

Ar 'n' Dungeon

Conclusion

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1 Additions

Most significant to the player are the additions in the fields Models, Prefabs, Textures and Materials. Also the Highscore Screen at the end of the game is an important part of the game. Small additions include an Active-Skill-Aura near the player and a level-up effect.

1.1 Models and Prefabs

Models are in most developments one of the last steps that complete the game since they need a working implementation to base on.

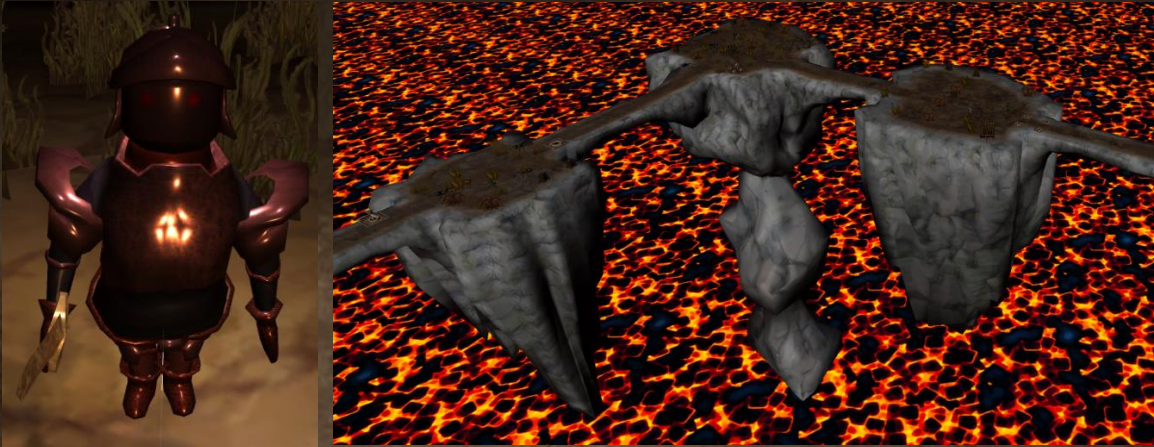
In this iteration 23 Prefabs were created from 21 different models. The prefabs are spawned on the islands to populate the empty boring area around the enemies and traps.



1.2 Textures and Materials

Besides the models textures and material create together with the lighting the immersive atmosphere that makes the game remarkable.

A highlight was the player texture which is constantly visible to the player. The islands had two texture revisions. The second emphasized the edge of the island more such that players don't fall off that often.



1.3 Highscore Screen

The Highscore Screen is displayed at the end of the game when all players have died. The highscore is separated based on the player count from the start of the game.



1.4 Miscellaneous

A good request of a few testers were that they would like to have an indicator for the skills that have an active duration time. A level-up effect has also been added.



Auras indicating that Healing (green) and Speed Boost (red) are active.



Level-up Effect

2 Polishing

2.1 User Interface

Since this game is meant to be played with a controller button indicators and button mappings are displayed throughout the game.

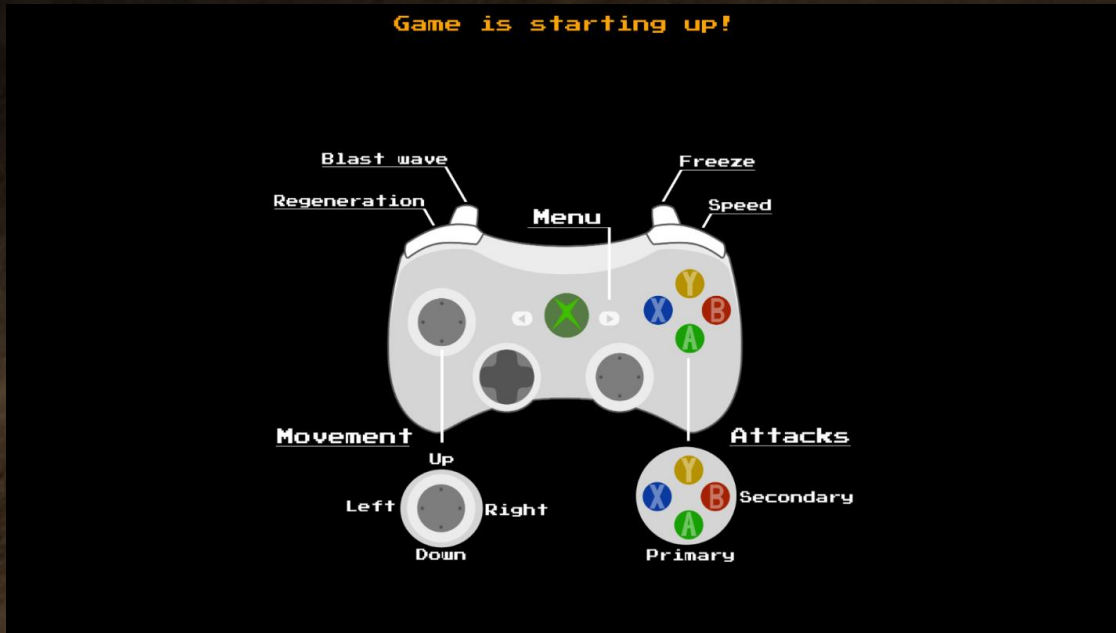
2.1.1 Main Menu

The main menu got a few tweaks like greying out disabled buttons and adding an icon of the confirm button.



2.1.2 Key bindings

The key binding overview is displayed before the players can join the game. This gives the players the chance to get familiar with the controls as early as possible.



2.2 Traps

To mix up the variety traps are now placed in certain arrangements with different activation times and activation patterns.



2.3 Skills

We got several comments regarding the skills during the test phase. The invisibility skill was mostly disliked while the healing skill was exploited since there was not pressure on the player to proceed to the next stage.

2.3.1 Healing

To counteract the case of waiting and healing the skill now only heals if it is active and you hit an enemy. The player also does not get a fixed amount of health back but the actual damage which is dealt.

2.3.2 Shockwave

The Shockwave skill was a bit too powerful and knocked most of the time everything off the island. So the initial force got turned down a bit. But to keep the energy of the skill, it now deals damage to the enemies.

A visual effect has been added for a better understanding of what's going on.

2.3.3 Freeze

Since Invisibility was not working out for the players the Freeze skill got introduced. This skill slows down everything within its area of effect. The area of effect is a cone with an opening angle of 45° originating at the player's center opening outwards. The time of effect on a target depends on its size.



Shockwave Effect



Freeze Effect

2.4 Balancing

Most of the testers perceived the game as too easy therefore we increased the damage output of the monsters and traps and adjusted the balancing of the Level-Generator that the global balance level is always slightly negative. This means that there are more enemies and traps that loot.

3 Summary

Most of the set goals were reached.

Functional Minimum				Low Target					Desired Target			
Unit Mechanics	Menu	Level Generation	Hot Seat	Models	AI	Difficulty Scaling	Stats / Items	Sounds	Animations	Puzzles Mechanics	Skills	SFX
█	█	█	█	█								
	█	█	█	█	█	█	█	█	█			
		█		█						█		
		█		█						█	█	█
				█								
				█								
✓	✓	✓	✓	✓	✓	✓	✓/✗	✓/✗	✓	✗	✓	✗

The only gameplay modifying goals ‘Item as loot’ and actual puzzles mechanics have been missed. Other component as sound effects and more visual effects are just secondary goals which would not change the game in itself.

The idea might have been a little too big for a semester with a varying time schedule. Especially the art and sound tasks lacked of professional personal. But the core game is there and creates enjoyment. Therefore, the main goal of the game is reached.

4 Project Commentary

Since the idea was very clear from the beginning on the actual implementation started very early. This was also necessary for the estimated amount of work to do.

The Physical Prototype didn’t improve or disprove any of the concepts. Prototyping with Unity is very fast and efficient and the initial implementations could also be used for further development of the game.

The most needed resources throughout the project were specialized teammates. Specialized in 3D modeling, texturing, animating and sound design. So everything else of a game that was not programming.