

Firebreath Forest

Final Release

Created by Proximity

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Outline

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- Summary of our game and the final state
- Changes since Play testing Build
- Course Commentary
- Conclusion

Summary of the game and the final state






Summary of the game and the final state



Summary of the game and the final state

- Functional minimum
 - ✓ Switch between main scene and the mini-games
 - ✓ Two mini-games depict the associated emotions
- Low target
 - ✓ Building the roller coaster level
 - ✓ Having a high score consisting of the sum of individual mini-game scores
- Desired target
 - ✓ Mini-games connected with the roller-coaster level
 - ✓ Player can be affected with the exact emotion of the corresponding mini-game

Summary of the game and the final state

- Functional minimum
 -  Four functional mini-games
 -  Having a global high score leaderboard
- Low target
 -  Soundtracks
 -  Tutorial scene
 -  Polished game (partly)

Changes since Play testing Build

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- **Dragon Sprint Minigame changes:**
 - Addition of a visual indicator showing player's distance relative to the goal and dragon
 - Adjustment of difficulty to increase challenge for maintaining higher speed levels
- **Dragon Hunt Minigame changes:**
 - Addition of light sources and cover objects to improve visibility and hiding opportunities
 - Adjusted dragon's behavior to avoid confusing failures
 - Trees in the surrounding forest now provide visual cover
- **Addition of a global leaderboard:**
 - Players can end their attempt and enter their name
 - Player's name and score are saved in a Firebase Realtime Database
 - Display of global scoreboard with the ten highest scores

Course Commentary

Course Commentary

- Biggest technical difficulty:
 - Cart movement with physical simulation
 - Track placement and mesh generation
- Impression with working with the theme and the impact of the theme:
 - Initially struggled to find an engaging game concept
 - However, the theme narrowed down the game concepts and ideas for us
- Changes for future projects:
 - Setting smaller tasks and more detailed feature lists
- Satisfaction with the final results:
 - Reached all the desired goals but wanted to add more mini-games for completeness

Conclusion

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- Met the low target of building the roller coaster level and achieving a local high score
- Successfully connected the mini-games with the main roller-coaster level to evoke corresponding emotions
- Implemented leaderboard functionality and adjusted difficulty levels of mini-games
- Achieved the desired target and fulfilled functional minimum requirements
- Added extra features such as polished games, soundtracks, and a tutorial scene
- Successfully invoked emotions and created an engaging experience for players.

Thank you!

Any questions?