

Computer Games Lab - Riddilikus

Jakub Cichor Angela Denninger Martin Frank
Martin Horrer Kevin Sawischa

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Contents

1	Formal Game Proposal	3
1.1	Game Idea	3
1.2	Technical Achievement	4
1.3	Big Idea Bullseye	5
1.4	Assessment	5
1.5	Detailed Task Breakdown	6
1.6	Development Schedule	7

1 Formal Game Proposal

1.1 Game Idea

Our game is an isometric action-adventure game with a heavy focus on cooperative gameplay. As a character with different magic abilities, the players have to traverse a dangerous planet and solve environmental puzzles by combining their spells at the right time. Treacherous environment is not the only danger though, as after certain points in time the players will have to face off against strong opponents where teamwork will be required in order to struck them down.

The game is set on a fictional planet far away from earth. According to the ship's onboard map, there seems to be a human-inhabited village not far from our players' crash site, however, in order to get to the point and possibly get off the planet, our characters have to traverse a hostile environment which tries to hinder them with complex and unknown areas. Furthermore, every time a section is completed and hope is on the horizon, unknown lifeforms that can only be described as alien creatures try to stop the players from progressing any further.

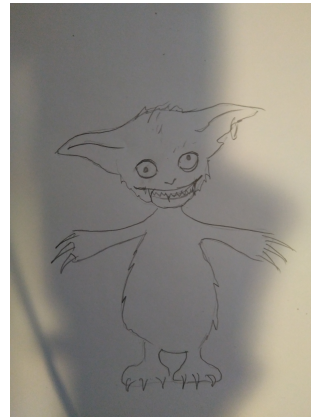
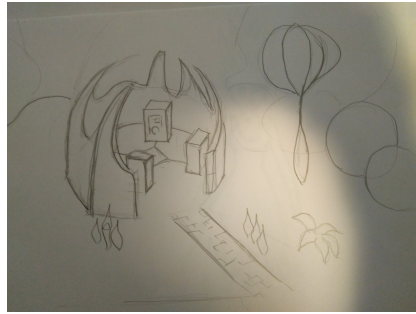
While making their way through the environment, the characters come across a multitude of different climates and possible obstacles, and luckily enough, the planet's physical properties are not that different from our known earth.



As a matter of fact, our players' are not mere human explorers. Known to common folks only as "mages" they wield the powers of four or more different elements and can control them at will. Unfortunately, they are individually not strong enough to use all four elements at the same time, which is why each character is focused on only two elements, e. g. Fire/Lightning and Water/Ice. That is not at all though, as both the environmental puzzles and our boss enemies require different elemental magic at different times in order to be progressed through. In turn, this means that the players have to use the magic at their disposal in cooperation, because this is the only way to reach their destination.

Considering the dangers which lurk on the planet, they can range from

simple, small obstacles requiring one or two spells to complex, physics-based puzzles and multi-stage bossfights. As we are talking about elemental magic, we envision situations akin to setting wooden logs on fire in order to progress through them, but also first freezing a river, after crossing it setting it on fire in order to melt it back into water and then to electrocute the chasing boss enemy, while it is in the water, with lightning magic. The possibilities for different encounters and problems-to-solve are basically endless.



As the course's topic is "Together", this game focuses on working together by using different characters with different abilities and thereby requiring the players to work together through an cooperative online experience. Hence only one player would not have access to the entire range of magical abilities and thereby it would not be possible to progress through all puzzles and enemies. Down the line we are looking at including a cooperative split-screen mode where two players can play directly with each other, and also a more varied structure when it comes to adding questlike elements like for example escort missions.

1.2 Technical Achievement

The primary technical achievement in our game is going to be the implementation of a proper online cooperative multiplayer mode, where both players are able to play with each other and solve the game's challenges together. Moreover, the addition of properly simulated physical effects, as all of the magic in the game is based on natural elements, is going to be important as well and will therefore be our second important technical achievement. Having said that, a big focus is going to be to find the right balance between the cooperation required and also the power a single player has, as even though we are giving any single player only a subset of all possible abilities, the characters also should feel strong by themselves. After all, these are powerful mages.

1.3 Big Idea Bullseye



Whenever a challenge is encountered in the game, be it an environmental obstacle or an enemy boss, the only way to beat it is to work together with a second player and to use the combined power of both characters' magic in order to overcome the problem. Without cooperation and teamwork it is impossible to succeed in this game.

1.4 Assessment

Overall, we are creating a game which is supposed to be enjoyable, compelling and focus strongly on cooperative elements. The theme "together" is the primary focus, as we are designing gameplay around the idea of teamwork, but the players also should experience the feeling of overcoming big, strong and dangerous enemies together, while primarily focusing on solving varied environmental puzzles. When a boss enemy is faced, through combining their efforts by for example one player splashing the enemy with a water spell and then the second player using a lightning spell to increase effectiveness, we allow our players to feel powerful with the abilities they have. With this in mind we also allow them a sense of accomplishment by solving the problem together.

Finally, we are hoping to appeal to a crowd of people who love Diablo or Magicka, but always felt that these games were lacking more in depth teamwork elements besides your typical Tank/Damage/Healer archetypes. In addition, we are throwing in environmental interactions and puzzles for good measure.

1.5 Detailed Task Breakdown

<u>Functional Minimum</u>	<u>Low Target</u>	<u>Desirable Target</u>	<u>High Target</u>	<u>Extras</u>
UI				
Basic UI	Improved Hud Skill Bars for elements game notifications	UI Theme Alerts	Animated UI	Customizable 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	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				
1 Player with character switch	2 Players in LAN	4 Players in LAN	Online support	Splitscreen support
Levels				
Test-Level	First Level static level boss enemy	Level adjusted to players in difficulty	Multiple different Levels	Randomly generated level

1.6 Development Schedule

