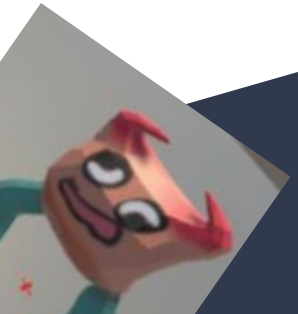
Clirty

Clean or Dirty



Albert Zach, Sahin Er, Daniel Ziese, Matthias Hainz

Game Idea

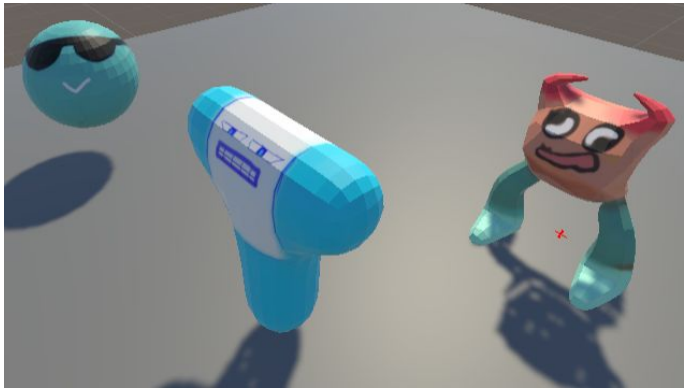
- Competitive cleaning/dirtying game
- One team keeps order and the other causes chaos
- Online multiplayer

Theme

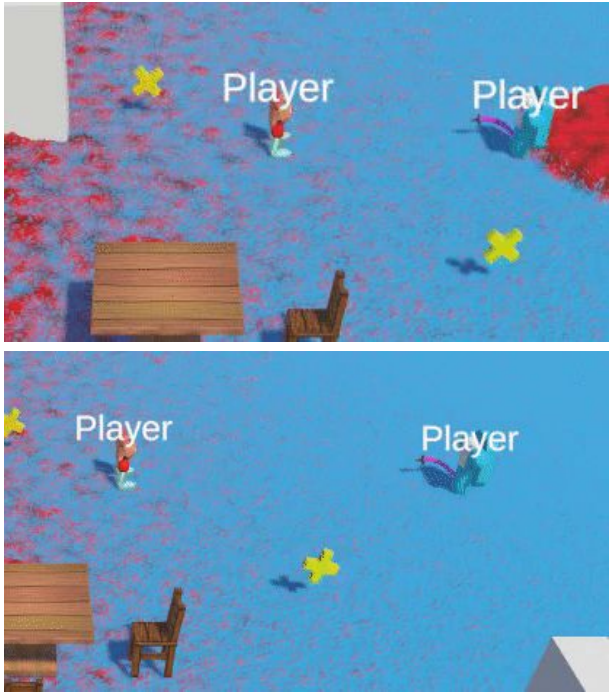
- Met through the overall topic: “Chaos vs. Order”
- Differences in shapes and patterns
- Mini Game

Concept vs. Actual Design

- Concept Art kept as Pictures in Lobby
- Changed from local and online to online only

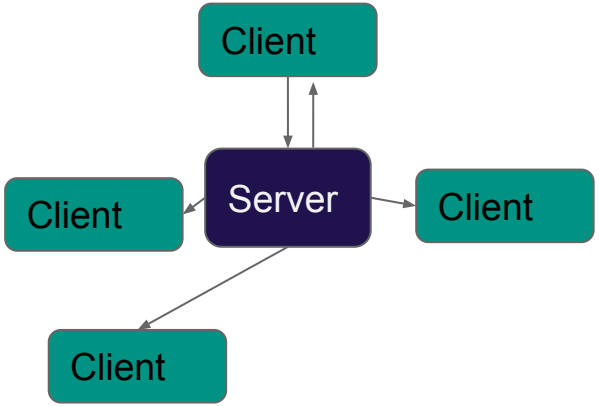


Gameplay changes



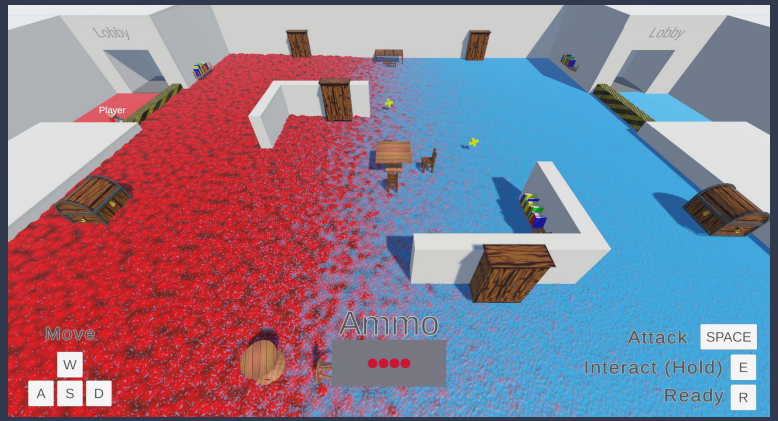
- No constant passive coloring
- More focus on “combat”
    - Stun enemies
    - Four shots at a time
    - Decide on whether to use ability for coloring or for hitting enemies - or both

Major challenges



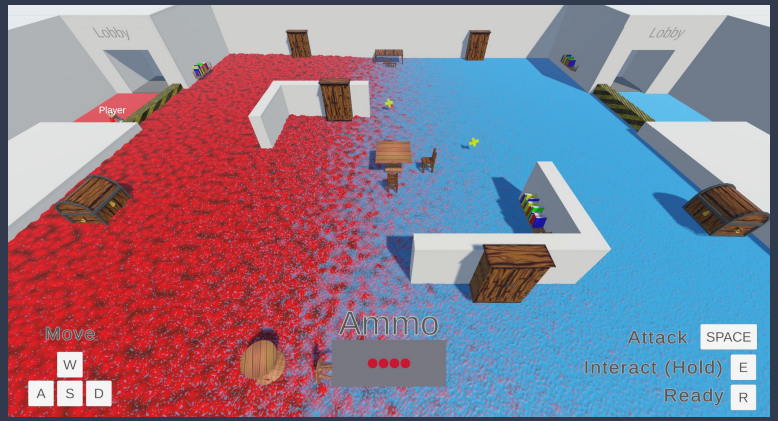
- Networking
  - Don’t send too much data
  - Only send primitive data types
  - Keep clients synchronized with each other
  - Slowing down debugging/testing

Major challenges



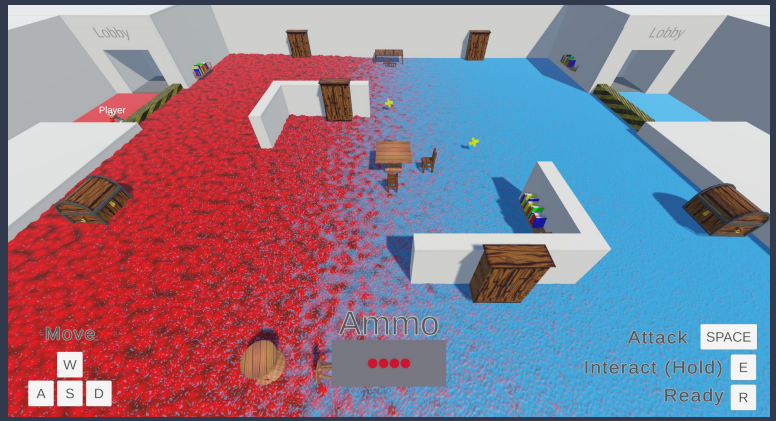
- Grid
  - High resolution
  - Animated drawing -> Lots of updates
  - Keep score and 3D visualization
  - (Has to be done locally)

Failures



- Networking is good but sometimes still issues pop up
- UI is still simplistic and bland
- Gameplay of both teams is more symmetrical than originally intended

Achievements



- Self made 3D models and animations with blender
- Original sound effects
- Somewhat successful online gameplay
- Fun game

Trailer

Livedemo

Questions?