State of the Game

- Crowd simulation , ride queues & events

- Improved Visuals, 3D Models

- User Interaction with Visitors and Rides

- Visible satisfaction bars, dissatisfaction, park exit conditions

- Modifiable visitor spawner

Progress

Alpha Release Goal

2. Low Target

- Simple Crowd Simulation
- Park Events
- Visitor/Ride Models

3. Desirable Target

- Improved Crowd Simulation
- Sound Effects & Music
- Ride modifications

What is next?

Before Playtesting

- In-game tutorial
- Animations & Icons for clearer & intuitive understanding of ride/visitor states
- Ride modifications

Playtesting

- Changes based on feedback
- Balancing numerical values / difficulty
- Visual / UI Improvements?

CrowdSim : Order & Chaos

- Visitor Behavior Profiles based on current situation (normal, waiting in queue, fully satisfied, panicking etc.)

- Queue system, rides take in people in batches (number based on ride stats), players can manipulate which visitors to let into the ride

- Under normal circumstances, visitors follow paths, but they can panic in certain situations

- In panic state they exhibit unpredictable behavior, running around with increased speed and randomly selecting targets.

- Player can interact with panicked visitors to calm them down and minimize satisfaction loss.
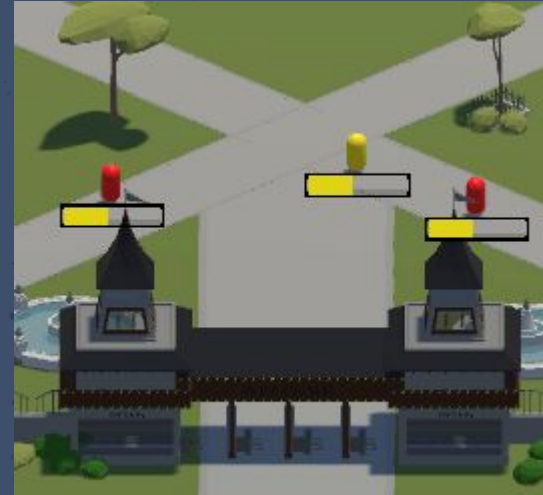
Ride Events

- During runtime, rides in the game have the possibility of breaking down or encountering other issues

- Likelihood of these problems occurring is influenced by the number & type of visitors on the ride.

- Additionally, certain ride events can trigger a state of panic among the visitors. Players can fix rides with interacting with them

- What is next? : Visuals representing broken rides are subject to change and will be clearer to understand. Such as visitor injuries or fires with accompanying fire effects.

Visitor Satisfaction

- Several conditions have been implemented to alter visitor satisfaction in the game. Such as:
  - Waiting in long queues
  - Being unable to find a suitable place
  - Ride breakdown during the ride
  - Having an enjoyable experience on the ride.

- By matching ride types with visitor types, the player can minimize the risk of problems and maximize visitor satisfaction in the game.

- Visitors exit the park when they are either fully satisfied or dissatisfied.
  Number of visitors that had a enjoyable or unpleasant experience in the park are stored and used as a player score

THANKS!