Please Insert Coin

Lou Kramer, Hubert Cao, Tobias Weiher, Manuel Dahnert

BIG IDEA
BULLSEYE

TOP-DOWN ARENA SHOOTER

REFLECTANCE OF PROJECTILES

DESTRUCTION OF EVERY OBJECT

Game Idea

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- Local Player-versus-Player

- Arena Shooter

- Fast-Paced Top-Down

  → Arcade Elements

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- Local Player-versus-Player

- Arena Shooter

- Fast-Paced Top-Down

  → Arcade Elements

- Destructible objects

- Reflecting Projectiles

Technical Challenges

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- Destruction
  - As gameplay element
  - As Visual Effect
  - Effects on the arena
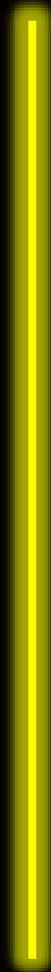
Technical Challenges

- Destruction
  - As gameplay element
  - As Visual Effect
  - Effects on the arena

- Properties of Light
  - As gameplay element
  - Reflection + Refraction
  - Many projectiles

Additional Technical Challenges

- Random Map Generation

- AI

Controls / Input

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  - Con: Restricted local coop, less "arcade"

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- WASD + space
  - Pro: Easy local multiplayer
  - Con: Only 4/8

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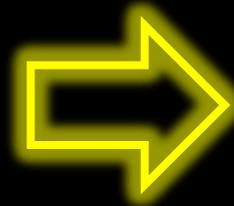
Twin-Stick Controller
  - Pro: Arbitrary direction, easy local multiplayer
  - Con:

Style

- Little bit more realistic
- 3D Models
- Futuristic
- Simple map design

Layers

Functional minimum	Low target	Desirable target	High target	Extra
Controls	Reflections	Destructions	Player-distance Zoom	Different game modes
Arena map	Health bar	Advanced Reflections	1 PvE mode (co-op)	Online MP
Local multiplayer	Random Map generation	Sound / SFX	Basic AI	Advanced AI
Player distinction	Basic assets	Menu / Settings	Power Ups (Fast, Shield, …)	High fidelity assets
	Weapon Overheat	Grenade (Vacuum/Explosion)	Advanced VFX	Character customization
		Different weapons (Color)	GUI (Kill report, Minimap)	
			Improved Assets	

Inspirations

- **Glaive Master (Warcraft III Map)**
- **Hotline Miami**
- **Binding Of Isaac**
- **Asteroids**