

Firebreath Forest

Created by Proximity

Johannes Madest

Mingyang Li

Bassant Elnaggar

Outline

Outline

- Theme Review
- Inspiration
- Game Story
- Game Description
- Technical Achievements
- Artistic Designs
- Goals

Theme Review

Theme Review

- Emotions associated with the rollercoasters:
 - Anticipation
 - Speed
 - Excitement
 - Fear
 - Heights
 - Nausea
- Incorporating mini-games that simulate rollercoaster emotions
- The players are able to experience the thrill of a rollercoaster in a virtual setting

Inspiration

Inspiration



Game Story

Game Story

- Adventure in a Dragon Forest
- Choosing between different mini-games representing the rollercoaster elicited emotions
- The player wants to steal the gold from the forest
- Dragon appears in each mini-game to guard treasure
- Successfully achieve the mini-game goal without losing lives to the dragon.



Game Description

Game Description

- Wagon moving slowly with buttons to choose mini-games reflecting the respective emotions
- **Two primary mini-games:**
 - Anticipation mini-game
 - Excitement/Speed mini-game
- **Anticipation mini-game:** stealing gold from the dragons' forest while it's sleeping
- **Excitement/Speed mini-game:** stealing a cart full of gold from and driving away as fast as possible using a rail trolley
- **The game will be featuring two characters:**
 - The Dragon: third person, present in the scene to guard the gold
 - The Player: first person, controlled by the user, mission is to steal gold from the dragon forest
- A leaderboard for the player's high score for each completed playthrough

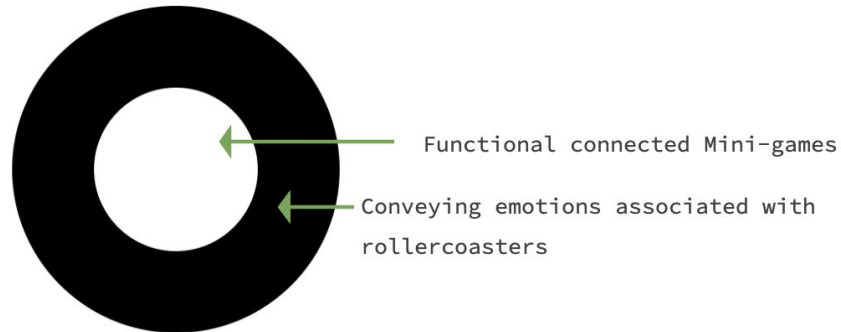


Technical Achievements

Technical Achievements

- Implementation of different mini-games within one game
- Abstraction for cross using of the functionalities for the mini-games
- Integrating a database within the game to store the users' data

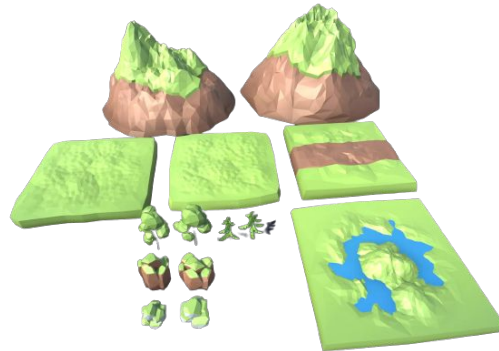
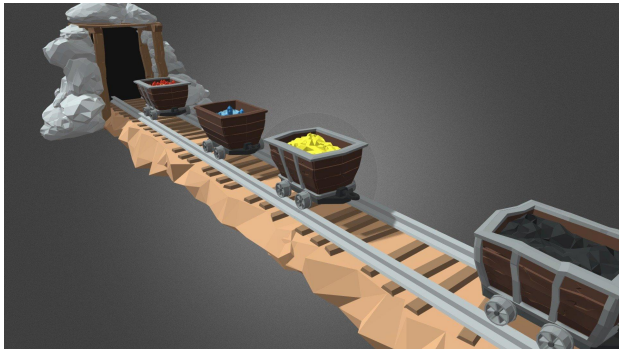
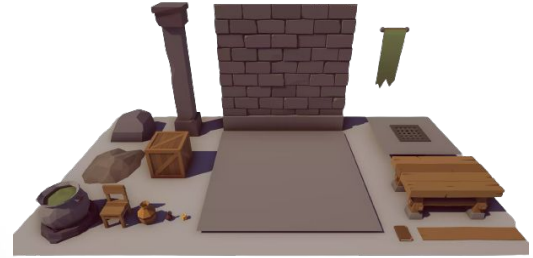
BULLSEYE



Artistic Designs

Artistic Designs

- Low poly, mainly from the asset store
- An open forest as game environment
- Each mission is set in a different place



Goals

Goals

- **Functional minimum:**
 - Player can switch between the main scene and the mini-games
 - Two functional mini-games, each depicting one of the associated emotions (Anticipation & Excitement/Speed)
- **Low Target:**
 - Building the roller coaster level
 - Having a local high score consisting of the sum of individual mini-game scores
- **Desired Target:**
 - The mini-games connected with the main roller-coaster level
 - Player is affected with the exact emotion of the corresponding mini-game
- **High Target:**
 - 4 functional mini-games connected with the main game
 - Having a global high score leaderboard
- **Extras:**
 - Polished games
 - Soundtracks
 - Tutorial scene

Thank you!

Any questions?