

CHUOS

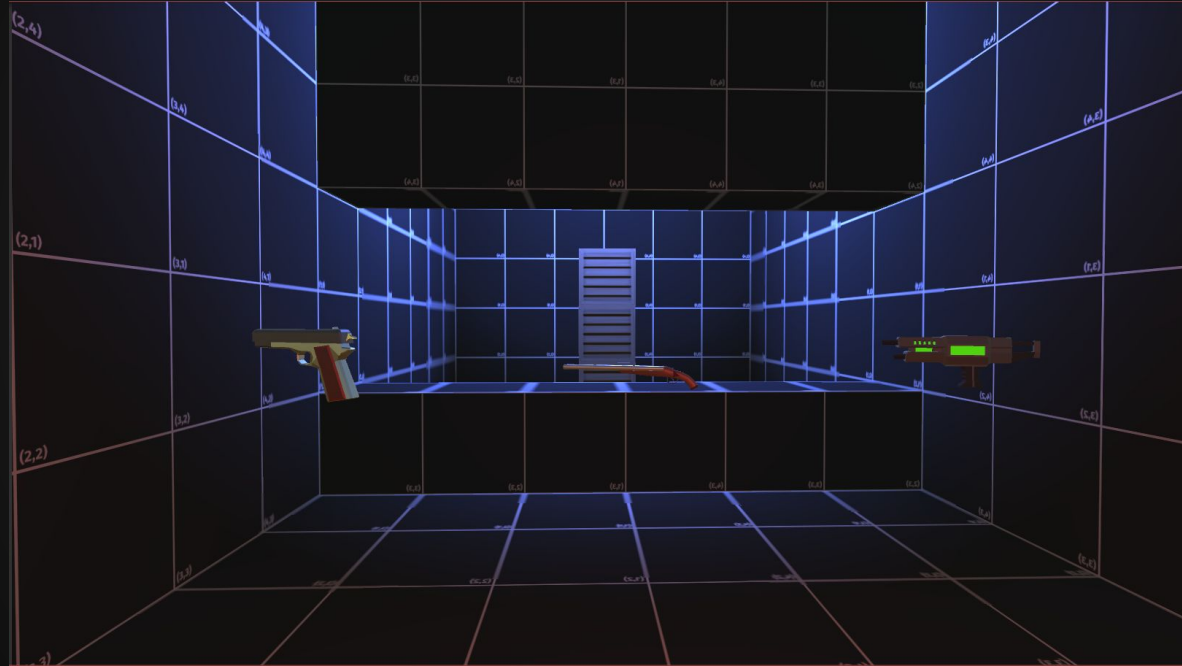
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ARENA

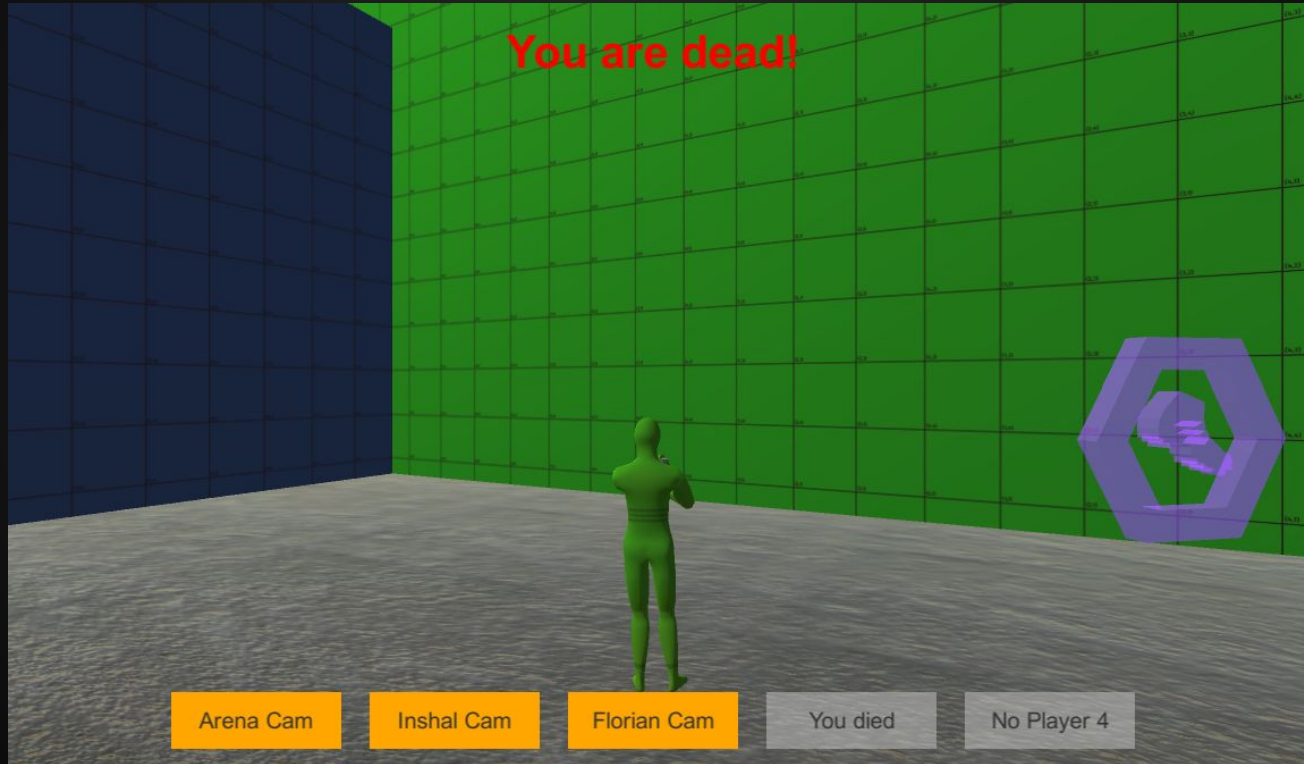
*Florian Bayer, Muhammad Inshal Uddin and Georg Kohl*

# Realized Improvements

# Tutorial



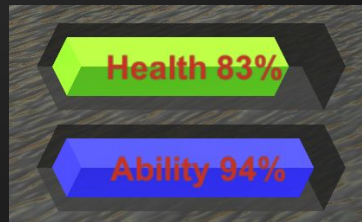
# Death Camera



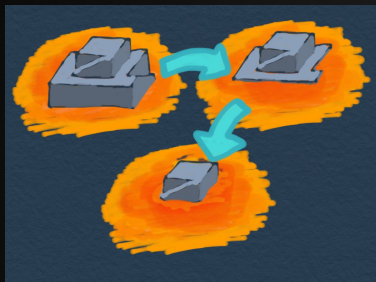
# Others

- Balance changes for abilities and weapons
- Kill feed
- Improvements in level design
- Slightly reduced pace of the game
- Better user interface
- Many minor additions and bug fixes

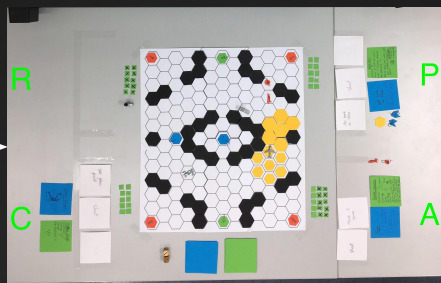
**Georg** was killed by the environment.  
**Inshal** was killed by **Florian** with a *Shotgun*.



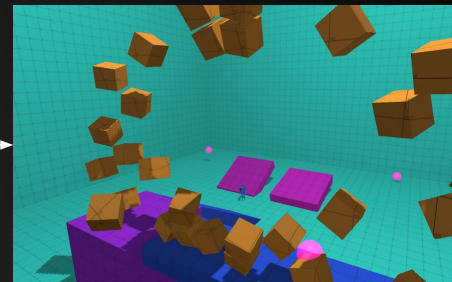
# Our Project Achievements



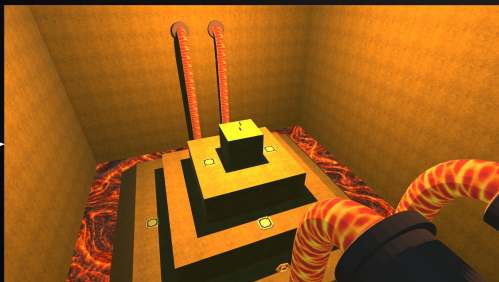
1. Game Concept



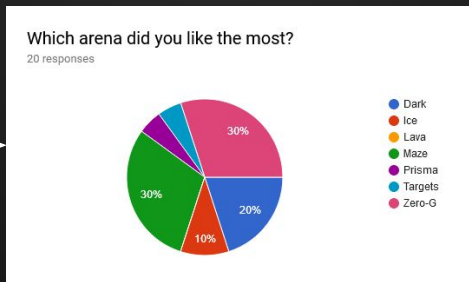
2. Game Prototype



3. Interim Implementation



4. Alpha Implementation



5. Playtesting



6. Final Implementation

# Final State of the Game I

- Stable networking for an arena FPS with many subsystems for content creation
  - Arenas
  - Movements
  - Abilities
  - Weapons
  - Pickups
  - Audio
  - User Interface
- Flexible handling of client/server-side features for optimal playing experience

# Final State of the Game II

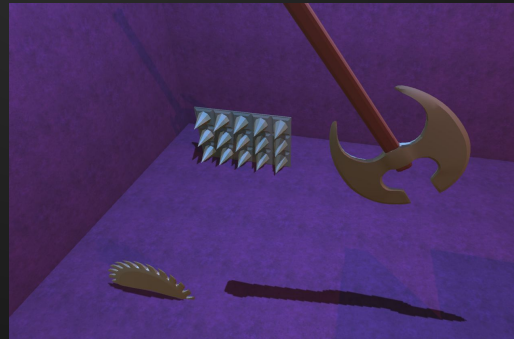
- Different abilities and weapons

- 3D models
- Sounds
- Visual effects



- Seven Arenas

- Switching animations
- Different arena behaviours
- Traps and other models
- Music





# Final State of the Game III

- Two game modes
  - Singleplayer tutorial
  - 7 multiplayer arenas
- Character
  - Modeled, rigged and skinned
  - Different movement animations
- User Interface
  - Main menu
  - In-game user interface
  - Death camera



# Our View on the Final State

- High Target was nearly completed
- A **LOT** of room for improvements and new features
- **Very happy** with our result
- Feels like a **success**
- We also now know what to do better next time

Demo Time!



# Course Impressions

- Not enough time
  - Especially for playtesting and final improvements
  - Maybe start or end during the semester break or over two semesters
- Very useful to learn to work in a small team
  - Finding a way to work organized and efficient
  - Planning ahead instead of jumping right to the implementation
- Overall lots of fun
  - We even spent way more time on our game than strictly necessary
  - Learning new skills is always interesting

# Thank you for your attention!

Any Questions?

(Insert your own meme here)