Final Release - Fall For Me!

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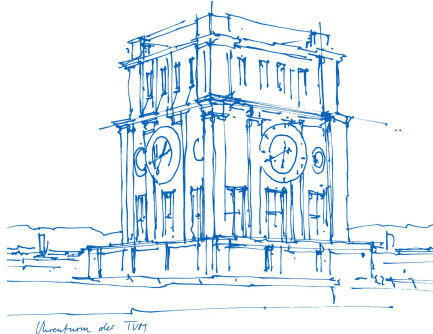
Uhrenturm der TUM

Key Points

Game vision and class theme

Our game

Technical challenges

Changes done

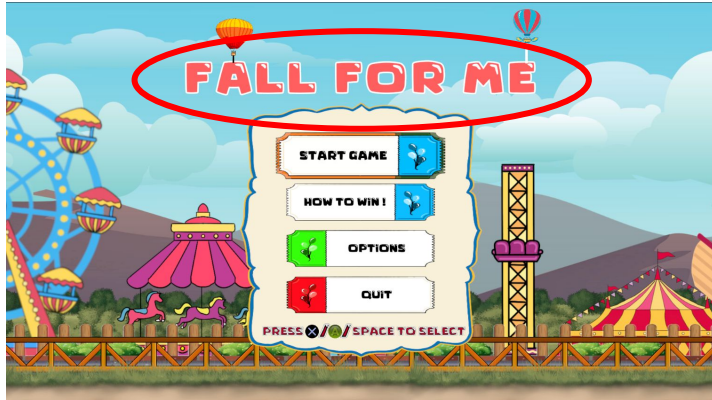Live demo

Game vision and class theme
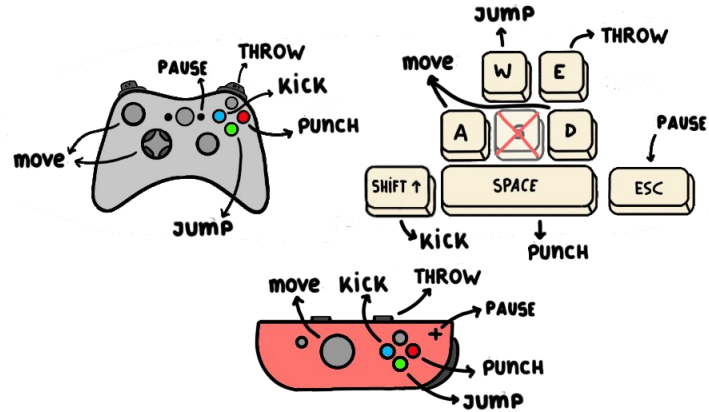

Course theme

Our game

Our game

- Competitive multiplayer (1vs1, 2vs2)
- In an amusement park
- Fighting on top of moving roller coaster
- Catch the most candies to win
- Obstacles, attacks...
- Sound effects, music

Our game merges a fun and competitive setting of an amusement park and fighting style videogames.
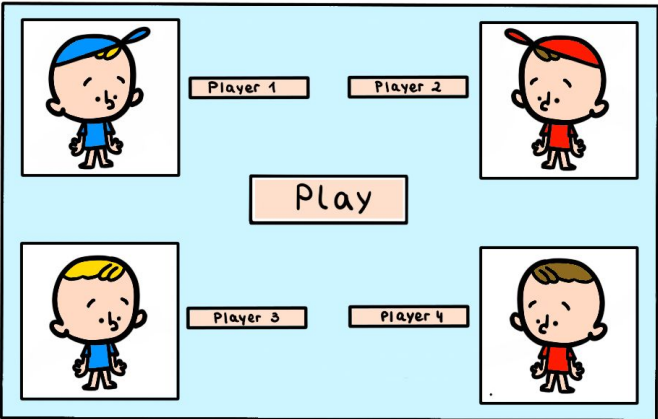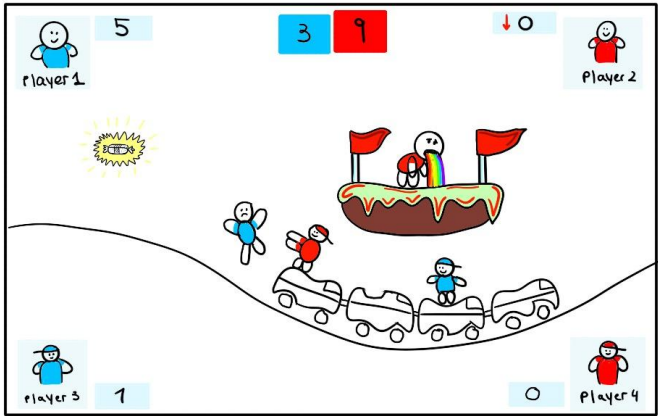
Individual counter

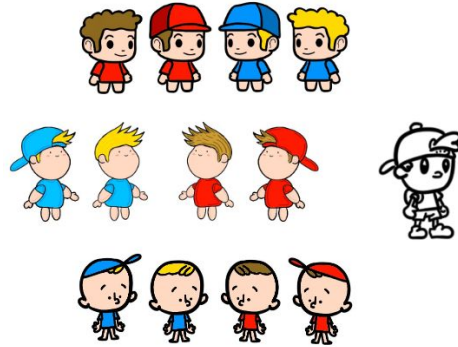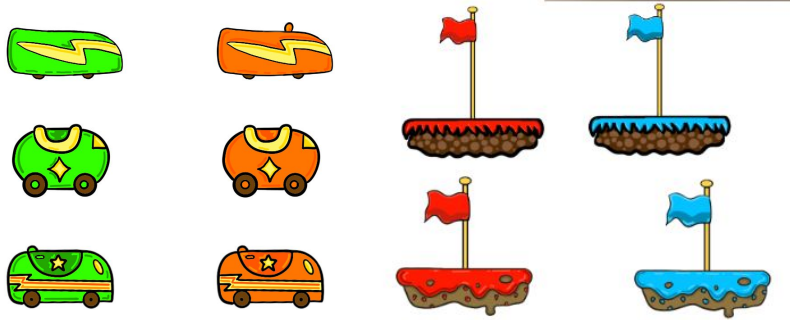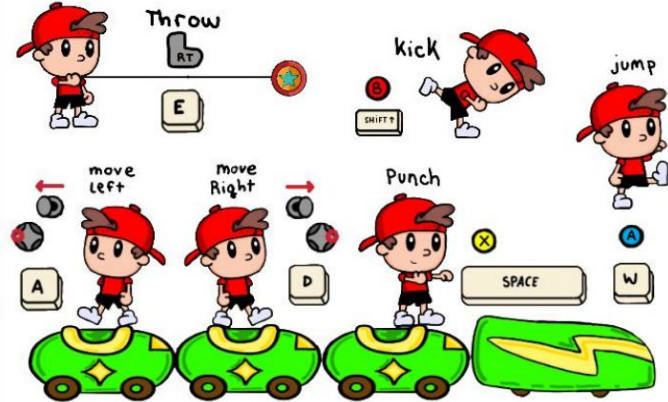Deposited candy counter

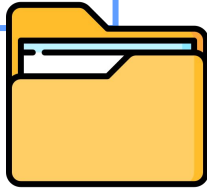Base (with balloons)

Roller coaster

Players

Previous designs

Previous designs

Now

Technical challenges

Creating roller coaster

Connection with wwise

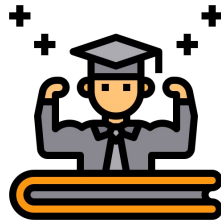Problems with meta files
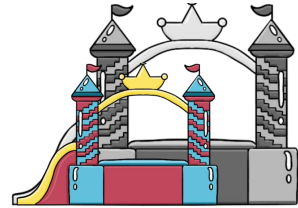
Animations and cropping

Changes done

New attacks (playability)

Throw
RT
E

Chill area (playtesting)

INDIVIDUAL CANDY
SAFE CANDY
THROW
KICK
JUMP
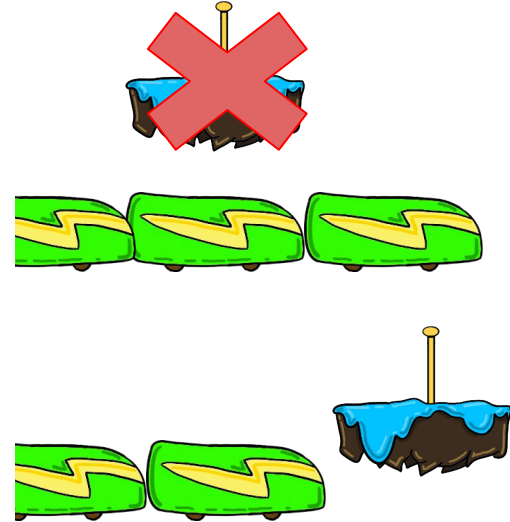MOVE
PUNCH
DEPOSIT CANDY HERE
GRAB ME!
CAREFUL! DON'T FALL!
EVERYONE HOP ON YOUR BASE TO START GAME!
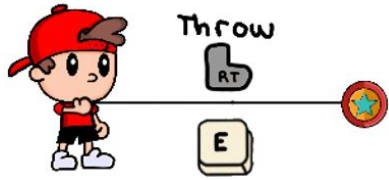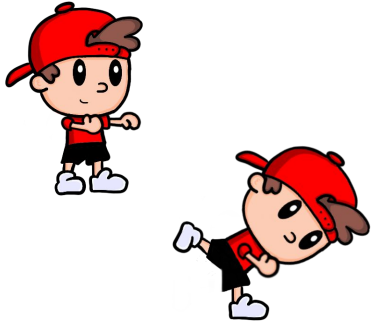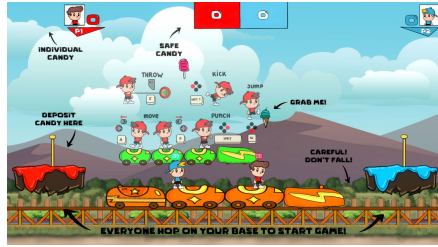
Respawning mechanic (playtesting)
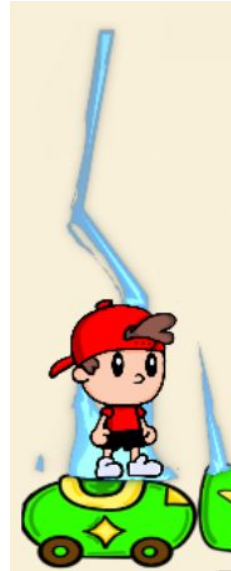
Bases next to the roller coaster (playability)

Live demo

The end

Any questions?