

Interim demo - Fall For Me!

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Key Points



Critiques



Gameplay



Layers

- Basic UI design
- Handling player input
- Character animation
- Collectibles
- Procedural Track

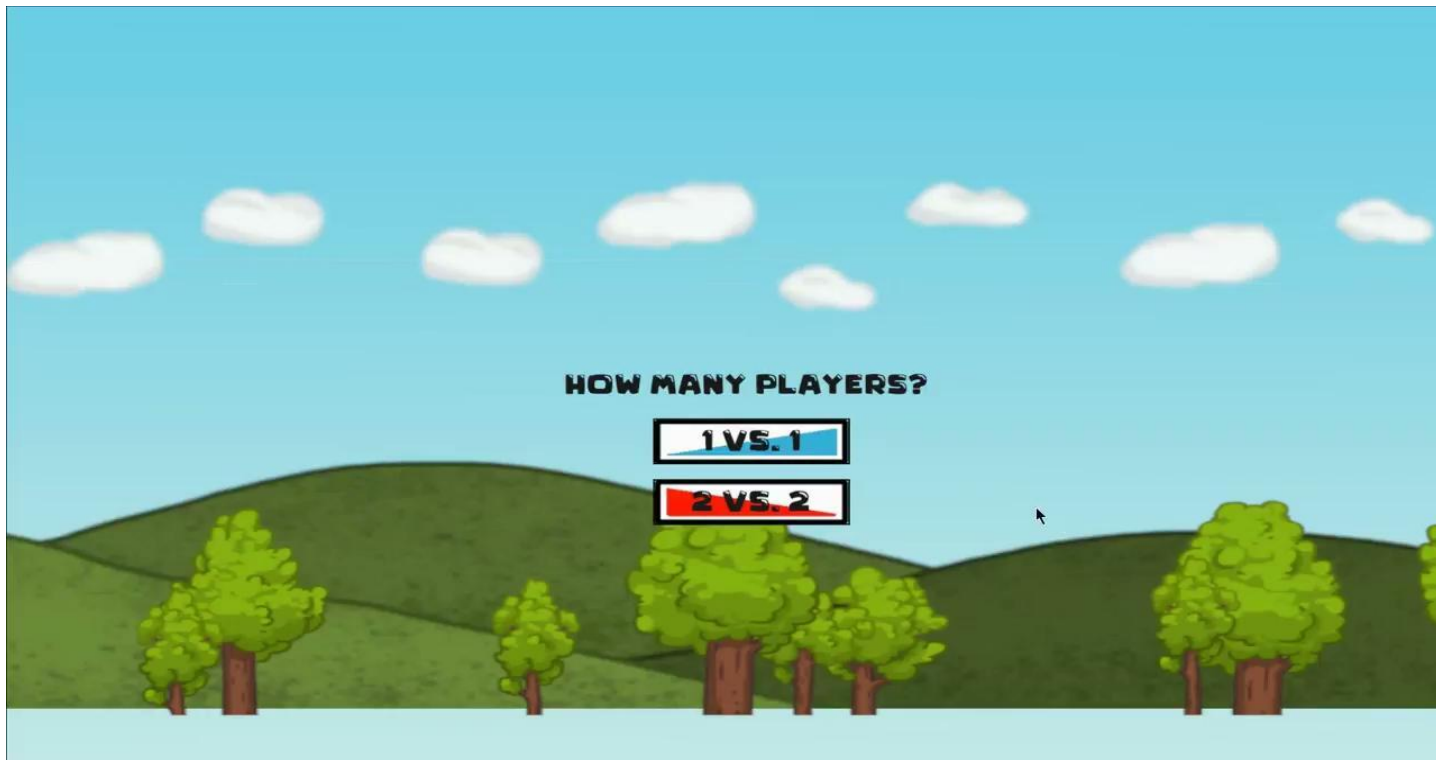


Problems

Critiques

Critique	Reflection
Frustration when killed	<p>Timeout is the only reward for pushing off. It would be frustrating to have opponents come back too fast. In the future, we can do a hanging mechanic where the other teammate has to help the player come up to revive.</p> <p>→ This is not set in stone → Possibility: Respawn at any base</p>
Better fighting mechanics	<p>The game's focus is on fighting and balancing on the roller coaster.</p> <p>→ Focus may shift towards fighting later</p>
Team Combo in fighting	<p>This is a high target. Simple combos are possible because of the current implementation.</p>
NPCs	<p>This is (now) part of the extras</p>

Gameplay



Layers



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

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)

EXTRAS

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

Basic UI design

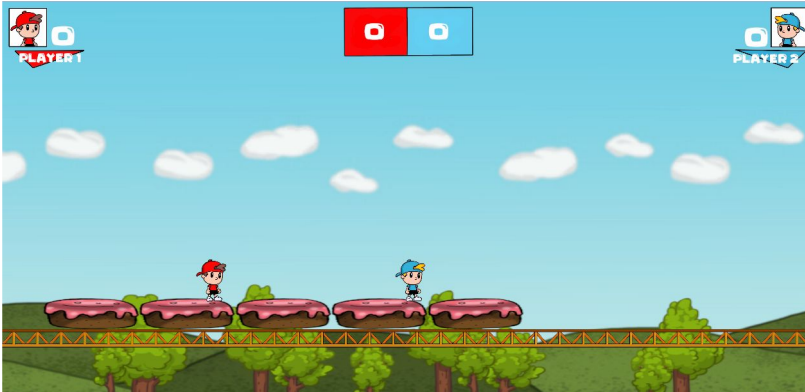


Main menu:

- players can choose the mode of the game (1v1 or 2v2)
- simple logo
- background is not yet finished

Main Game UI:

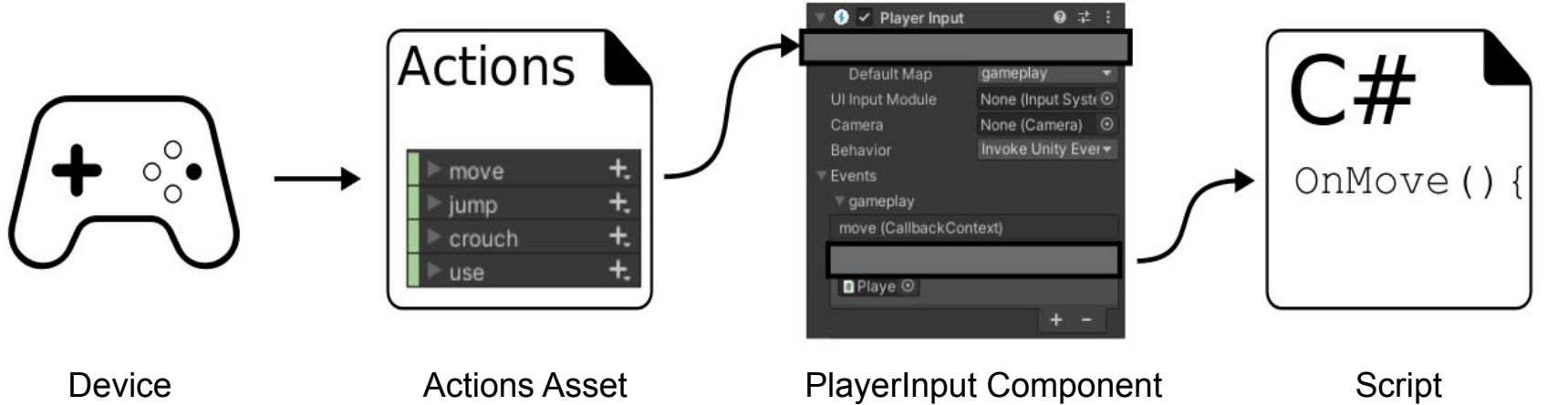
- 4 counters
 - 1 for each player
- overall counter for both teams



Background:

- backgrounds are static but their UVs are offset
- the backgrounds are separated into different objects
- we plan to make it look like a theme park.

Handling player input



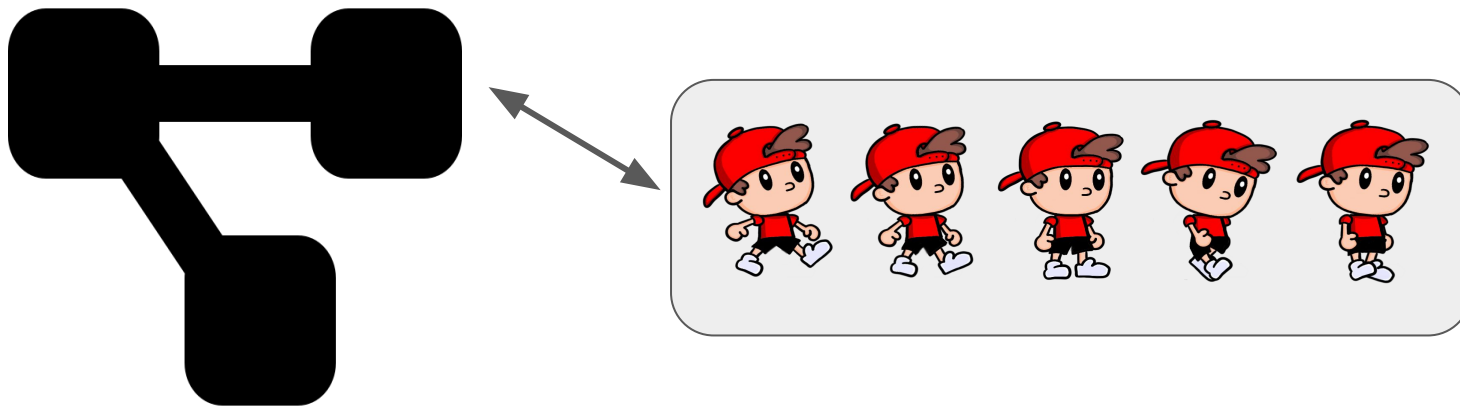
- fires input events

- maps input events to Actions
- input events or actions can be grouped for higher abstraction

- takes reference Action Asset
- maps it to C# methods in scripts

- defines handler methods for each action

Character animation



Animator:

- defines animation states and transitions between them

Animator Override Controller:

- assigns custom animations for the Animator's states

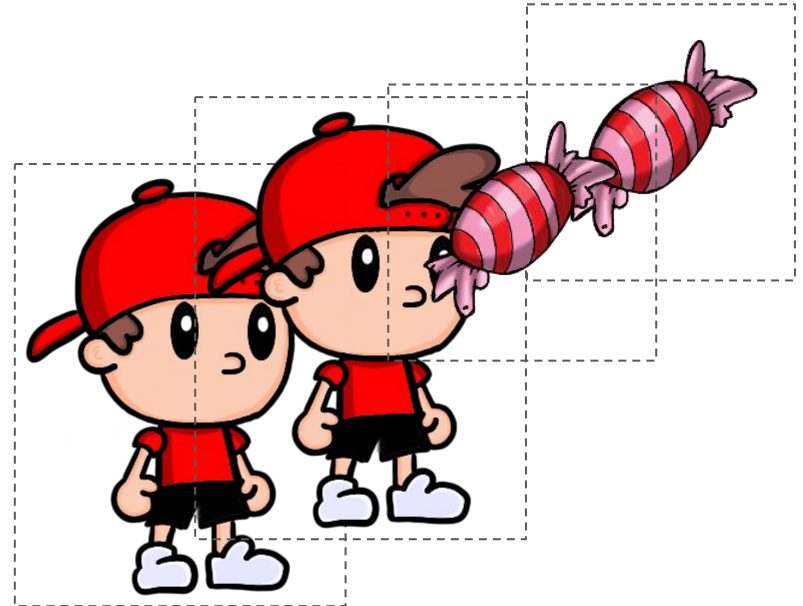
Collectibles

Spawning mechanism

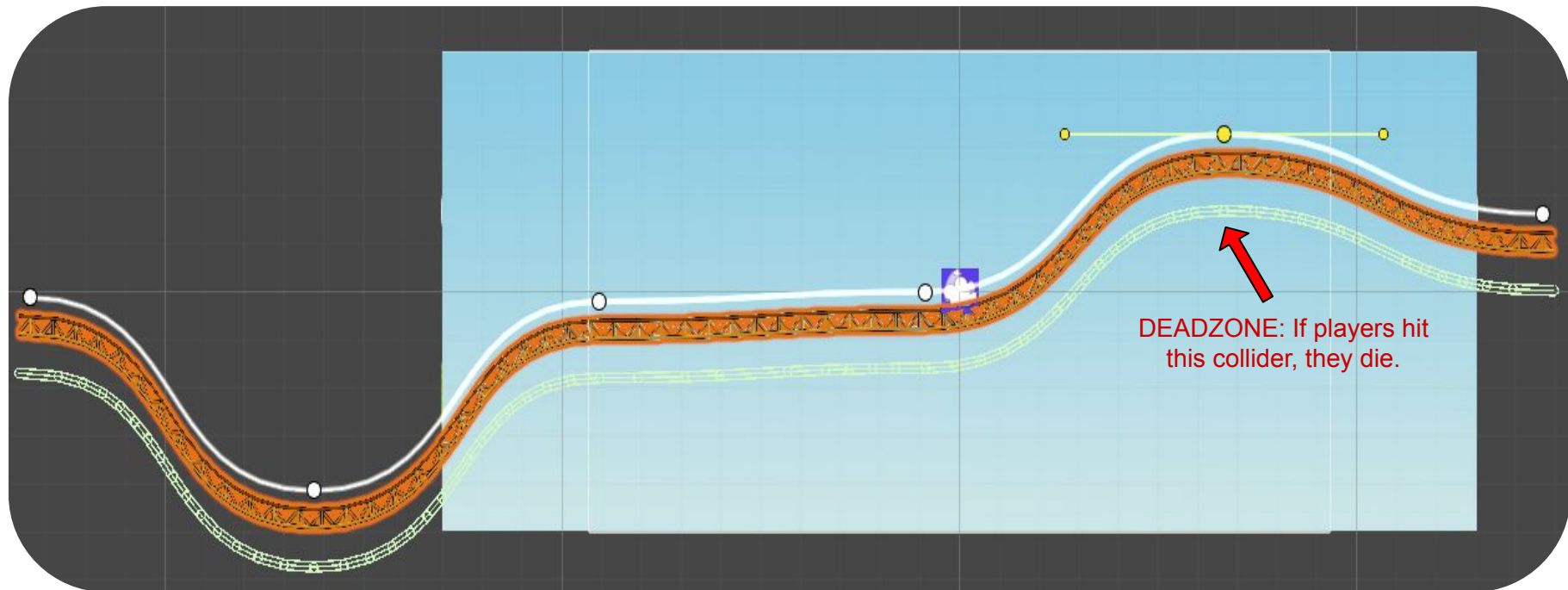
- Spawned along the track
 - with every new track segment
 - 70% chance of spawning
- Speed of the collectibles tied to track
 - can have independent movement curve
 - falling from the sky
 - levitating along a sine curve.
- Uses object pool

Player interaction

based on 2D Trigger Colliders

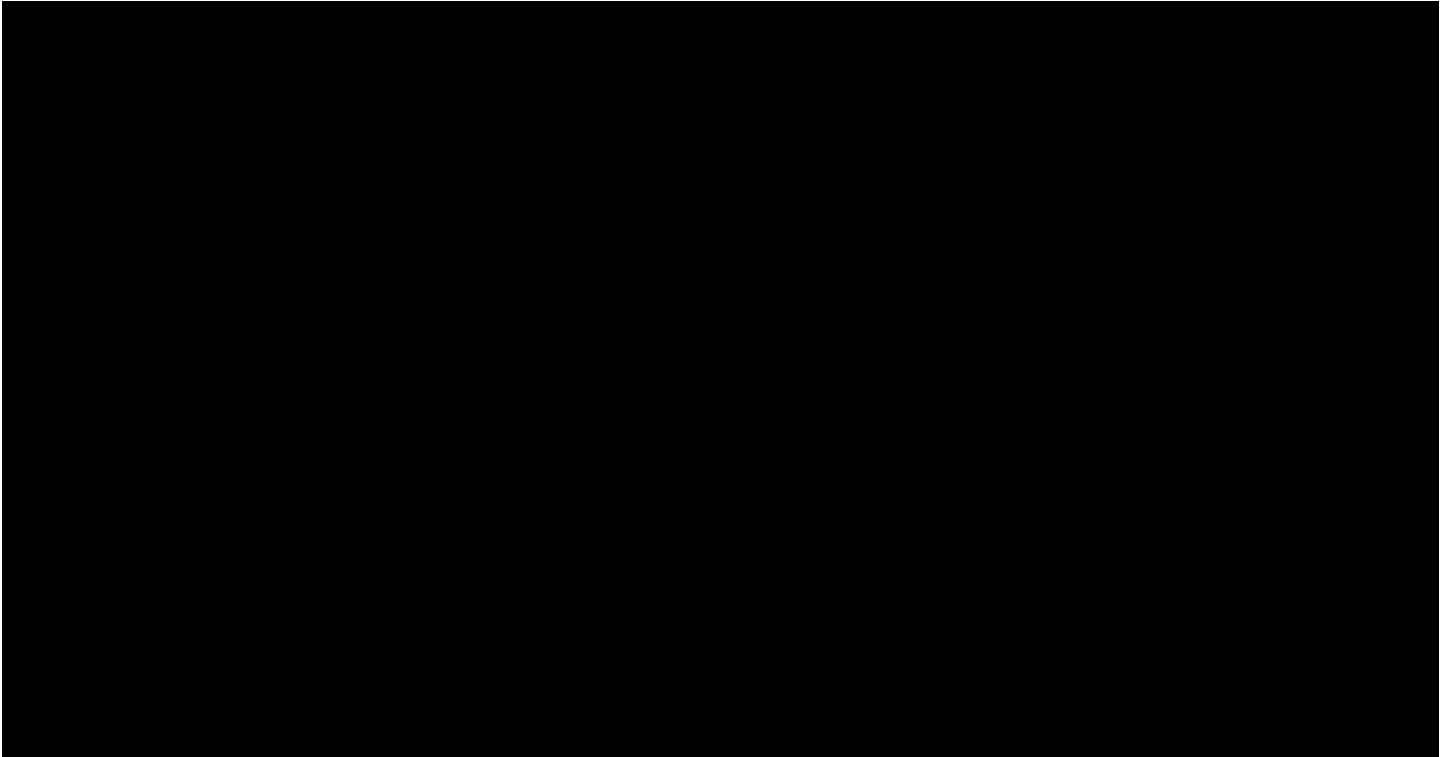


Procedural Track



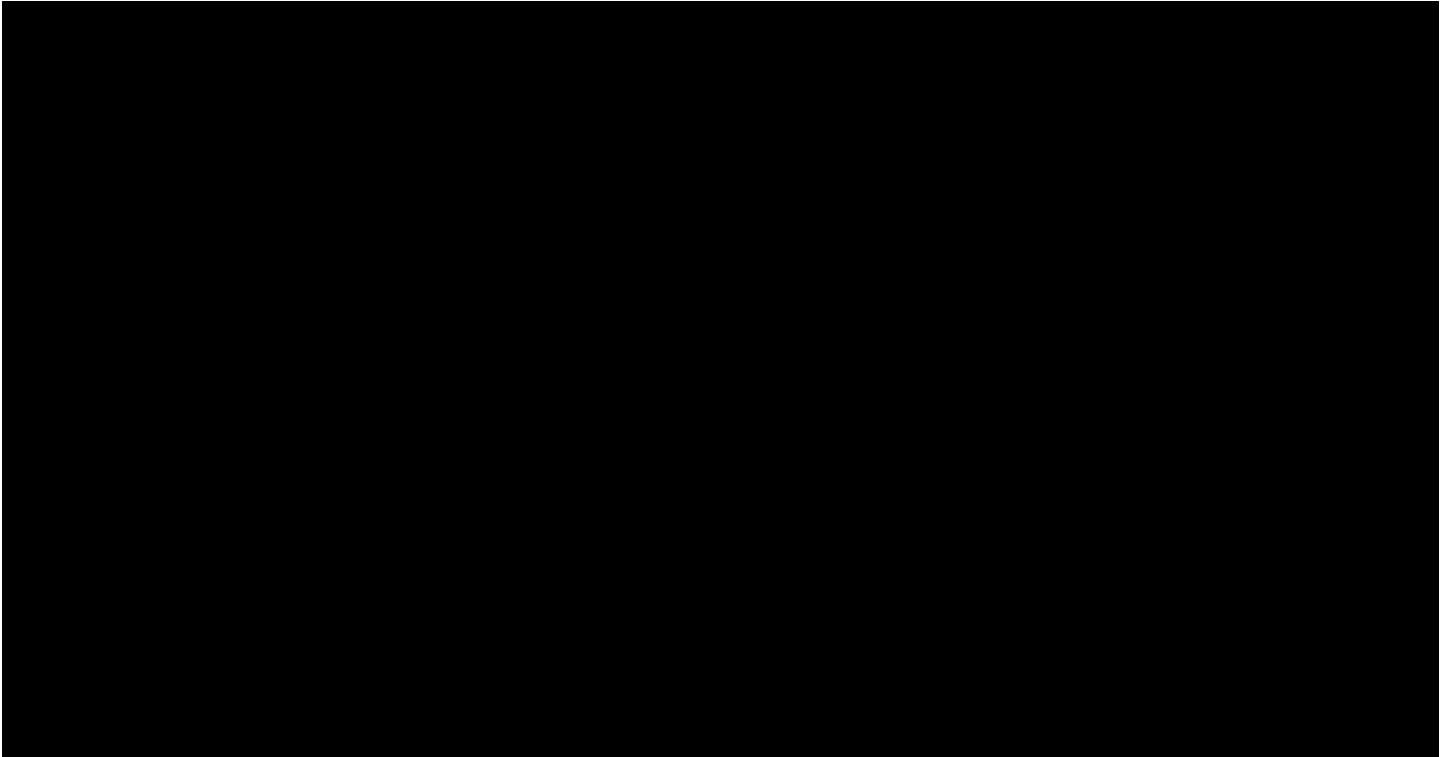
Problems

1. Jittering



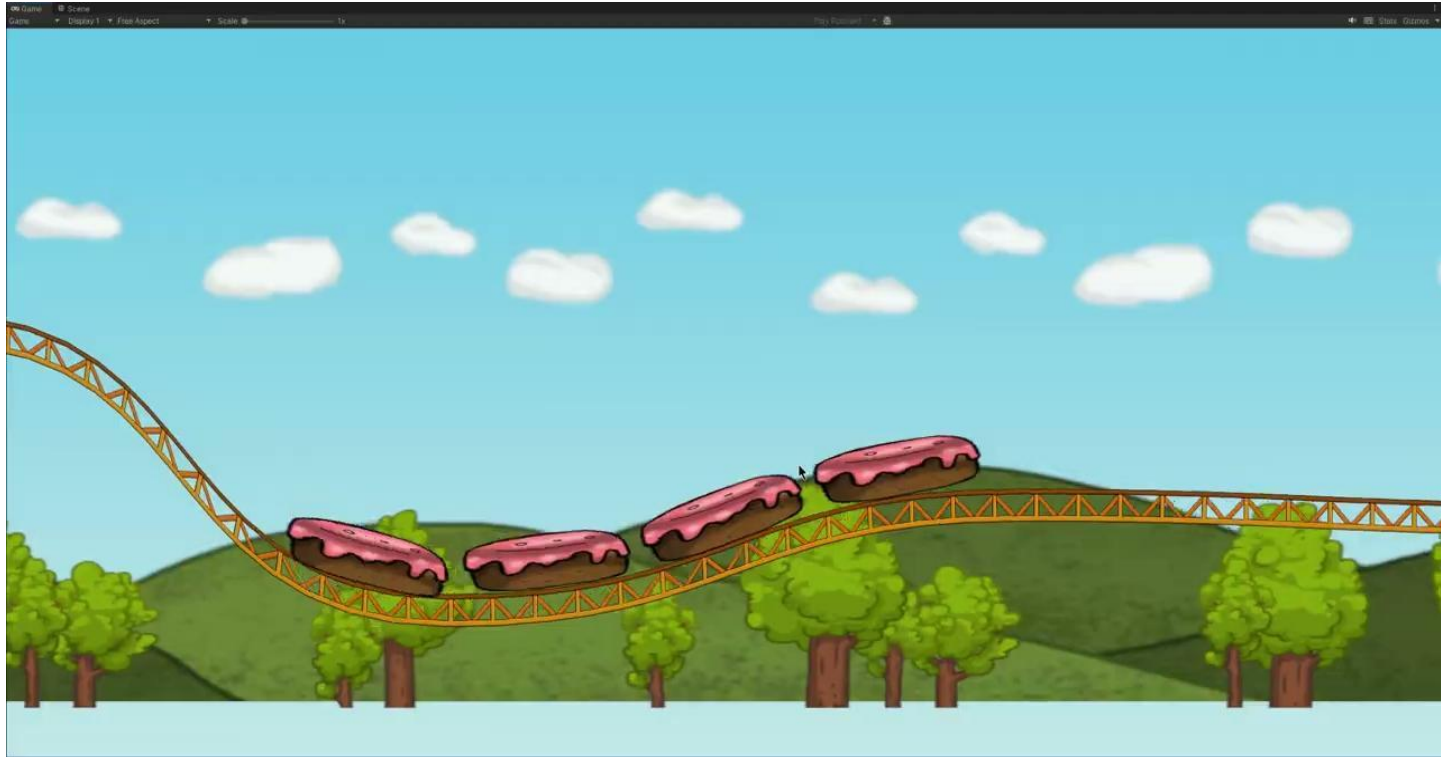
Problems

2. Unity Physics, broken Parallax effect

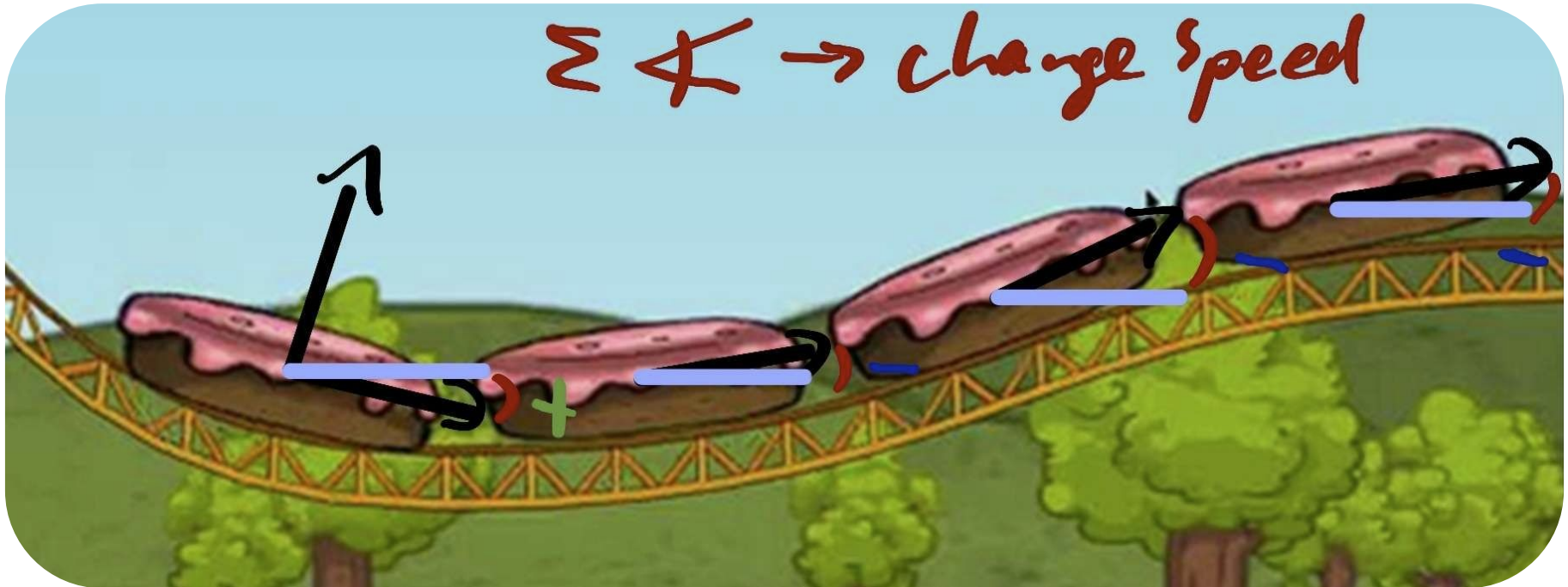


Problems

3. No physics



Realistic simulated physics



The end

Any questions?