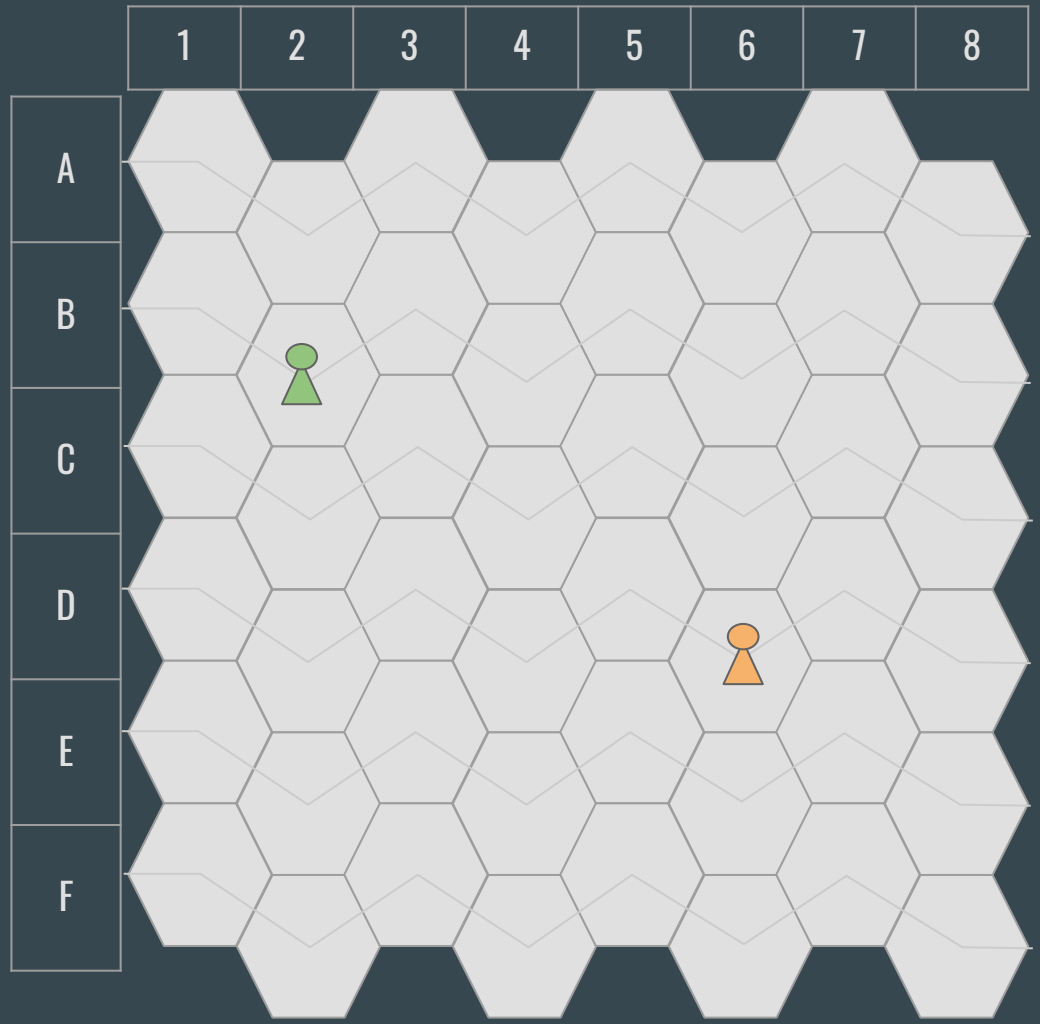


Original Phantom queue mechanic sketches

Design iterations



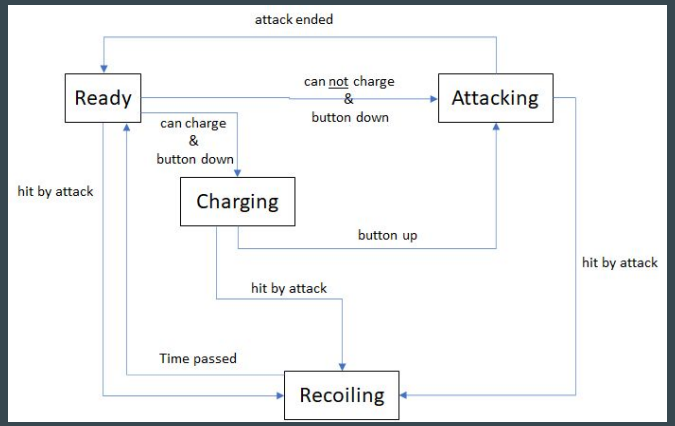




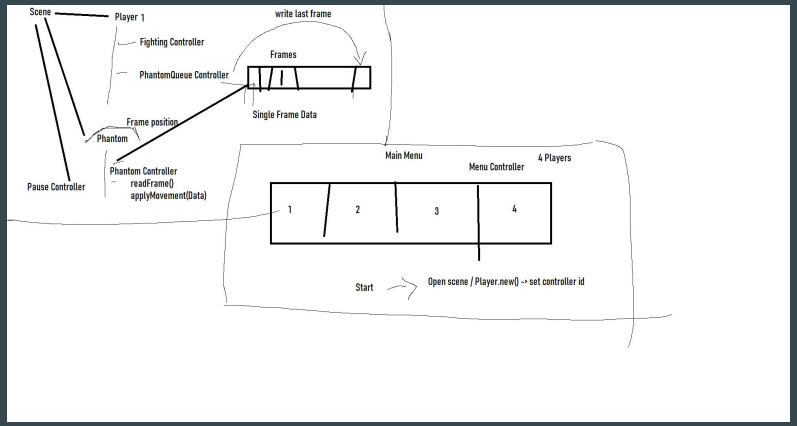
1	2	3	4	5
1	2	3	4	5

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

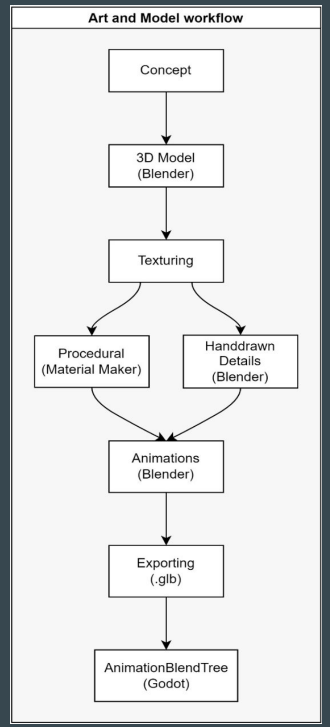
Design iterations



Attack state diagram

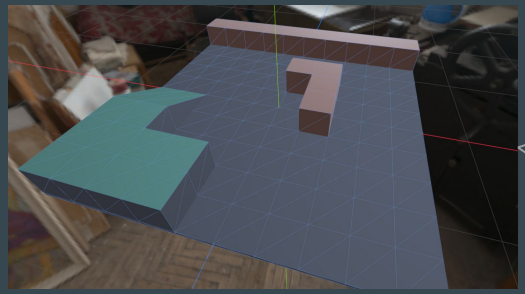


Phantom queue structure/implementation



Asset pipeline

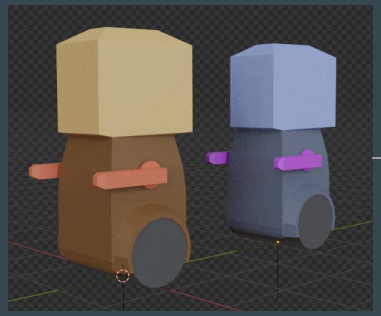
Design iterations



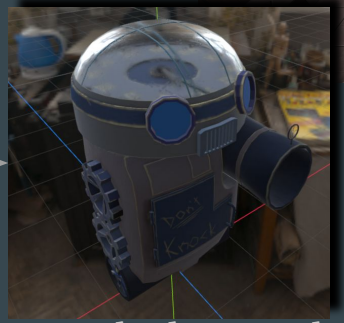
Development/Testing Arena

Arena 1

Arena 2



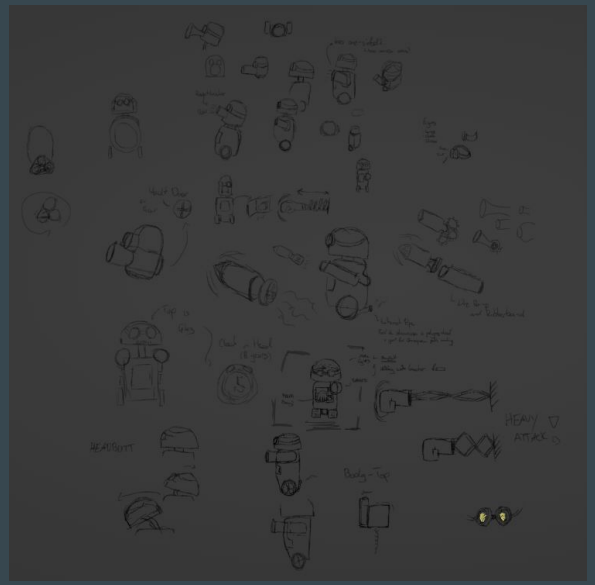
Early Player Characters



Final Player Character

Design iterations

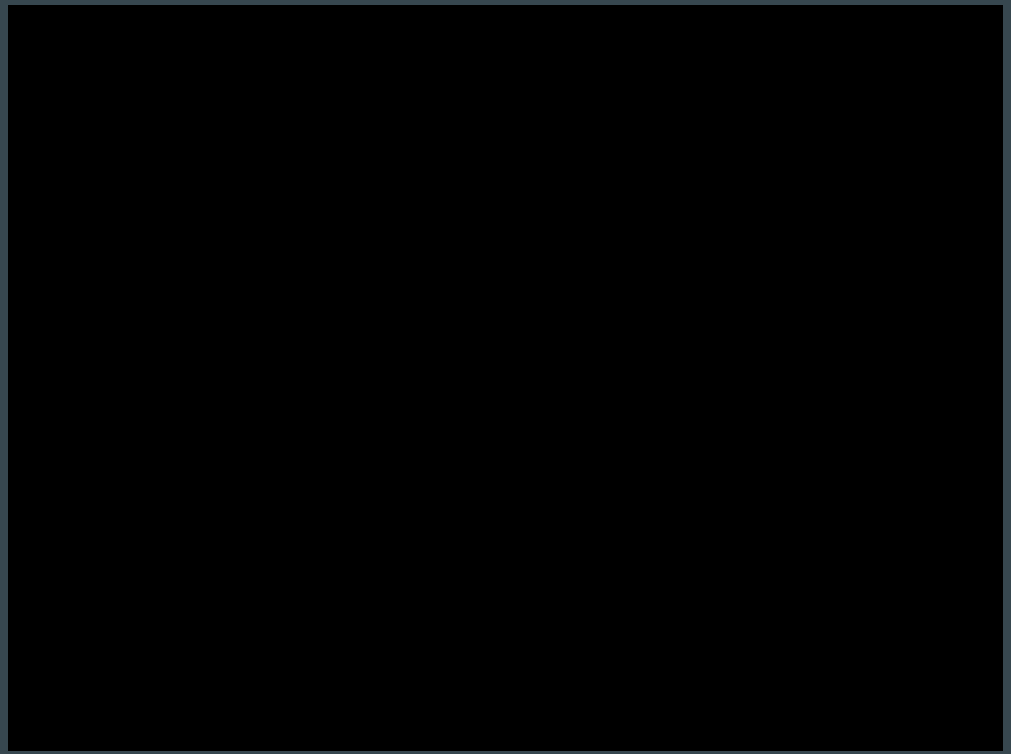
Assets

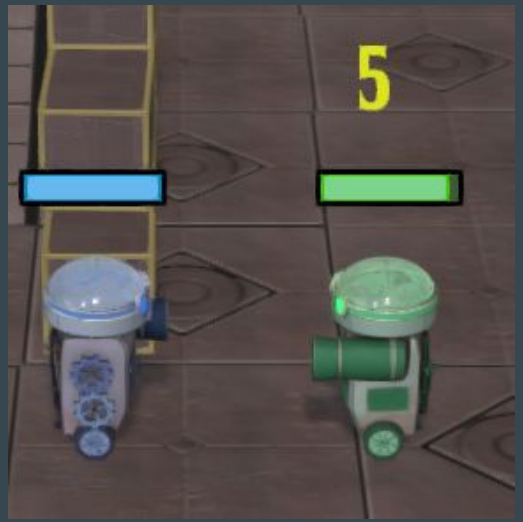
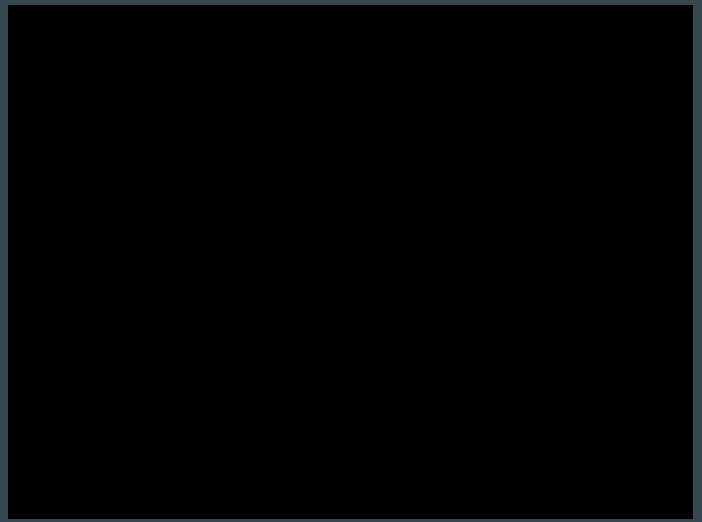
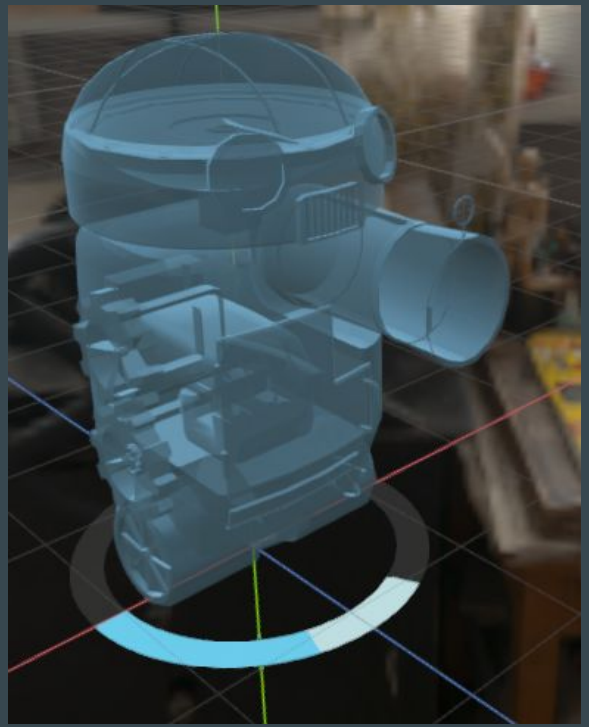


Attack sketches

Alpha Playtesting Adaptions

- Dashing ability
- Health bar
- HUD Layout



Alpha Playtesting Adaptions

- Revenant health bar
- Dmg numbers