THAT Coaster Game

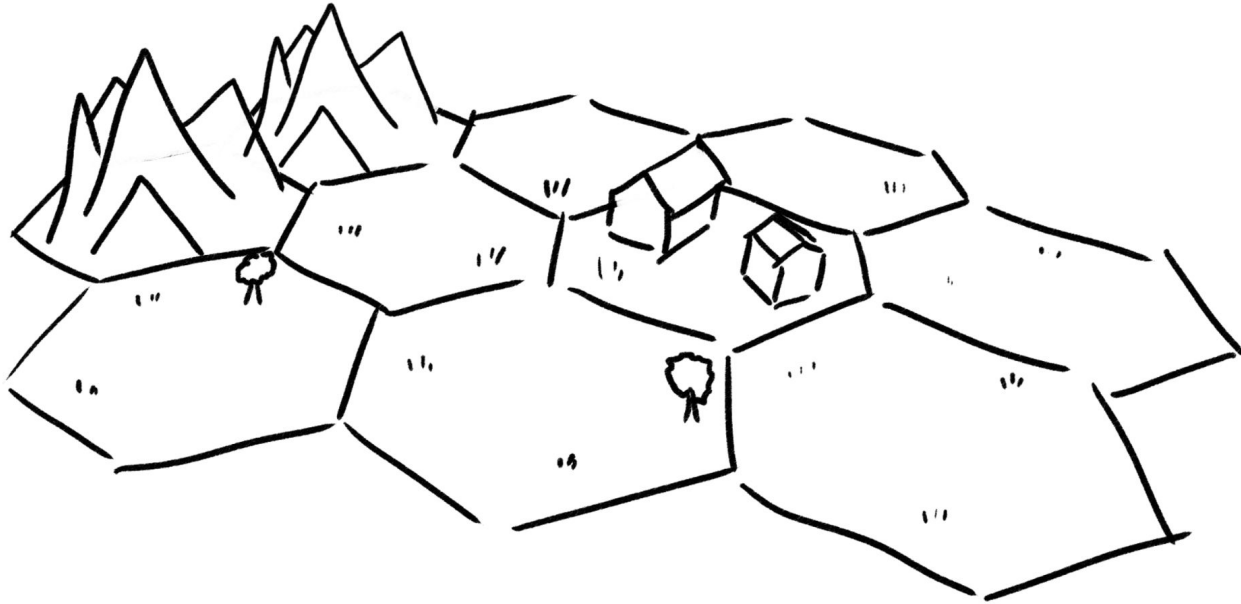by T$_{im}$H$_{elga}$A$_{lex}$T$_{obi}$ Team
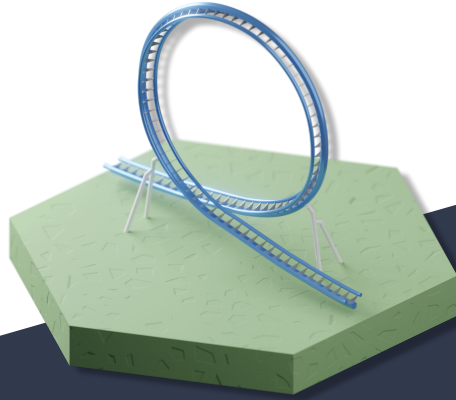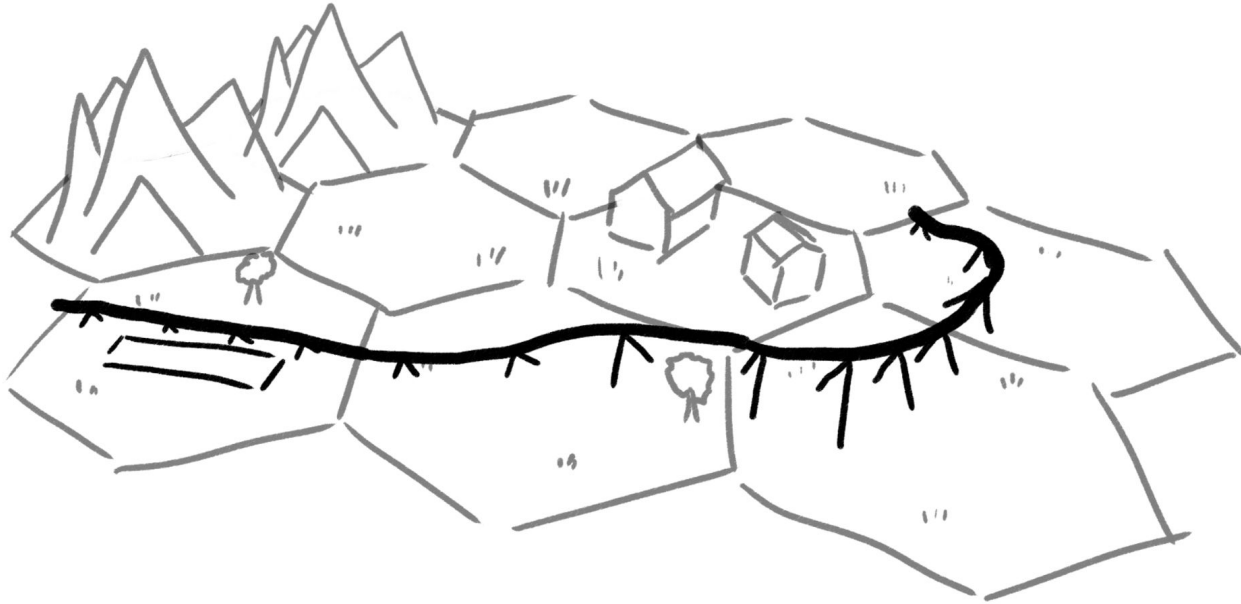
Core Idea

Hexagonal tile-based world
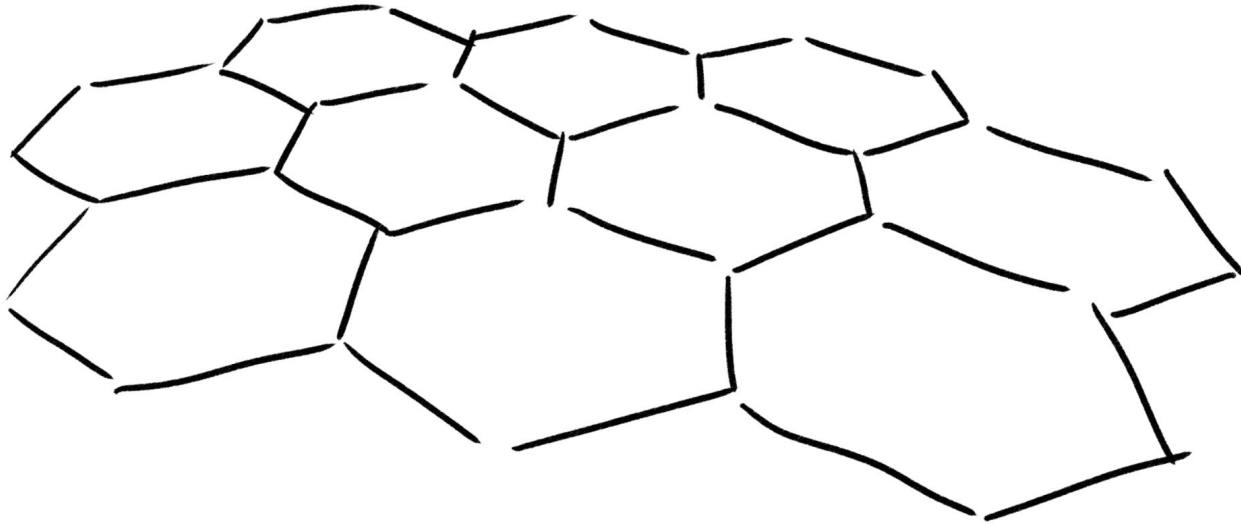
Core Idea

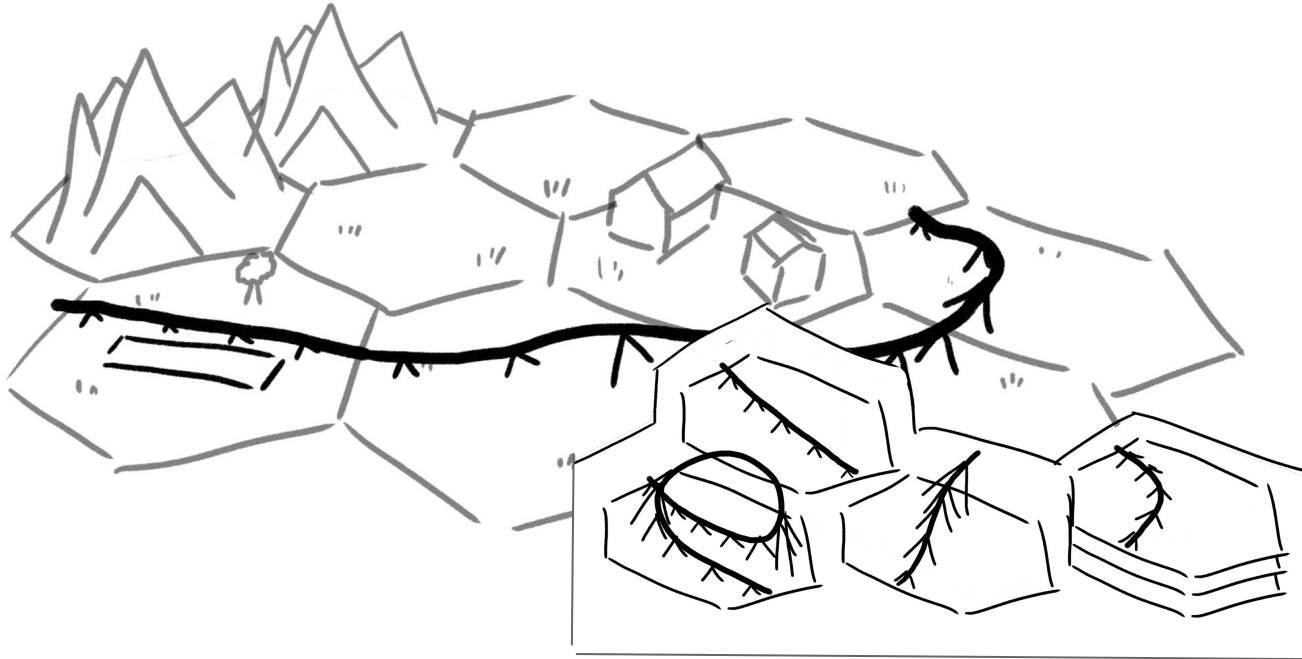Obstacles spawned at world generation

Core Idea

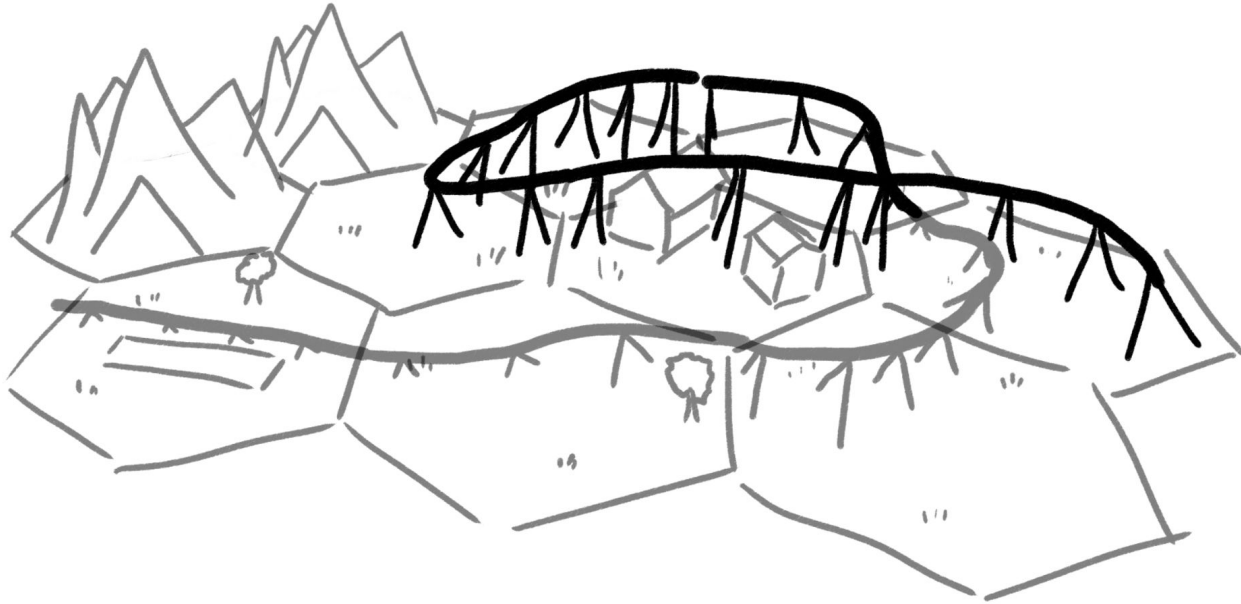Player places coaster tracks

Core Idea
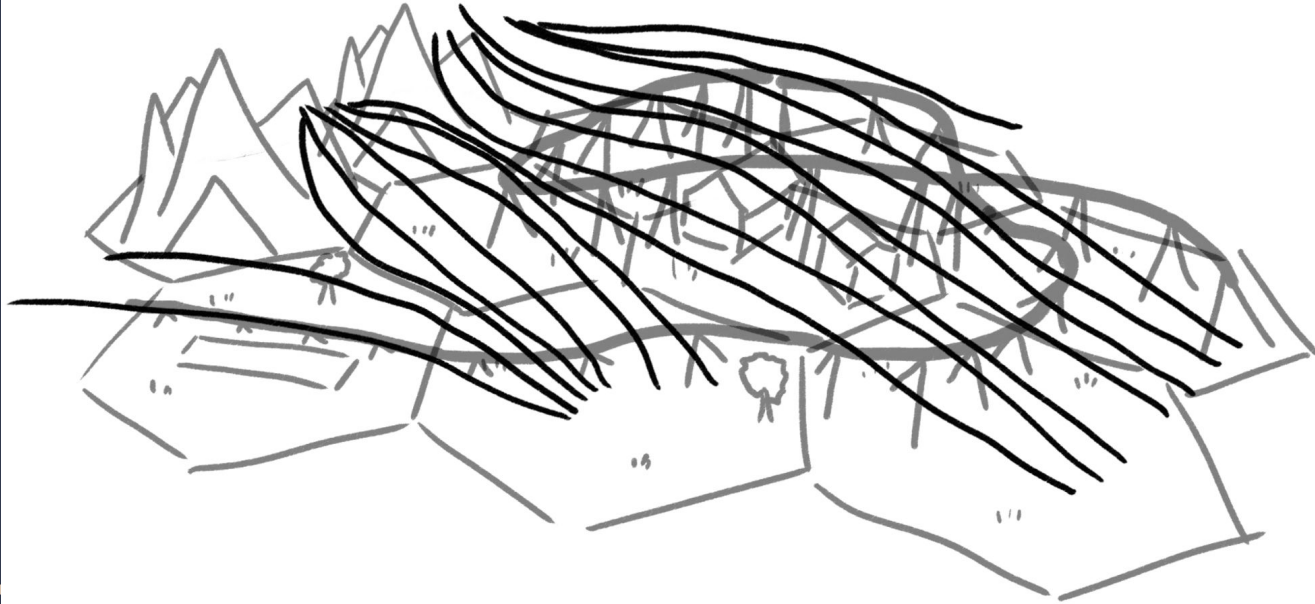
Selection from a random stack

Core Idea

Obstacles must be avoided through turns or   height changes

Core Idea

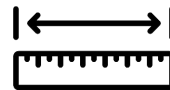Dynamic wind system prevents some track placements

Player Objectives
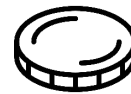
Losing

Coaster falls from track end

Winning
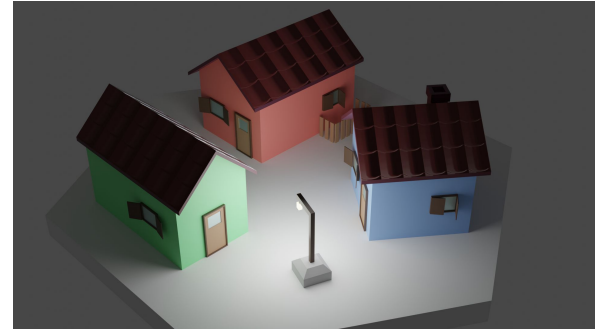
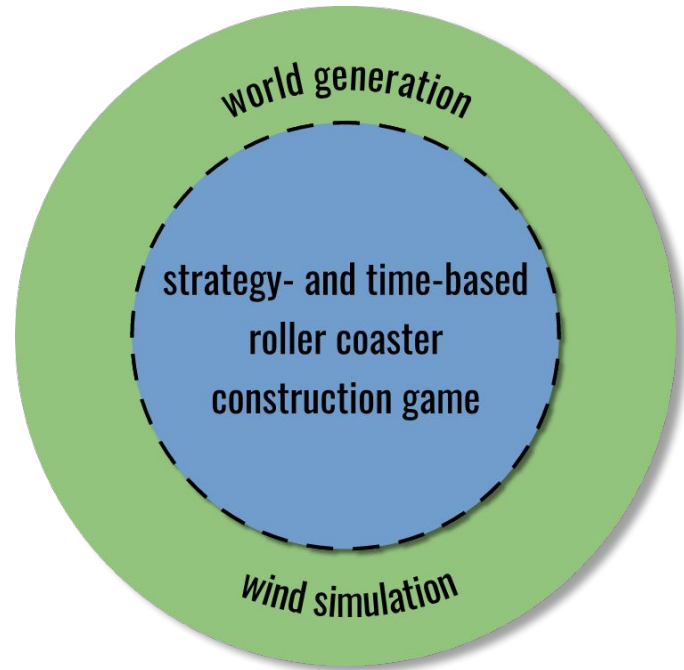Three possible scoring variants:

Coaster
Travel Distance

Built
Track Length

Building
Currency

Inspiration & Design

Big Idea Bullseye

world generation

strategy- and time-based
roller coaster
construction game
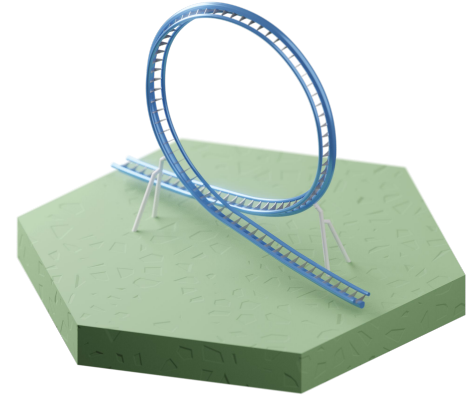
wind simulation
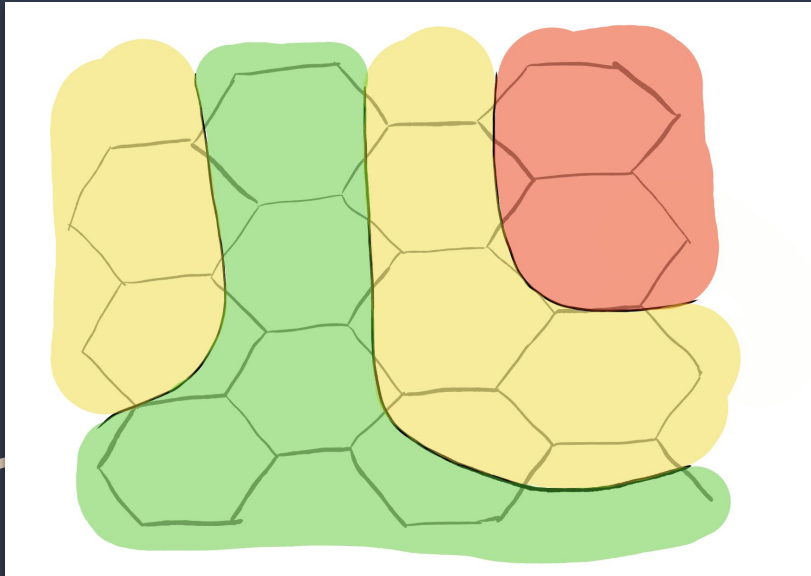
Technical Achievements I

Top-down world view

World generation:

- Tile based
- Hexagonal Tiles
- Random placement at game start
- Combined tiles (river)
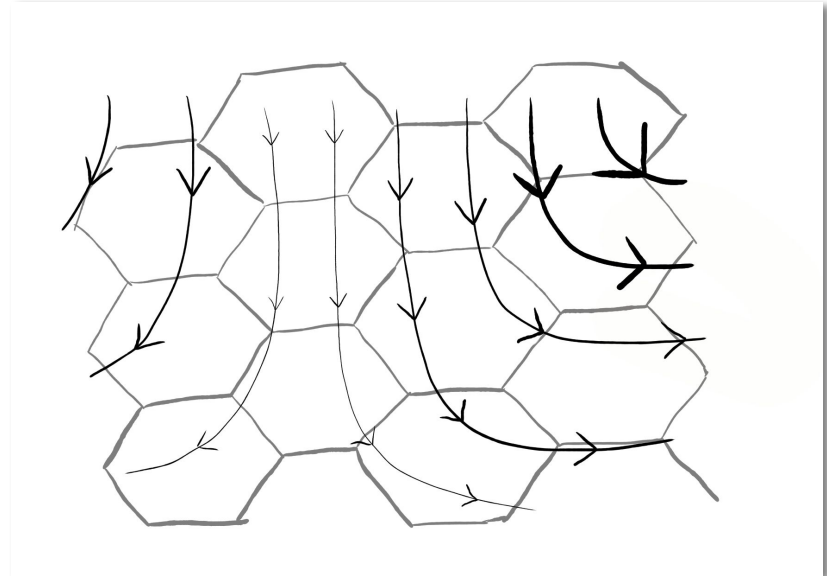
Technical Achievements II

Wind Simulation:

- Static
- Dynamic

Wind Visualization:

- Isolines
- Streamlines

Thanks!