

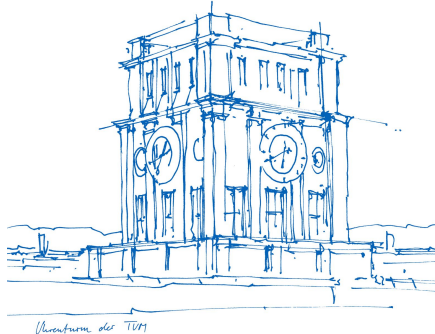
Game Proposal - Fall For Me!

Andrea Solanas de Vicente

Ankur Deria

Michael Dey

Bendegúz Timár



Technische Universität München
Faculty of computer science
Chair for graphics and visualization
Munich, 8.5.2023

Key Points



Game description

- Narrative of the Game
- Gameplay
- Player mechanics
- Roller coaster mechanics



Technical achievement

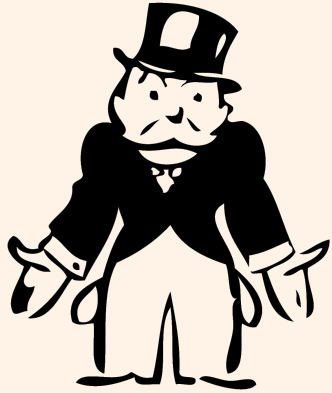


Big idea “Bullseye”



Development Schedule

Narrative of the game



Archis Barchivald
announces the
closing of Doomsday
Land



Making the giant
crowd of guests
furious



To distract the crowd,
Mr. Barchivald orders
sweets shot into the
air



You climb onto the
nearest roller coaster
for an advantage. A
fight for the sweets
has begun.

Quick overlook



Objective: collect and deposit the collectibles



Team-based Multiplayer



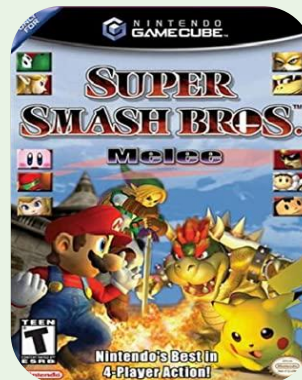
Players fight against each other



Infinite roller-coaster serving as platform

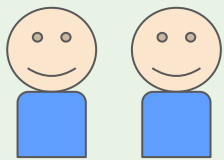


Different win conditions set in menu



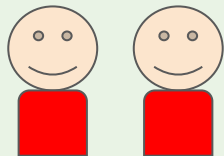
Main Inspirations

Gameplay



Blue team

vs



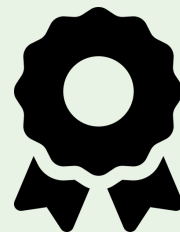
Red team



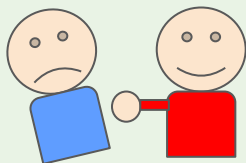
Collect candy



Drop off candy at stations



Winner



Players push you off



Lose the candy not dropped off



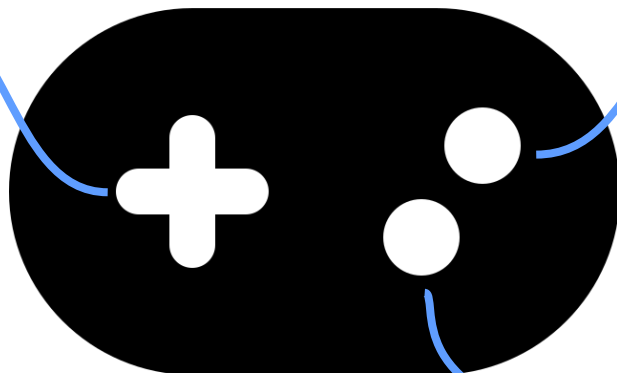
Not winner

Player mechanics

Movement

the godly power of being able to move sideways

- keep up with the coaster's turns
- collect candy



Punch

the awesome power of punching other people

- punch someone to make them fall off the roller coaster and lose their candy

Jump

the versatile power of jumping in the air

- dodge other players
- reach candy

Look out: Jumping loses a bit of forward momentum!

Roller coaster mechanics

Track is a series of segments

Segments can have different angles

Segments are generated indefinitely

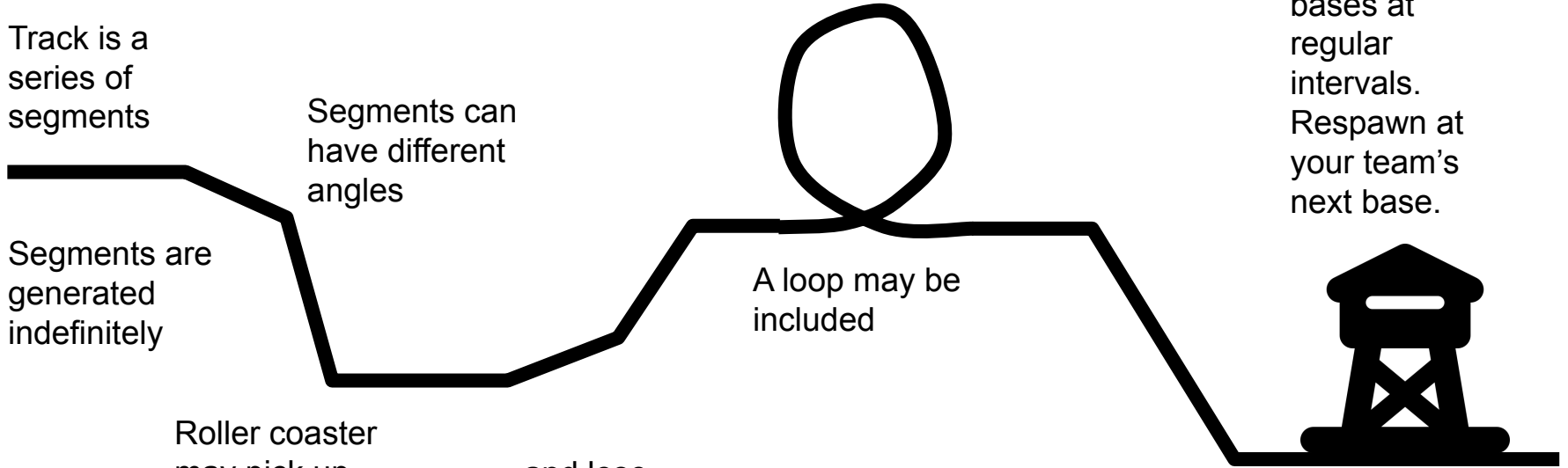
A loop may be included

Alternating bases at regular intervals. Respawn at your team's next base.

Roller coaster may pick up speed when going down...

... and lose speed when going up

The roller coaster does not stop at the base



Technical achievement - Procedural generation



Definition: automatically create content based on pre-written instructions



Use-cases

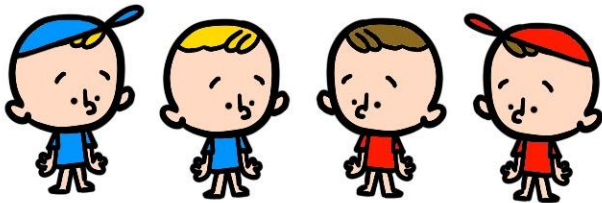
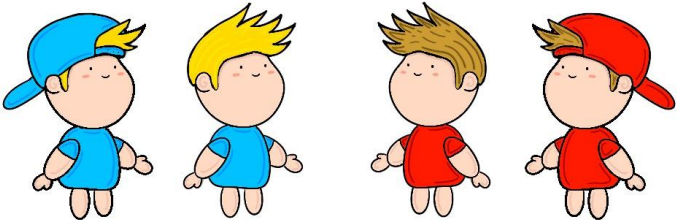
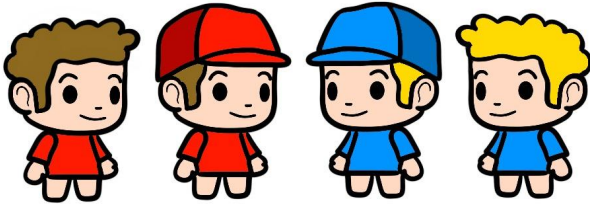
- create the track through procedural generation of a series of hand-crafted segments
- combine segments with obstacles using parameters



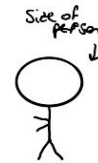
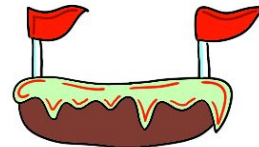
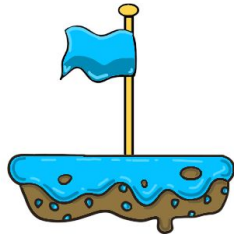
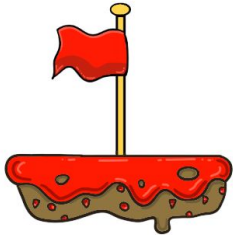
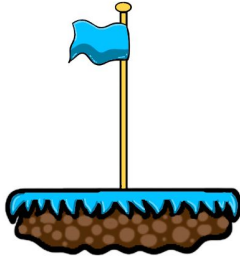
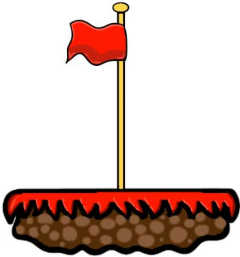
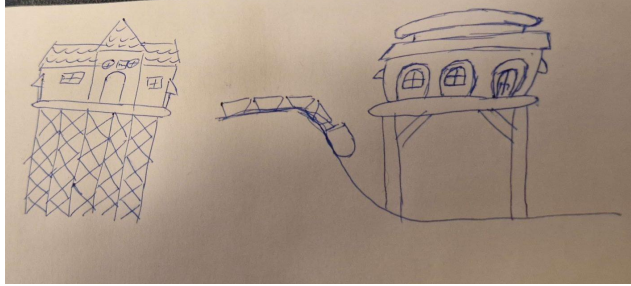
Issues

- track must always be navigable
- introduce generation constraints: height, angle, curve radius

Early concept arts - player and collectibles



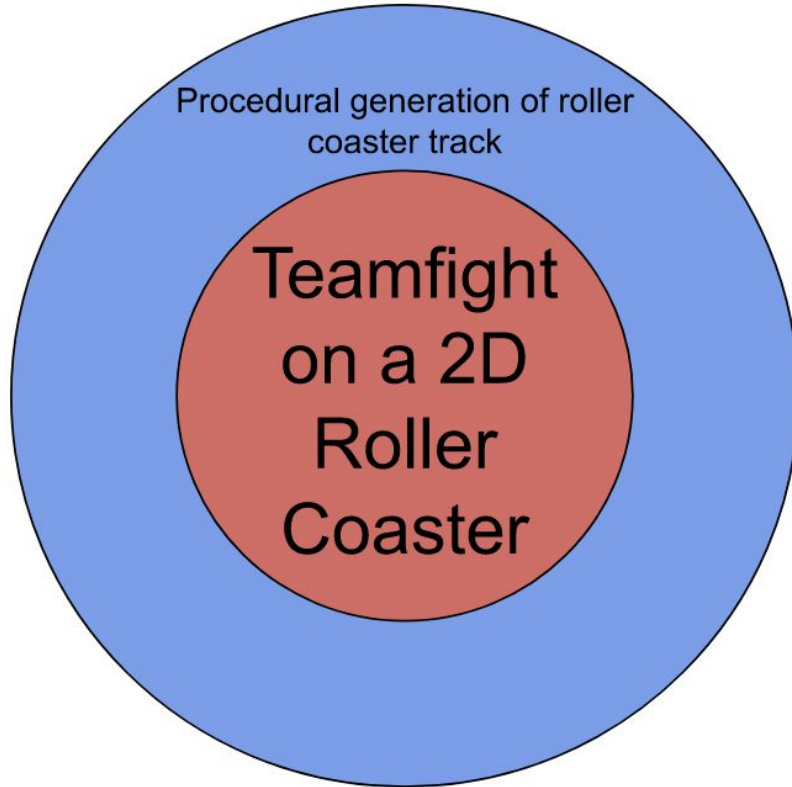
Early concept arts - bases



Early concept arts - roller coaster



Big idea “Bullseye”



Core achievable

- player movement
- item collection
- basic fighting system
- basic roller coaster
 - track is the same pattern of segments repeated

Bigger idea

- procedural generation of track
 - generation method not yet decided
- spawning obstacles
- more sophisticated momentum system for the roller coaster and the players

Development schedule

FUNCTIONAL MINIMUM

- 1 vs 1
- Simple Roller Coaster
- Collect collectibles

LOW TARGET

- Bases & collectibles
- Procedurally generated track
- Simple Menu (start, exit...)
- Simple Music

DESIRABLE TARGET

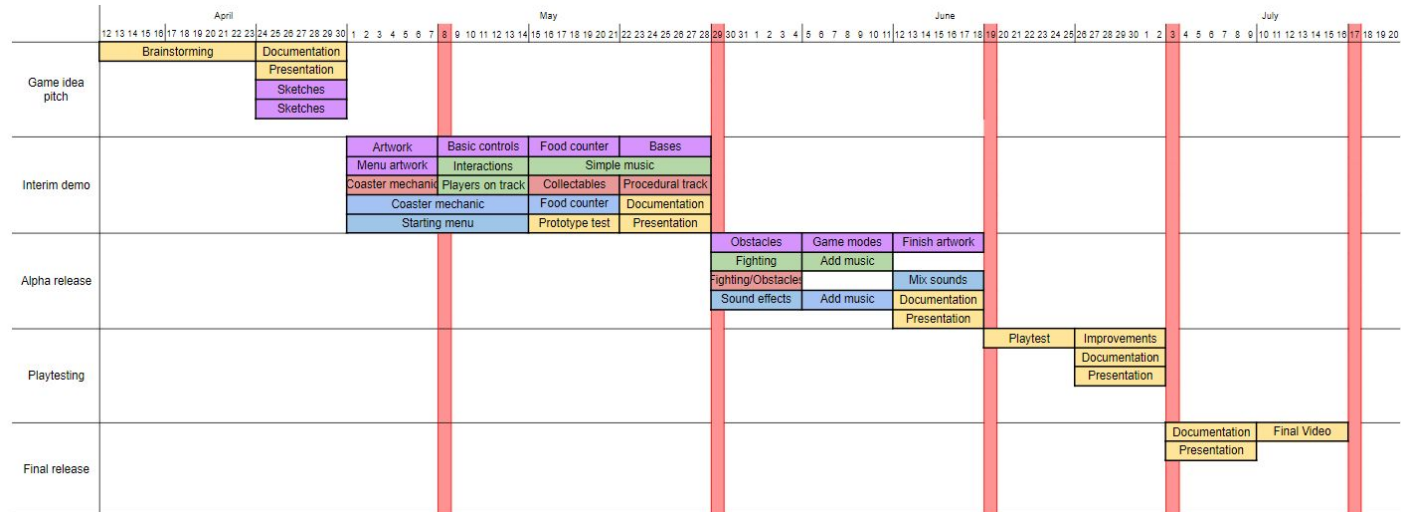
- Fighting (Punch button)
- Obstacles and Islands
- Main Menu (Game Modes,...)
- Background Images

EXTRAS

- AI
- Settings (Graphics, Controls)
- Easter Eggs
- Day-night cycle
- Animated procedural textures

HIGH TARGET

- Animations, Sounds
- Stupid AI
- Momentum on players
- Skills, more attacks, earning collectibles in a different way
- Power ups
- Custom Music
- Custom Sound effects
- Sound mixing
- Settings (Audio, Graphics, Game Play)



The end

Any questions?