

Untitled Amusement Park Game

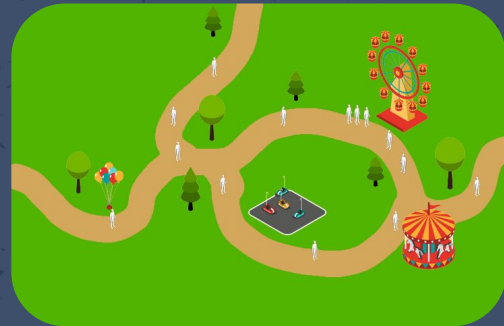
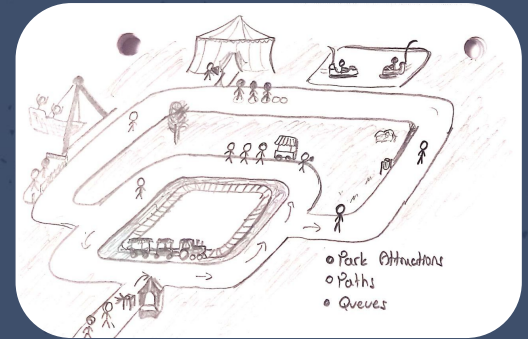
Team Rolli-costies

Anıl Güney Altun - İdil Sezgin - Kaan Uslu



Game Description

- Amusement park management game with tower defense & time-management game mechanics
- Try to keep visitors (with unique limitations and preferences) satisfied
- Modify amusement park rides / attractions and interact with the visitors



Gameplay

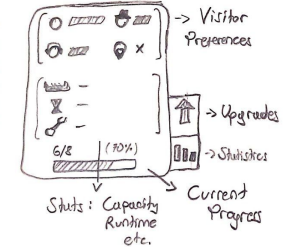
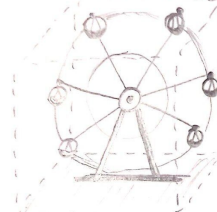
- Build, upgrade and modify amusement park attractions
- Various types of amusement park rides with different stats, and types of visitors with preferences and limitations
- Manually interact with visitors (direct them away, affect their decisions)
- Possible to play both casually or more real time action intensive for more optimized gameplay

Visitor/ Customer Types



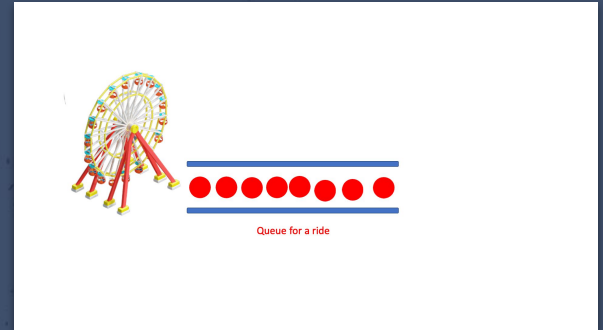
- List of rides allowed to ride
- Preferences
- Money / Satisfaction Stats

Ride Info Interface



Technical Achievement

- Crowd Simulation
 - Rule-based
 - If we have time, agent-based
- Visitors should react to the environment and events happening in the park.
- Wandering around, waiting in queue, avoiding overcrowded rides, running away from accident location



Big Idea Bullseye



Core Idea:

Amusement park management game
With combination of strategic and real time
gameplay mechanics

Technical Achievement:

Crowd simulation, visitors who react to
environment and events

Planned Layers

1. Functional Minimum

(Interim Demo - 29th May)

- Basic Gameplay loop
- Few types of customers & visitors
- Simple UI/Placeholder assets

2. Low Target

- Park Events
- Crowd Simulation (Rule-based)
- Improved Graphics & Animation

3. Desirable Target

(Alpha Release - 19th June)

- Improved Crowd Simulation
- Sound Effects & Music
- More amusement park ride types & upgrades/modifications

4. High Target

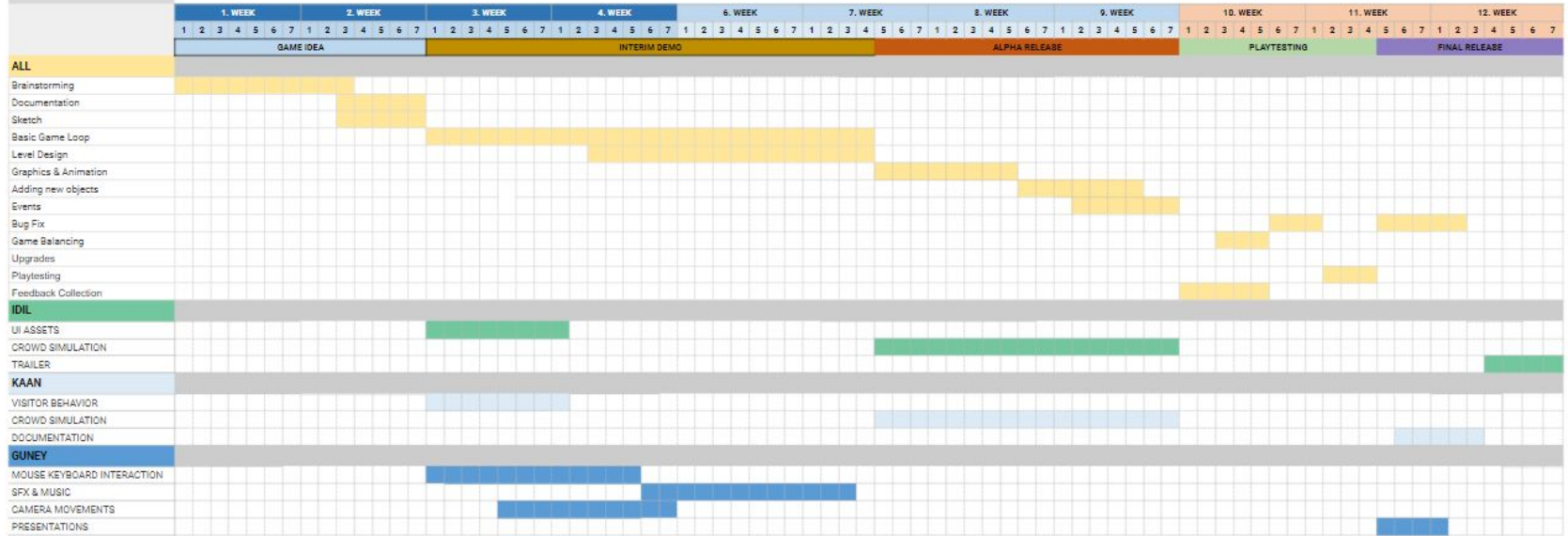
- Better UI elements and player experience
- More customization for personalized amusement park

5. Extras

- Story with multiple levels & meta progression
- Achievements & Challenge Levels
- Even more strategic and cosmetic choices

Development Timeline

Rollies Costies





THANKS!

CREDITS: This presentation template was created by **Slidesgo**, including icons by **Flaticon**, infographics & images by **Freepik**
Mock-up images by **Freepik**(Amusement Park Isometric Pack)