

Milestone 5: Final release

Fall For Me!

Team Cicisoft

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Task progress

Our goal for the final release was to produce the last finished working version of our game that implements the entirety of the game with all the elements from the previous milestones and some changes added after the playtesting. In order to reach this goal, we modified aspects of the game, we upgraded some UI elements (menus, tutorials...) and also added some new sound effects.

Game summary

Fall for me is a competitive multiplayer fighting game, in which two or more players (up until 4) battle on top of a moving roller coaster to see who can catch the most candies. All players will play on the same device with multiple controllers. All the players have the same type of character and can use the same actions to fight with each other, but the main goal of the game is to have the most amount of candy.

The setting is an amusement park in the background while the players are placed on top of the roller coaster in front of the screen. The roller coaster moves to the right while the players must try to stay on top and catch all the candy they can. They have to try and beat the opposite team by pushing them off the roller coaster. Players will also have to watch out for obstacles and try to stay on top of the roller coaster themselves.

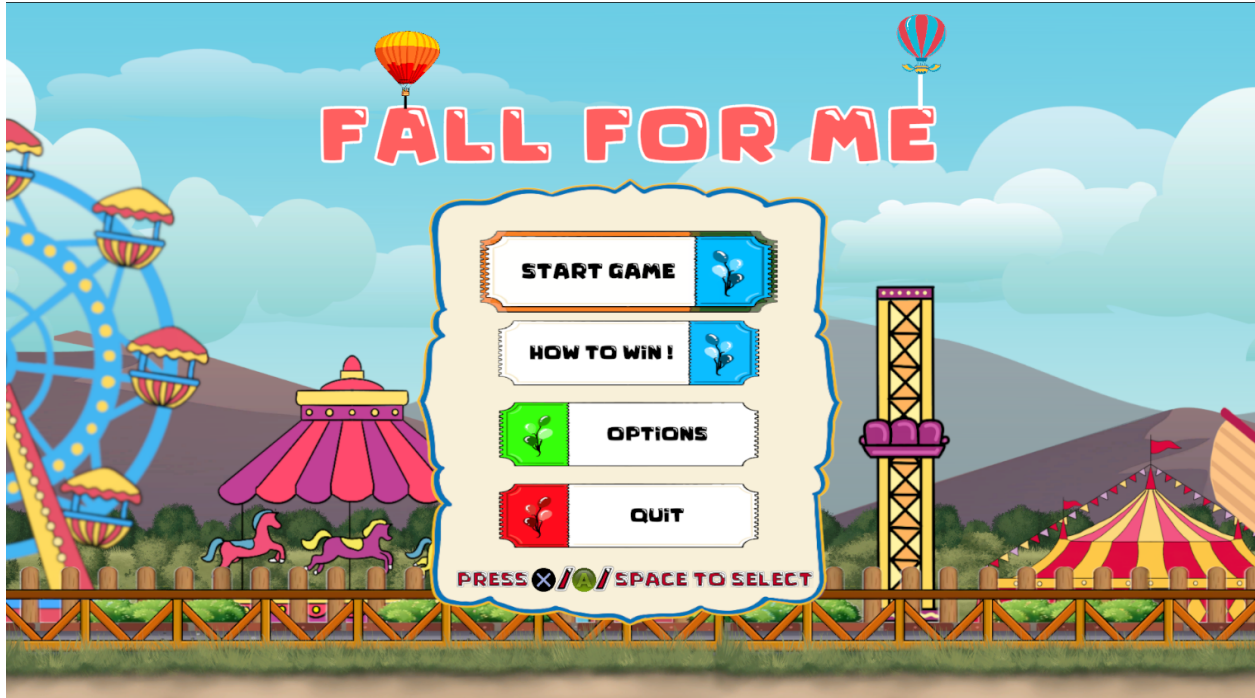
Our game merges a fun and competitive setting of an amusement park and fighting style videogames. Since its multiplayer the game offers a great chance for players to play with their friends or against them.

Final game overview

In this chapter, first provide a summary of your final results including screenshots from your final game.

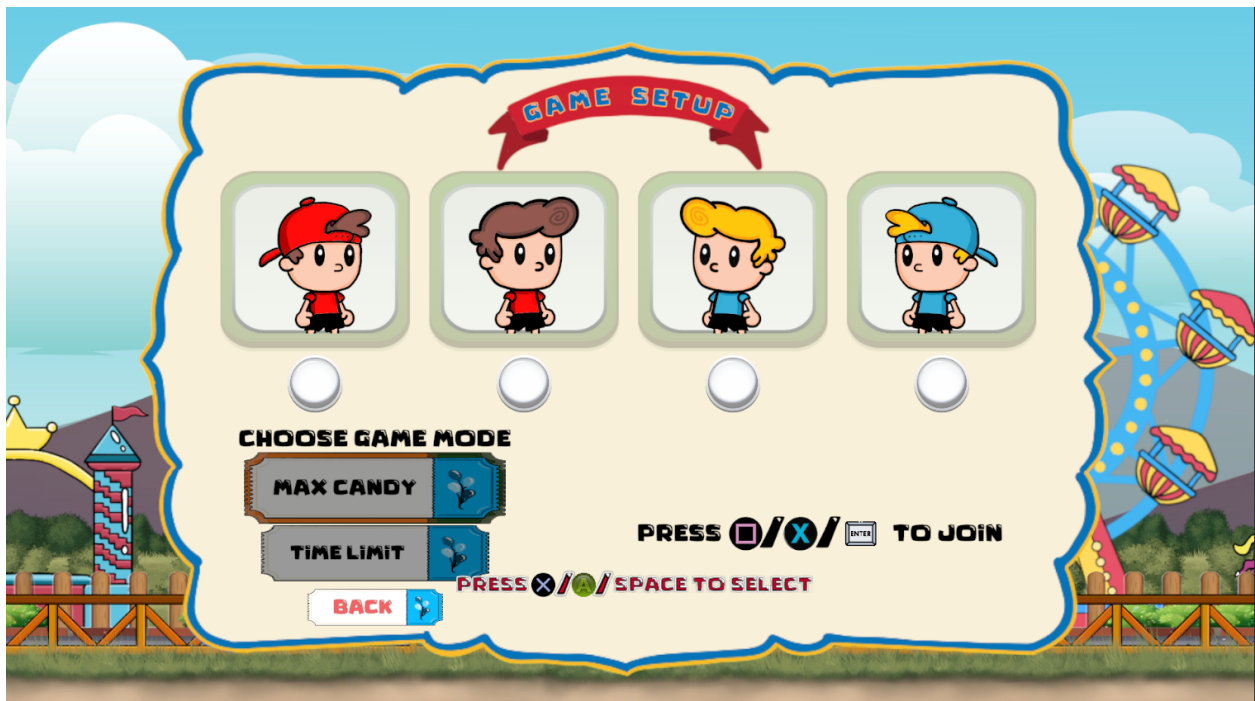
User Interface

We added an introduction screen where the title of the game comes at the same rhythm as the music.



In the main menu players can choose to start the game, learn how to play, check out the options for the game, and also quit the game.

If the players choose to start the game they will be directed to the player choosing screen where they will be able to choose what character they want to play as well as what game mode to play.



Players can always go back to the main menu in case they misclicked or just would like to go back to the main menu.

If players choose to learn how to play the game, a series of tutorial pages will inform the players of the rules of the game as well as some tricks to win. The players can move through these pages like a book and go back and forth between them as they please, to really learn and understand the rules of the game. Here are 2 of the 6 different tutorial pages that are shown to the characters.



If players choose to see the options of the settings of the game they will be directed to the settings page, where they will be able to modify the volume of the music, effects and the overall sound of the game itself. They will also be able to prevent the chill area from appearing at the beginning of the game (this will be explained later).



Once in the gameplay the players can decide to pause the game as they please. We have the pause menu where the players can take a break from the game. There they can choose to resume the game, check the controls and exit the game.



Main game

The main game consists of a moving screen where the rollercoaster is the main object moving. The background is a series of amusement park rides to integrate the players into the game and make them feel like they are in an amusement park. The players are positioned on top of the roller coaster at the beginning of the game and from there they can start playing.



There are two modes of game play: first team to get to 25 wins, or 5 minutes on the clock and whoever has the most candies wins.



There can be 2 players or 4 players. If 2 players are playing it's 1 versus 1, but if 4 players are playing it's 2 versus 2.

Changes from Alpha Release

Here we show the multiple changes and upgrades we have done to the game since the alpha release milestone. Most of these changes were added after the feedback we obtained from the playtesting which was very beneficial to us.

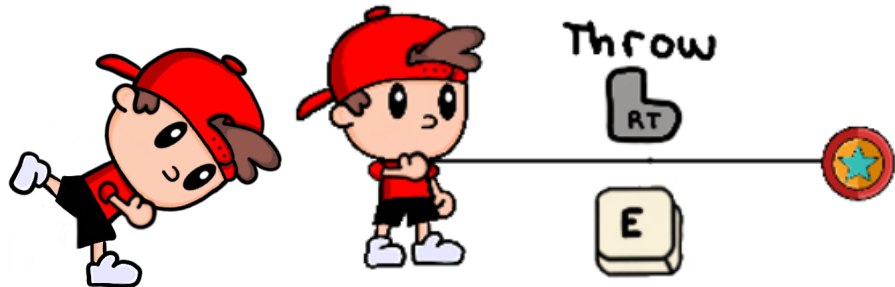
Changes made to the characters

We have added two more attacks to the characters. Before the characters could punch as a fighting mechanic, but now they can also kick backwards and throw a Yo-yo to drag players closer to them.

BEFORE



AFTER



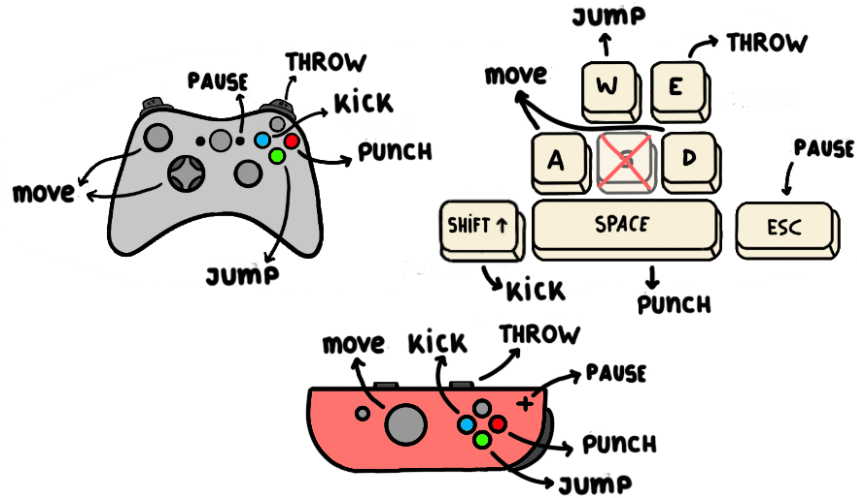
We have also made it possible for players to pass some of their candy to their teammate (if there are 4 players). They just have to punch their partner and they will get half of the candy they are carrying. This motivates players to try and work together with their teammate.

In the character choosing menu, before you could only select the two main characters if you were playing 1vs1 but now players can select any player they want to play, giving them more variety every time they play. That being said, they still have to be on opposite teams in case there are only 2 players.

As a last add on, we added an attack combo to make the punching better. If a player punches the same player 3 times in a row, the last punch will have a higher force than the previous ones.

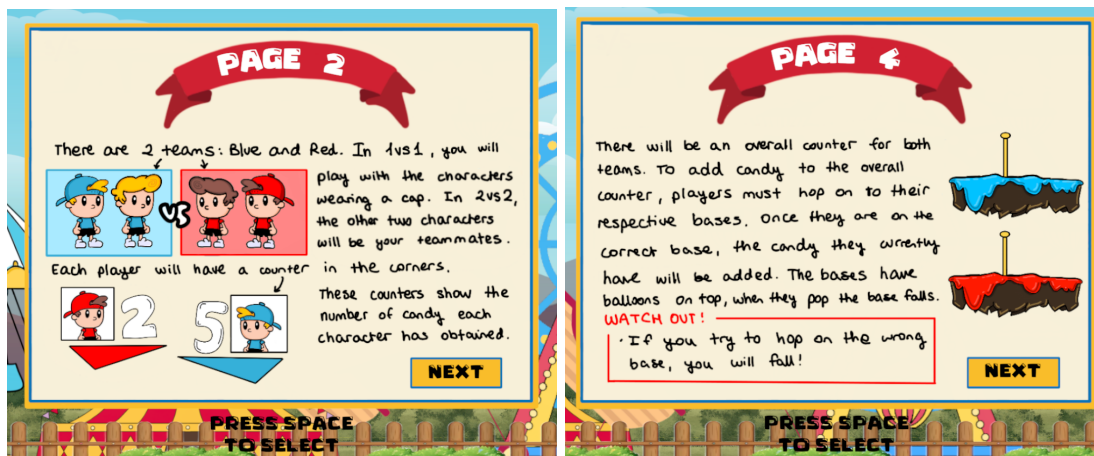
Changes made to the User Interface

We added a new type of controllers for the game: Nintendo Switch controllers. This was we have more options for players to play the game. Since we added this we had to modify the controls showing in the game for the players.



During the testing we noticed people were not reading all of the tutorial pages since they were too long and had too much text. We upgraded them to feel easier to read and more visual for the players.

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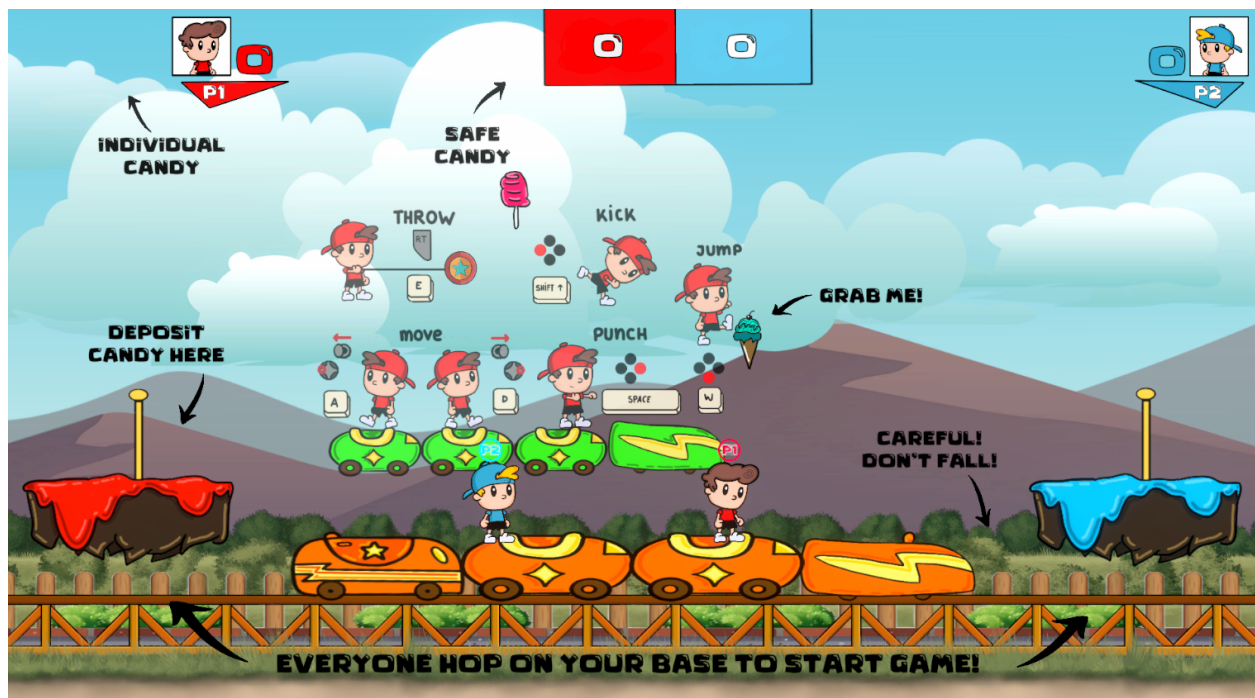
As mentioned above, we have an options menu where the characters can modify the sound settings and choose if the chill area is activated or not.

Changes made to the gameplay

To make the game more interesting we added an obstacle for the players to try and dodge. We created a bird that swoops in from above and drags whoever it finds in its way. This way the characters are kept on their toes even if the rest of the players have died.



As well as changing the tutorial pages, we added a chill zone/area at the beginning of the games where players can practice the controls and learn how the game works before actually starting the game. If the more advanced players don't want to deal with it, they can always take it out in the options menu.



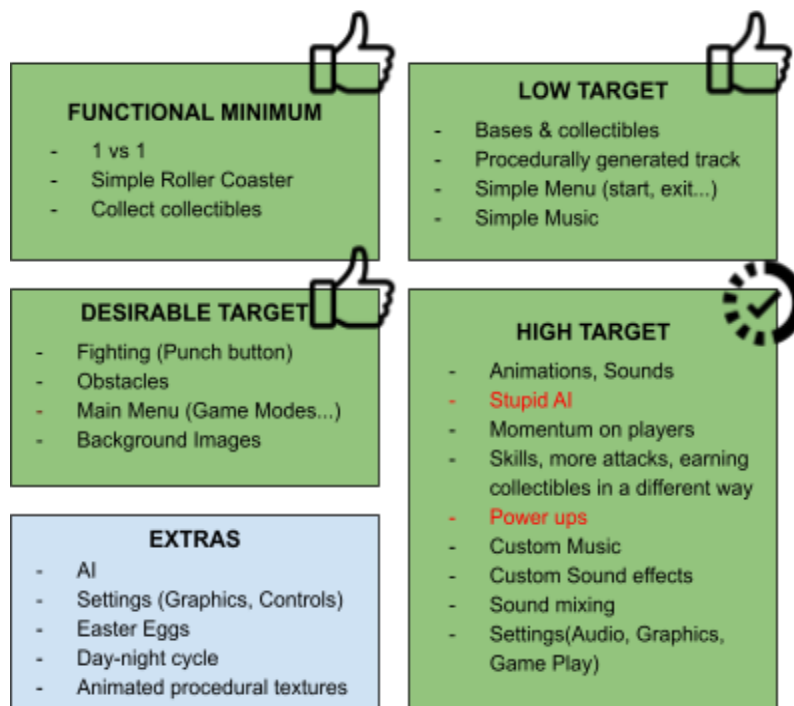
Another complaint from the playtesting was that the respawn was too long so we changed it to now the players respawn 3-4 seconds after they die in the middle of the rollercoaster. This way the players get more playing time and it's more entertaining.

We added a second way of playing, with a clock that counts down and whoever has the most candies at the end wins. This was already implemented during the testing to see which mode the testers preferred.

Changes made to the music

We have added a few new sound effects for all the new items added to the gameplay like the obstacles or the new character mechanics. We also created new music for the chill area/main menu.

Here is the same image we have been using in previous milestones to show the advancements we have made. We decided not to do any power ups since we thought the new attacks were enough for the players to enjoy the game more.



Experience during class

Seeing our game from the beginning to now, it really shows how far it has come. We were able to meet almost all of our goals and targets on time. In some milestones we were very ahead of what we had planned, but in others we fell a bit behind. In the end everything came together.

The design of the game is the same from the beginning but we have adapted some of the requisites of the game to the feedback we have obtained and also our own personal impression of the game. For example, the respawning is different to how we first envisioned it, and we have more attacks than we thought of in the beginning.

In terms of the development schedule as we said, we were able to keep up with it most of the time, with very minor exceptions.

All of the different elements of the project helped us one way or another. The schedule helped us stay on track with what we wanted to do. The interim demo was the first time we could show our game and have a first prototype. The testing was great for us to obtain some feedback from people. This was in our opinion very important and it helped us a lot before the final submission.

The course met our expectations and we are very happy with how our game turned out. We are planning to spend more time developing it even after this class since we think it has the potential to be better and a lot of fun.

Week	Goal	Tasks	Assigned to	Hours expected	Actual hours
Week 13: 03.07 - 09.07	Milestone 5 documentation	Document	All	6	6
		Demo presentation	All	5	3
Week 14: 10.07 - 16.07	Final video	Prepare video and editing	All	10	6