

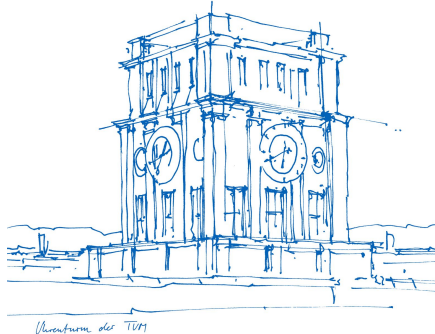
# Alpha Release - Fall For Me!

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# Key Points



## Task Progress

- Animations
- Visual effects
- Music and sound effects
- Bases
- Menus
- Multiplayer functionality
- Win



## Layers



## Problems and Future work

# Animations - candy animations and effects

Particle system to make the candy more visible.

Hit by player -> fireworks

Hit by objects -> explosion



# Animations - new character animations



the animation of falling gracefully



the animation of getting hit elegantly



the animation of puking - but with style

# Animations

Background changed



Amusement park rides with their own animations to set them in the background

# Animations - background

Balloons popping + Roller coaster sprite

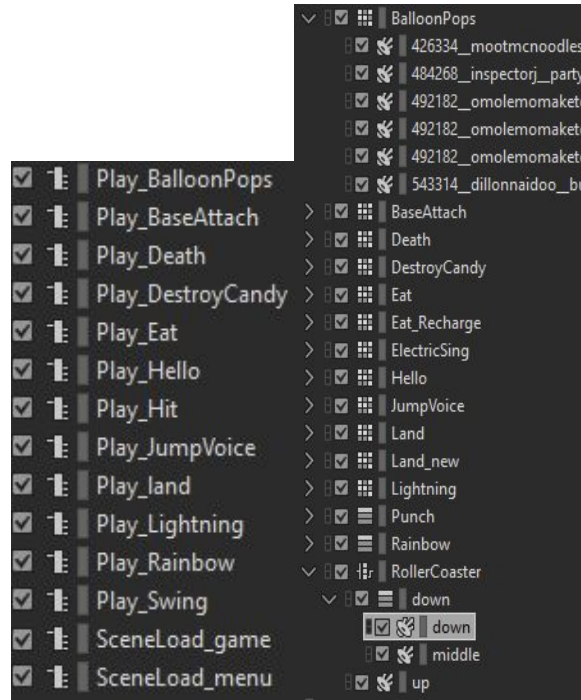


Roller coaster:

- Three different designs
- Two different styles

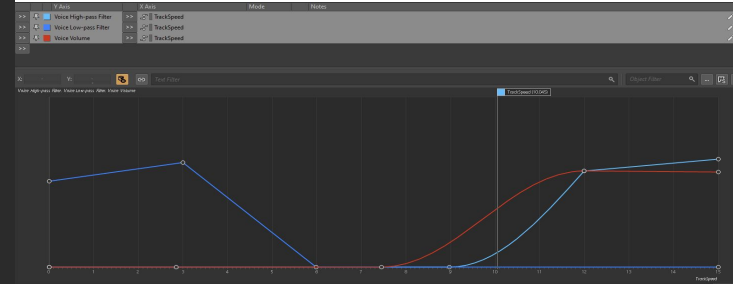
# Sound Design

- Fun, Matching the artstyle
- Missing sounds:  
Footsteps  
Rainbow  
Menu
- [Inspiration for the rainbow sound](#)

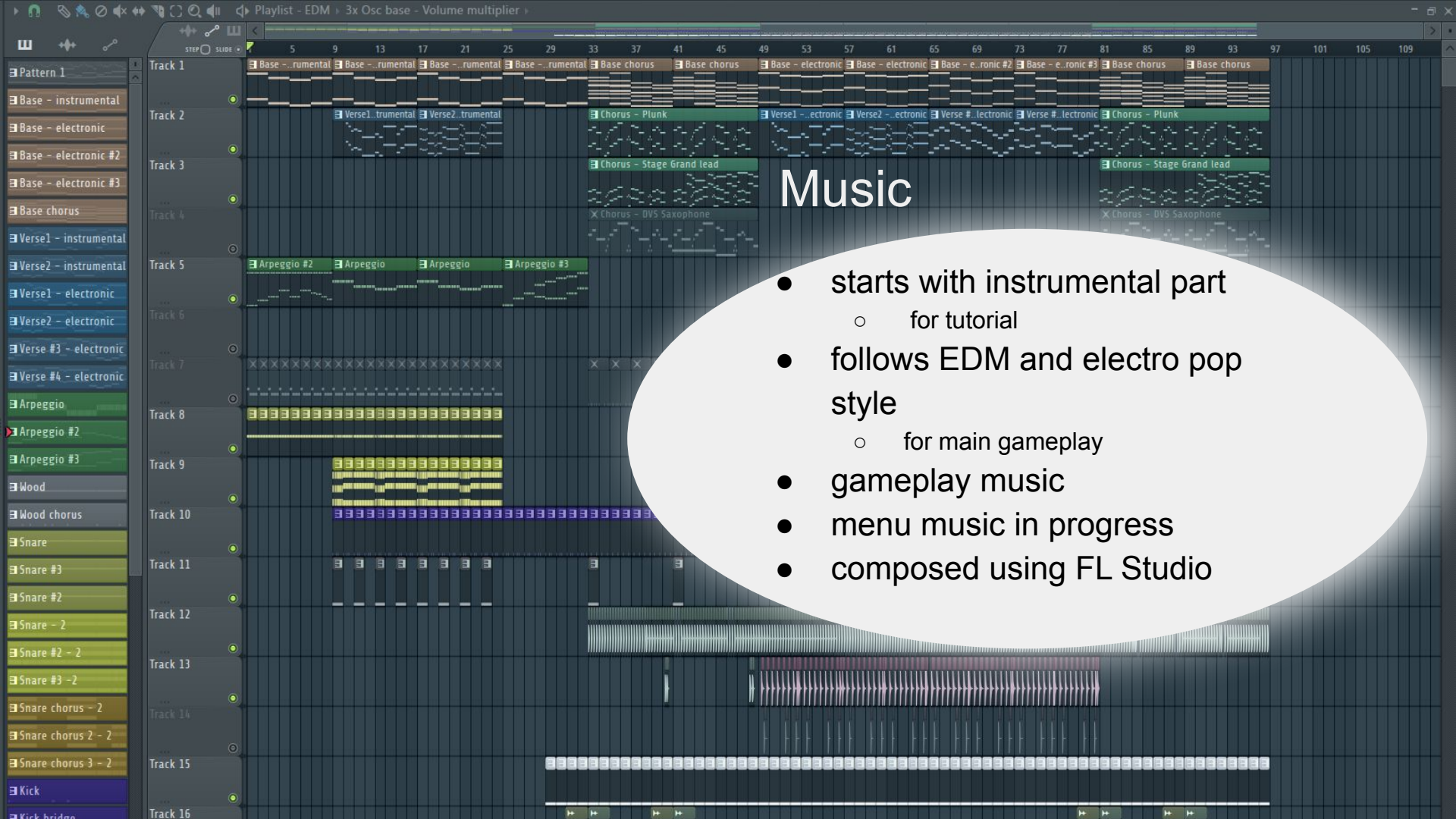


Event list

Sounds



Roller coaster speed influence on sound



# Music

- starts with instrumental part
  - for tutorial
- follows EDM and electro pop style
  - for main gameplay
- gameplay music
- menu music in progress
- composed using FL Studio



Bases

new design

**balloons**



# Bases



bases now follow the track until  
all balloons are popped



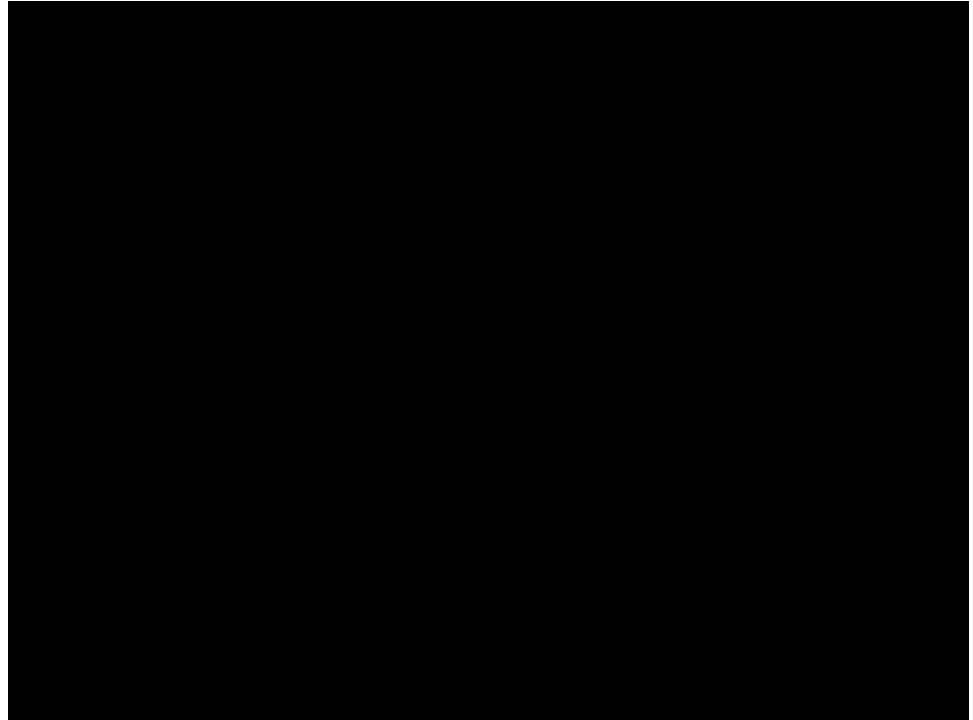
players spawn on the bases



fits better with the theme of the  
game



looks cool in just in general

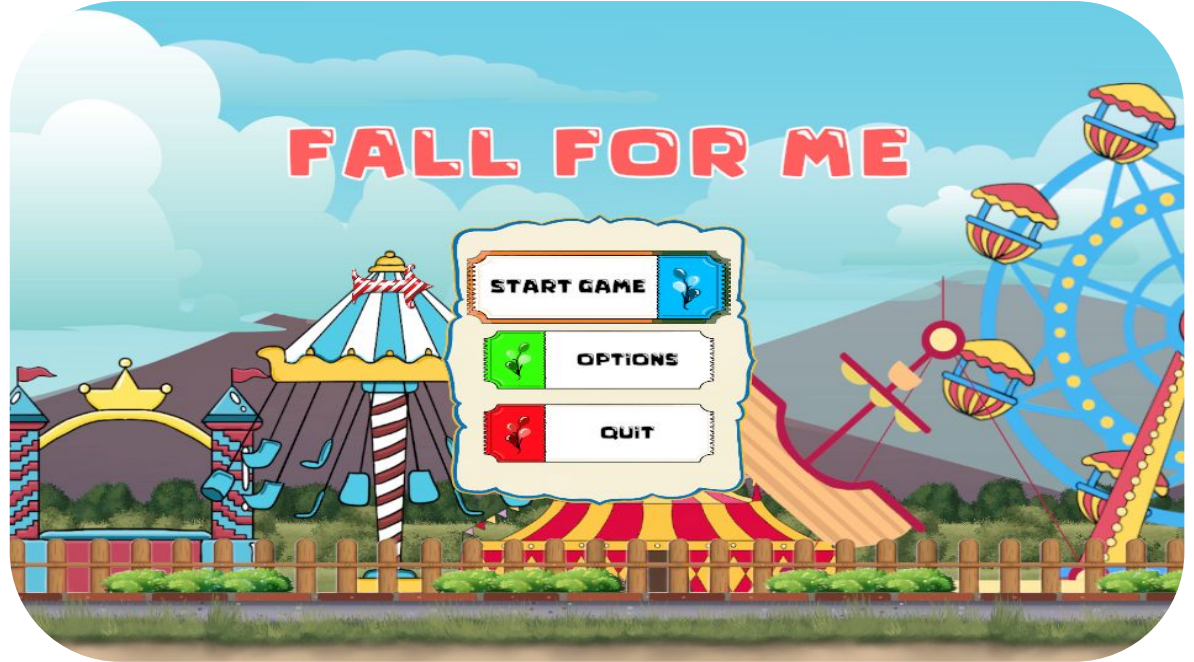


# Menus

4 planned menu:

- Main menu
- Game setup menu
- Options
- Pause

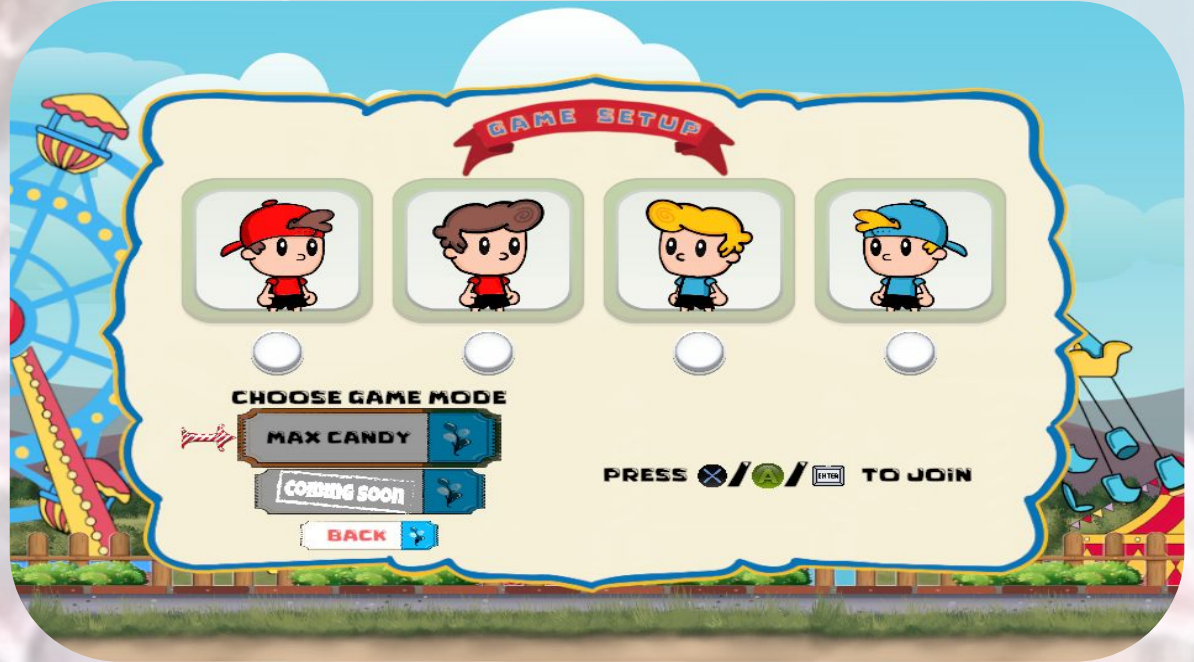
+ Tutorial



# Menus

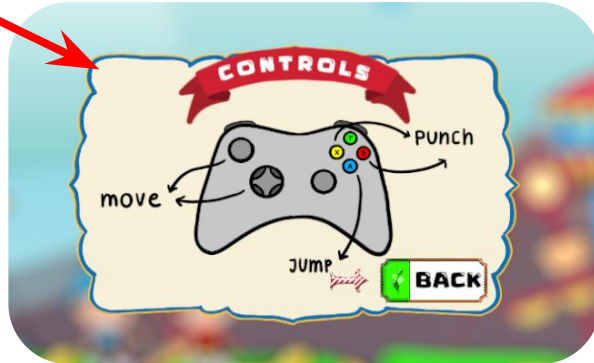
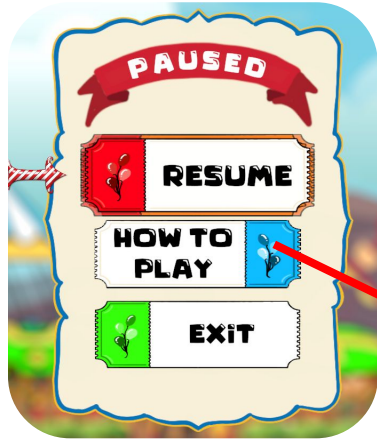
4 planned menu:

- Main menu
  - Game setup menu
  - Options
  - Pause
- + Tutorial



# Menus

## Pause Menu



## Tutorial



# Multiplayer functionality

- Player joining screen (lobby like place) where players press a button to join
- The device of the player gets bound to its player ID for future reference
- The player can choose any character there after and will be referenced by its ID



# Win conditions

Time (5:00 mins)

Max. number candies



Two different winning conditions

- Time based
- First to a set number of candies (50 candies)

Time-based gameplay would require some more logic, so we didn't have time to implement it.

- designing and implementing a clock in the main gameplay UI
- tackling scenarios where both teams have the same amount of points when the timer runs out.

Players can choose between the different game modes in the Game Setup menu.

# 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



# Problems

- Added meta files to gitignore which brought forth a different kind of hell
- Merge conflicts in scenes -> More prefabs
- Had trouble carrying over player input components from 1 scene to another without copying all the related classes
- Using new UI system in Unity with the new Input system
- Integrating Wwise with Unity

# Future work

Playtest

Create

Execute

Evaluate

Bugfixes

Balancing (Respawn, Fighting, 2 vs. 2)

High target & Extras

# The end

Any questions?