



Lumen Force

Conclusion

by

Force Dev

Lou Kramer

Hubert Cao

Tobias Weiher

Manuel Dahnert

Core & Mechanics

- Top-Down Arena Shooter
- Local Player-versus-Player *(1v1, 2v2, free for all)*
- Reflecting Light Projectiles *(100% friendly fire)*
- Destructible Obstacles
- Twin-Stick Controls *(Move 360°, Shoot 360°)*

'Arcade' Theme

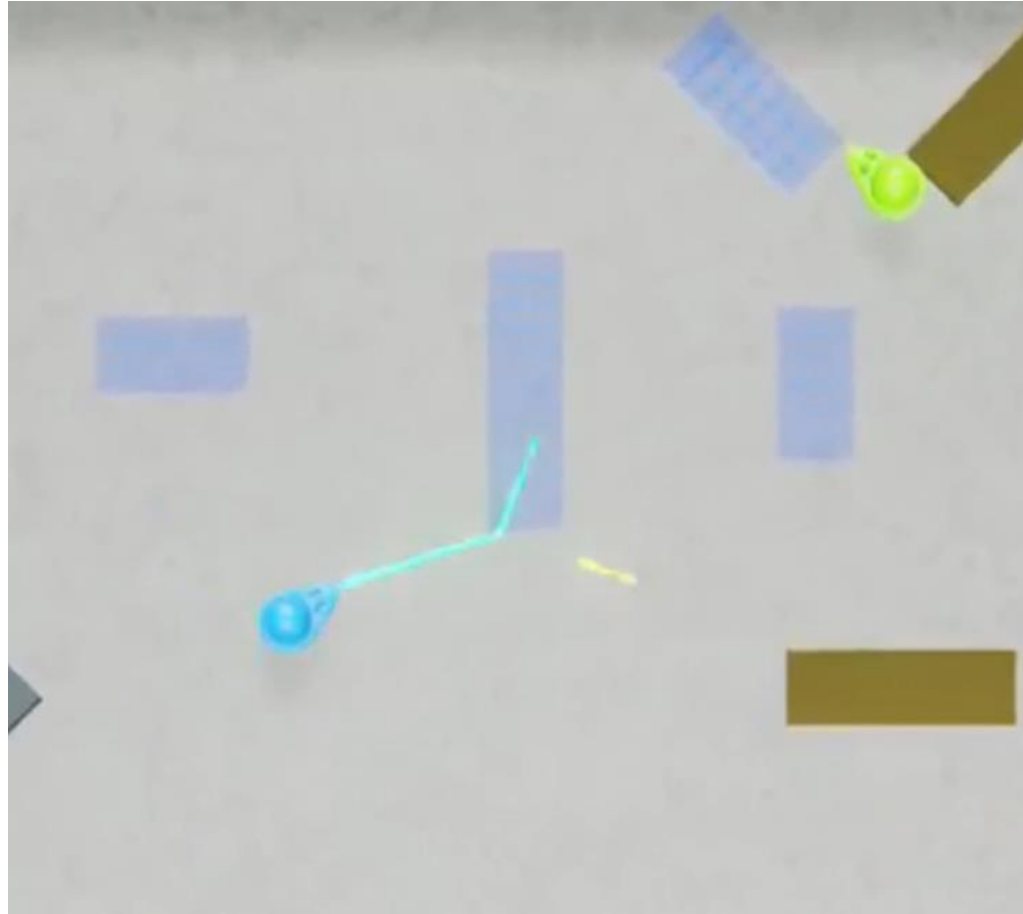
Technical Challenge

**BIG
IDEA
BULLSEYE**

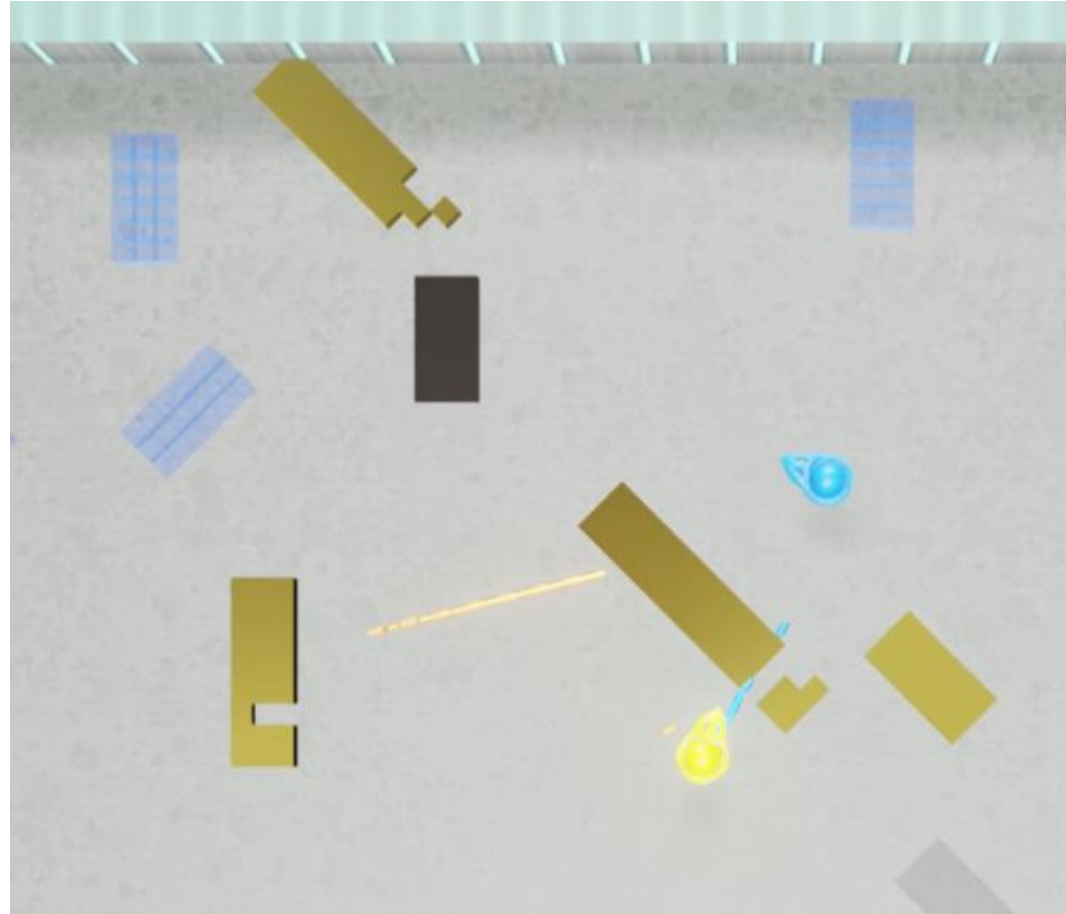
**TOP-DOWN ARENA
SHOOTER**

**REFLECTANCE OF PROJECTILES
DESTRUCTION OF EVERY OBJECT**

Technical Challenges



Technical Challenges

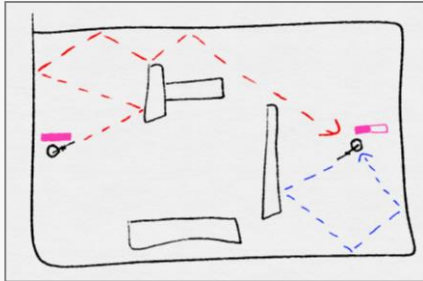
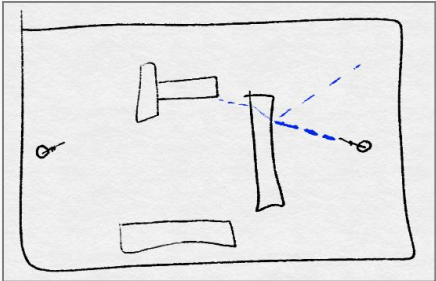


Development Process

The image features a white background with several decorative elements. A thin purple line starts from the top left and extends towards the center. A thin orange line starts from the top center and extends towards the right. A thin green line starts from the bottom left and extends towards the right. There are three semi-transparent circles: a purple one on the left, an orange one at the top center, and a green one on the right. The text "Development Process" is positioned in the upper left quadrant.

4th April
Kick-Off

First sketches



- Top-Down Arena Shooter

- Reflecting Light projectiles

- Destructible Obstacles

25th April
Game Proposal

9th May

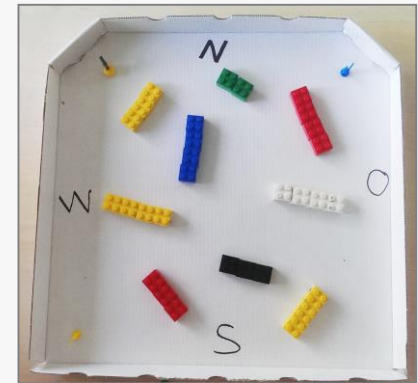
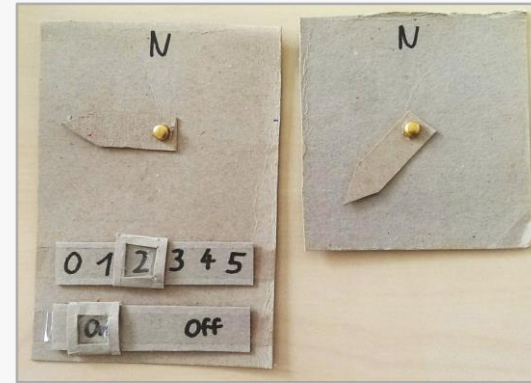
4th April
Kick-Off

25th April
Game Proposal

Physical Prototype

- Round-based (Planning + execution phase)
- Projectiles reflect at obstacles & walls
- Shooting increases the weapon heat

9th May
Prototype



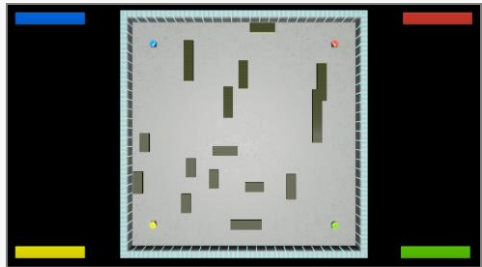
25th April
Game Proposal

9th May
Prototype

23th May
Interims Release

Low Target

- Basic HUD (Health bars)
- Projectiles damage



Functional Minimum

- Twin-Stick controls
- Local Multiplayer
- Obstacles & Arena
- Projectiles

Desirable Target

- Basic main menu
- Obstacle destruction
- Random Map generator
- Projectile reflections

9th May
Prototype

23th May
Interims Release

13th June
Alpha Release

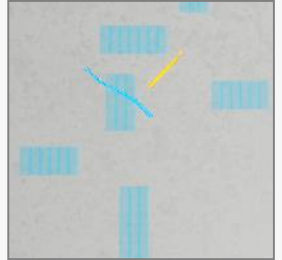
27th June
Playtesting

Low Target (cond.)

- Multiple obstacle types
- Projectile color accord. to energy level
- Adjusted Weapon Heat

Desirable Target (cond.)

- Projectile light trails
- Advanced



23th May
Interims Release

13th June
Alpha Release

27th June
Playtesting

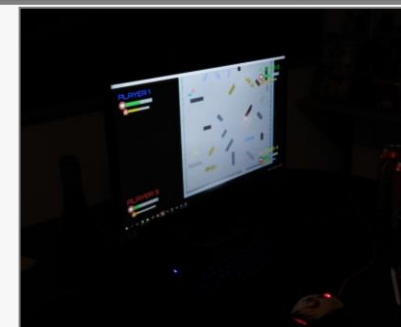
12th July
Demo Day

High Target

- Power Ups
- Rotated obstacles

PLAYTESTING PARTY

- 10 testers
- Pizza & drinks
- Constructive feedback



13th June
Alpha Release

27th June
Playtesting

12th July
Demo Day

Playtesting Feedback

- Controller vibration
- Scoreboard
- Countdown screen on start

Project conclusion

- Project notebook
- Game trailer
- Demo day preparation

27th June
Playtesting

12th July
Demo Day

PLAYER 1



PLAYER 2



PLAYER 3



PLAYER 4

