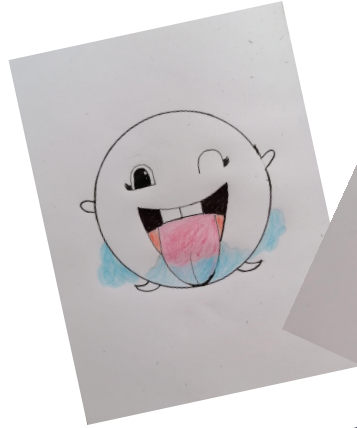


Clirty

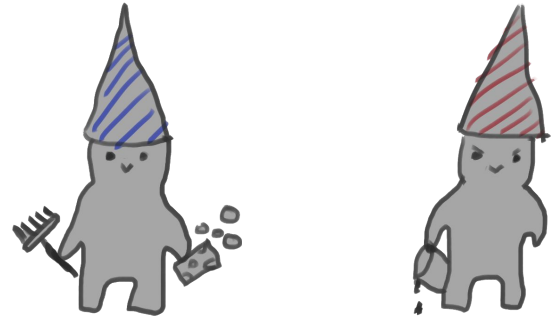
Clean or Dirty



Albert Zach, Sahin Er, Daniel Ziese, Matthias Hainz

Recap

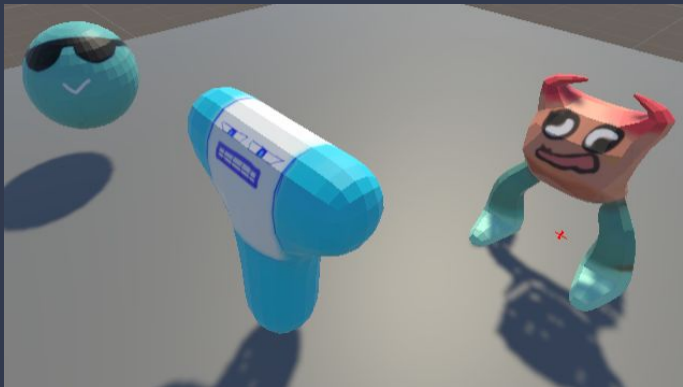
- Competitive cleaning/dirtying game
- One team keeps order and the other causes chaos
- Online multiplayer



Grid

- Compared to the previous version we now use a working efficient rasterization model based on the bresenham algorithm
- implemented a start gradient for fair matchup
- higher grid resolution
- custom shader to create a 3D effect where it seems that the dirt is on top of the clean floor

Player & Props



- 3D Models for players made and Rigged Blender
- Player Idle and Walking animations
- Multiple interactable props made in Blender



Player-Object-Interaction

- **Objects placed on the map can be destroyed/emptied by the dirt team**
 - > **If emptied, smaller objects drop out**
 - > **Model changes its appearance to signal its current state**

- **The clean team ,must collect the dropped objects and put them back to clean up the mess**
 - > **might trigger a mini game**

Skills

- **Bomb**
Chargable bomb where charge time determines distance thrown

- **Water Hose**
Water Hose that colors in cone shape

Powerup

- Size and effect boost
- Previous walking effect has been amplified and moved from a permanent state to the power up

Challenges and Learnings

- Syncing all the data between clients such as player animations, view directions, objects
- Balancing
- Implementing a more efficient System for the grid that also works with larger maps
- Animations and 3d modelling

Gameplay

Time for
questions,
comments and
opinions.

Opinions?