

Clirty

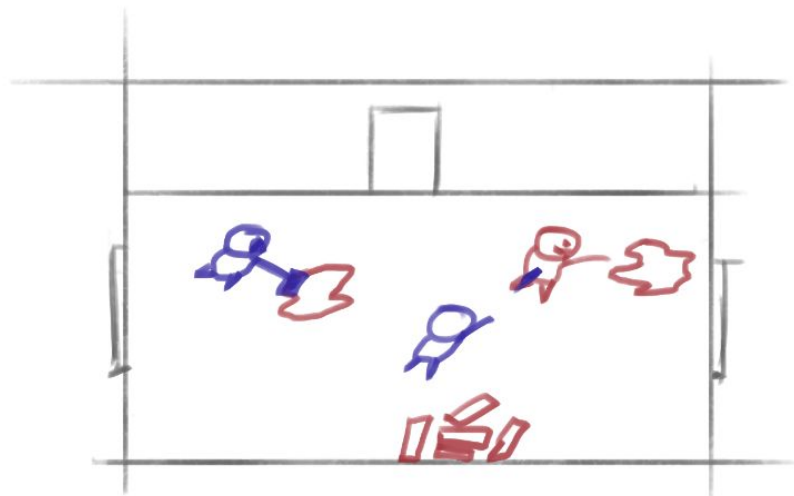
Clean or Dirty

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Game Description

- Asymmetrical Multiplayer
- Team 1 Causes chaos, dirt and destruction
- Team 2 Causes order by repairing/cleaning
- Top Down 2D Game
- Online Multiplayer

Concept



Targets

- Functional minimum:
 - Local Multiplayer
 - One Squared sample map
 - Ability to create dirt
 - Ability to clean up dirt
 - Timer (Round end condition)
- Low target:
 - Props to place on the map
 - Ability to destroy props
 - Ability to repair props
 - Simple assets
 - map with more rooms
- Desirable target:
 - Assets for the players and the props
 - simple soundeffects
 - item pickups
 - more abilities for both teams
 - Ability to capture other players

Technical Achievements

- Online multiplayer
- Interesting abilities for the players to interact with the environment

“Big Idea” Bullseye

- Balancing
- Fun mechanics
- “Fair” gameplay
- Good multiplayer experience

Theme

- One team keeps order
- The other tries to cause chaos
- Should be reflected in gameplay, visuals and character design
 - Erratic, quick vs more slow and deliberate movement
 - Geometric shapes and simple colors vs bendy shapes and colorful design

Time for
questions,
comments and
opinions.

Opinions?