

TARS WARS - No Hope

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The Idea

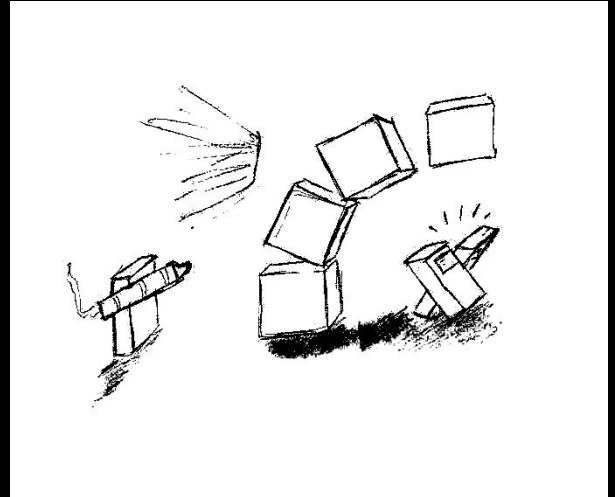
First Person Shooter!

- 2-4 Player PvP
- Fast paced
- Cute TARS robots battling to the death
- Last man standing wins the arena and obtains a point
- Player with most points wins the game

Unique Selling Point?

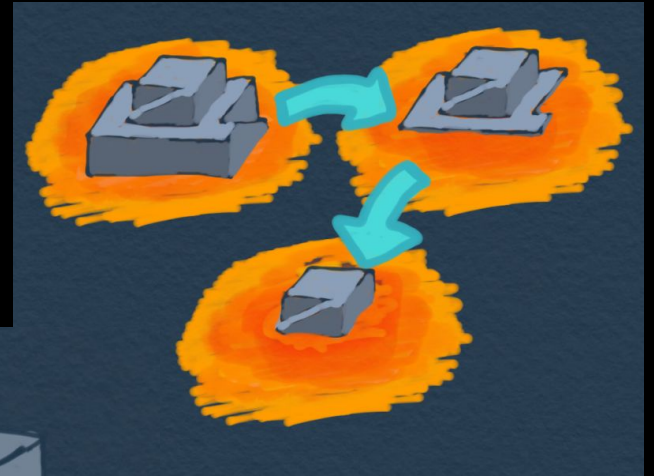
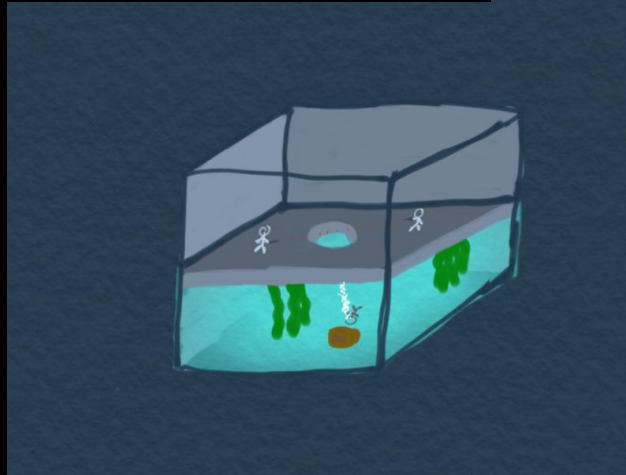
Chaos!

- Randomly spawning weapons and abilities
- Abilities allow for more mobility and defence
- Guns allow for versatile offense
- Combinations of guns, abilities and arenas



Arenas

- Pits and spikes
- Giant axes and saws
- Bombs
- Room filled with boxes
- Bounce pads
- Zero gravity
- Dark rooms



Guns I

- Standard
 - Rifles
 - Pistols
 - Machine Guns
 - Shotguns
- Explosives
 - Bazooka
 - Grenade Launchers



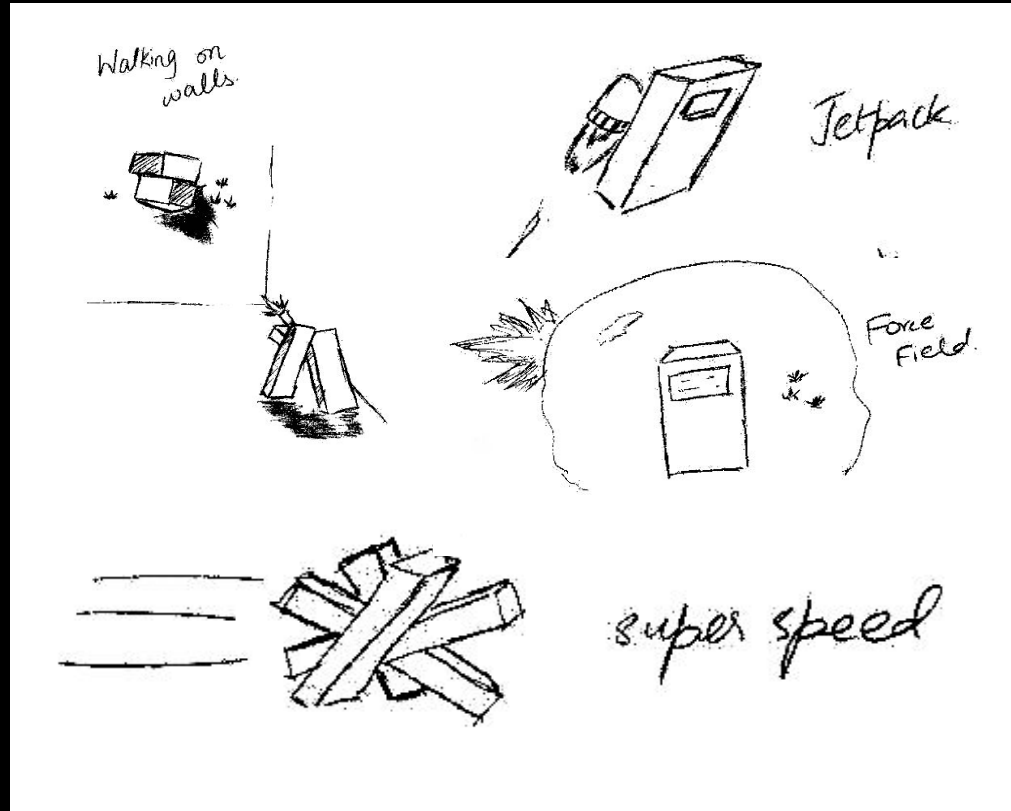
Guns II

- Specials?
 - Plasma Guns
 - Freeze Rays
 - Lasers
 - Lava Gun



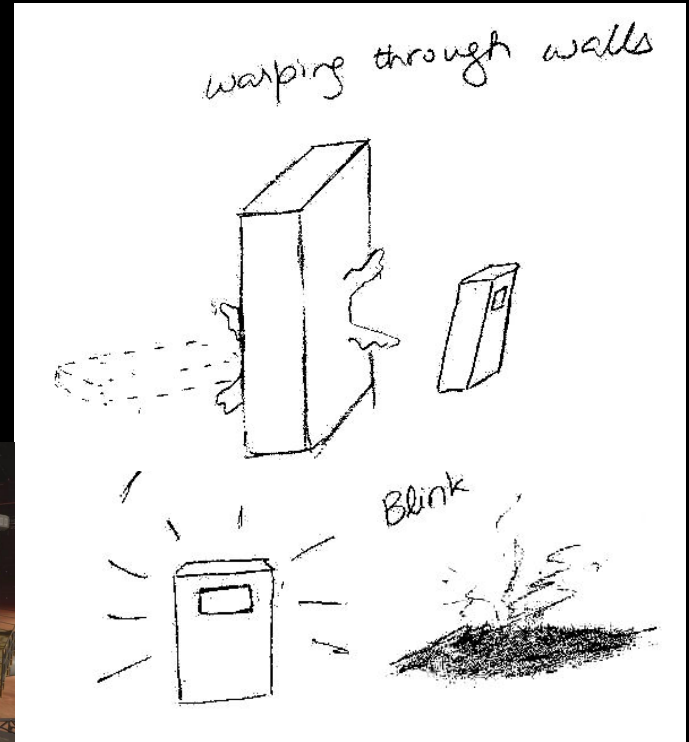
Abilities I

- Super speed and jump
- Walking on walls
- Jetpacks
- Force Fields



Abilities II

- Short range teleportation
- Invisibility
- Warping through walls
- And more...



Character Design

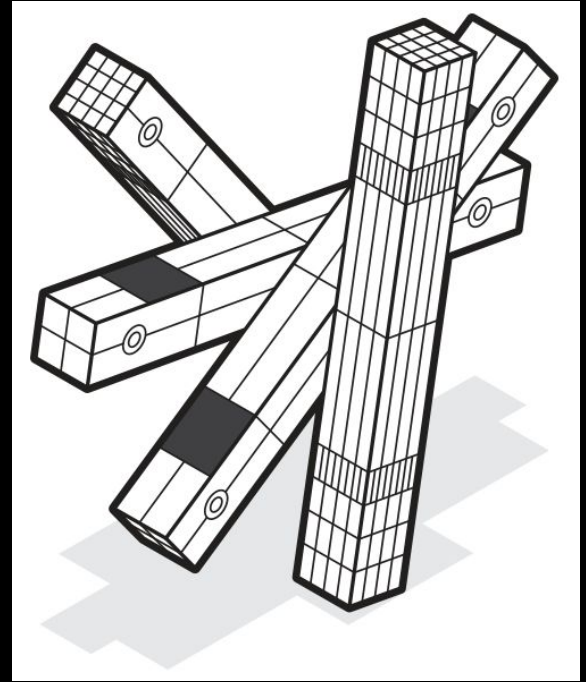
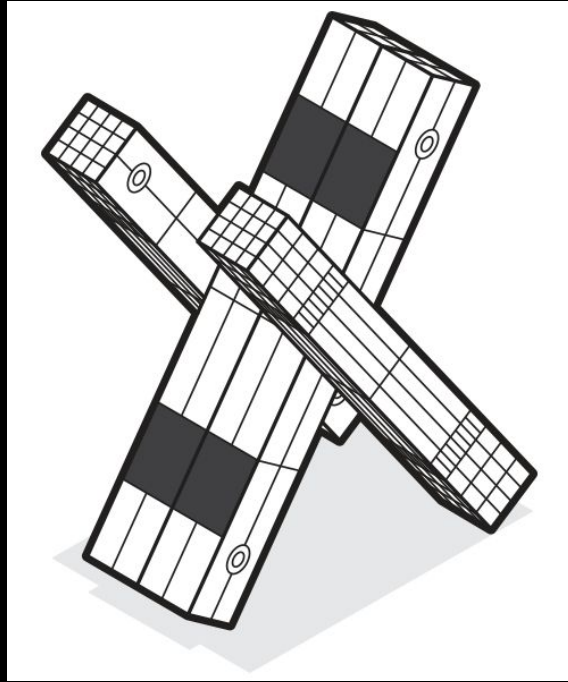
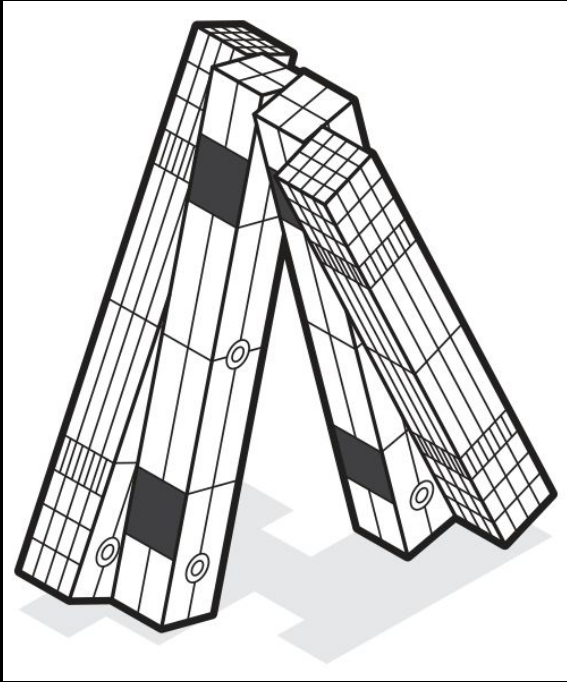
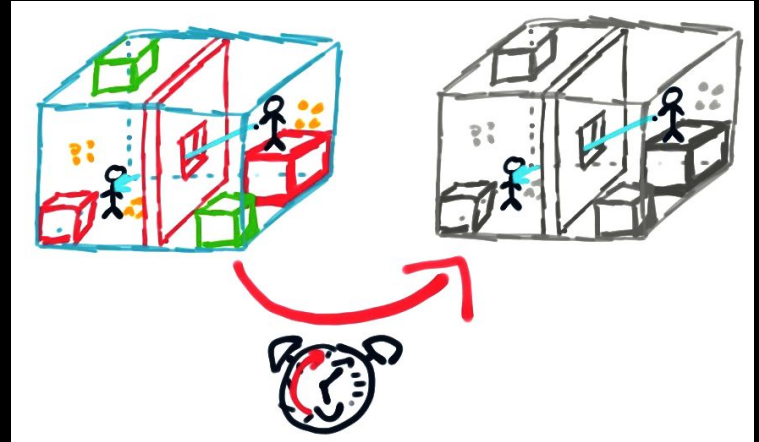


Image source: <http://interstellarfilm.wikia.com/wiki/Robot>

Relation to Theme: High Contrast

- Round timer tied to visuals and game mechanics
- Arena starts with color
- Slowly fades to black and white
- When timer reaches zero, round ends



Technical Achievement: Networking

- Reliable networking
- Flexible networking code to handle arena and game synchronization
 - Position of arenas moving elements
 - Level countdown and according effects
- Multiple movement types
- Multiple weapon projectile types
 - Raycast (Normal weapons, Laser)
 - Projectile (Rocket launchers, Grenades)
 - Area based (Melee)
- Support for special abilities like walking through walls, going back in time etc...



**BIG
IDEA
BULLSEYE**

Fast Paced Multiplayer FPS

Flexible and Stable Networking

Development Schedule

Date	15.5	16.5	17.5	18.5	19.5	20.5	21.5	22.5	23.5	24.5	25.5	26.5	27.5	28.5	29.5	30.5	31.5	1.6	2.6	3.6	4.6
Inshal	Networking Backend: Movement and Shooting 24h											one Arena and one Ability 16h							Presentation + Document 5h	Interim Demo Dead-line	
Georg	Networked Level Transition: Switching between Arenas without Animation 11h					Character Model + Animations 17h						Pick-up System for Weapons and Abilities 13h									
Flo	Client-side Movement System 15h						Client-side Shooting System 5.5h		Health System 5h		two to three Gun Models with Animations 7h			Main Menu + UI 7.5h							
Date	5.6	6.6	7.6	8.6	9.6	10.6	11.6	12.6	13.6	14.6	15.6	16.6	17.6	18.6	19.6	20.6	21.6	22.6	23.6	24.6	25.6
Inshal	Creating More Abilities and Guns and refining all of them 17h							Audio 12h					Training Ground mode / Buffer Time 11h					Presentation + Document 5h	Alpha Dead-line		
Georg								Networked Level Transition: Arena Switching Animation 12h					Zombie Mode / Buffer Time 11h								
Flo								Level Design 12h					Matchmaking System / Buffer Time 11h								

Thank you for your attention!

