Riddilikus

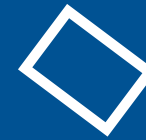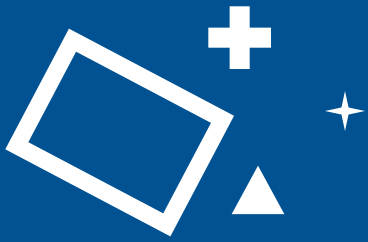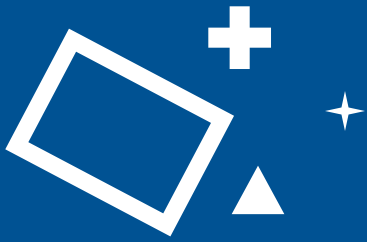## Alpha Release

Team:

Jakub Cichor

Angela Denninger

Martin Frank

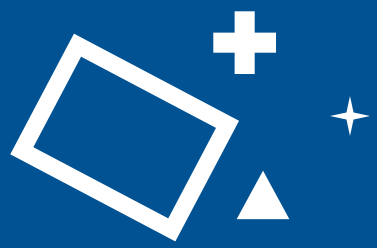Martin Horrer

Kevin Sawischa

Game Idea Recap

- MOBA Puzzle Game

- Focus on environment interaction and puzzle solving

- Cooperative gameplay is necessary for success

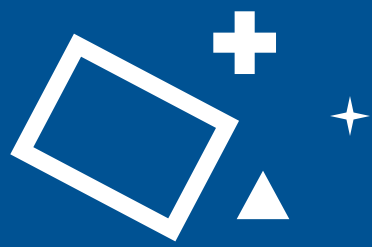- Boss fight at the end of the game

Unplanned changes

- New Controls !
  - WASD instead of mouse pointer to control the movement of the character
  - → more interactive and better to combine with abilities
- Fewer content than planned due to time reasons
  - Planned: Grass Level, Cave Level, Ice Level, Swamp Level, Boss Level
  - Actually: Grass level, Cave Level, Boss Level
  - Decision on puzzle elements was time consuming
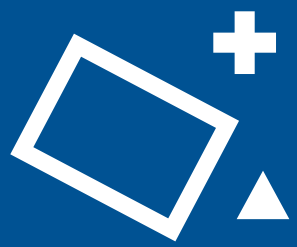 - → Focus on fun gameplay instead of a lot of content

Game Demo

Functional Minimum	Low Target	Desirable Target	High Target	Extras
UI				
Basic UI	Improved Hud Skill Bars for elements game notifications	UI Theme Alerts	Animated UI	Cutomizable skill bar
Character Modeling & Animations				
Dummy Models for Player and Environment	Enemy Dummy Models Basic Animations	Beautiful Models for Player, Enemy and Environment	Extensive Animations	Animated Dialogues Hair animations Aging of characters
Environment				
Basic interactions with world	More interactions with puzzle objects, effects on environment	More types of objects with influence on environment, more puzzles	Environment acts on itself --> Climate effects objects / elements / players, nature catastrophes	Survival elements like fatigue, hunger
Player interactions and Elements				
Basic player movement and interaction with environment Usage of elements Fire and Ice Switching of Elements	Higher Degree of interaction with environment	More Elements (like stone and wind)	Combination of elements to create new elements	Exchanging of elements at checkpoints
Networking				
-	LAN	Online support	Online Highscore Liste	Splitscreen support
Levels				
Test-Level	First Level static level boss enemy	Level adjusted to players in difficulty	Multiple different Levels	Randomly generated level

Enjoy the rest of the week !