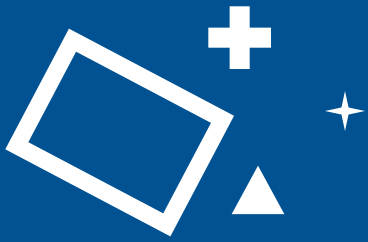


Team:
Jakub Cichor
Angela Denninger
Martin Frank
Martin Horrer
Kevin Sawischa

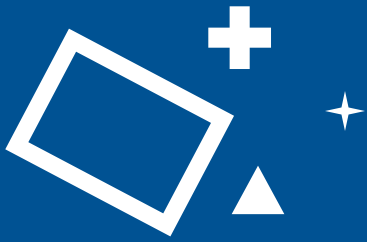




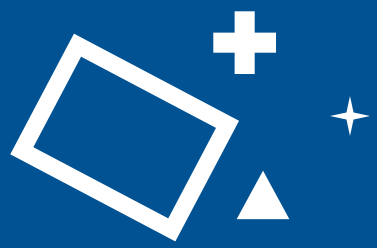
General Idea



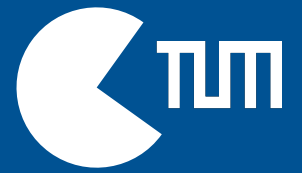
- Riddle/Action-adventure
- Players have to work together to advance
- Focus on interaction with environment
- Levels are adjusted based on the number of players
- Strong enemies at the end of a level (boss fight)

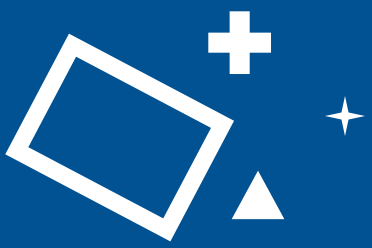


- On a planet far far away ...
- our characters are stranded and want to leave the planet to get back to earth
- they have to make their way through hostile and unknown environment to arrive at the next village that is probably inhabited by humans
- While making their way through the environment the players have to face different climates and obstacles as well as unknown lifeforms that can only be described as aliens

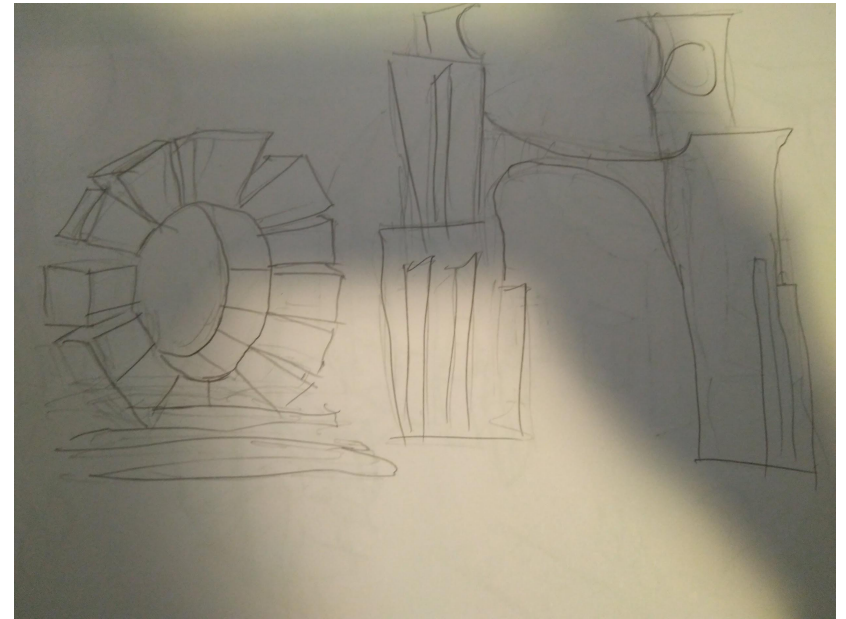
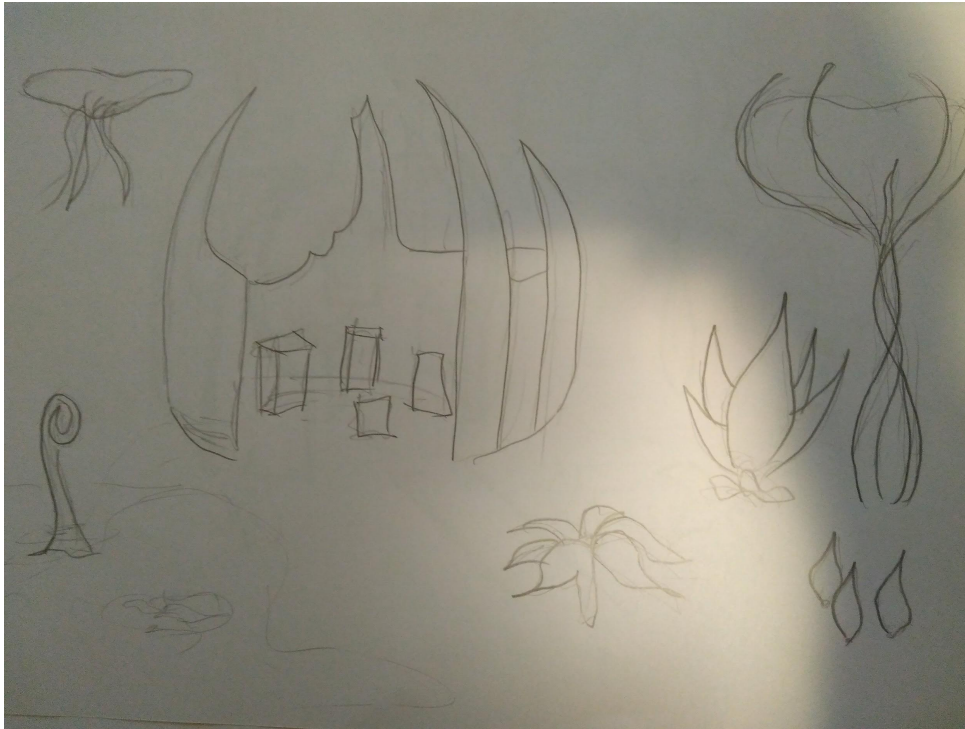


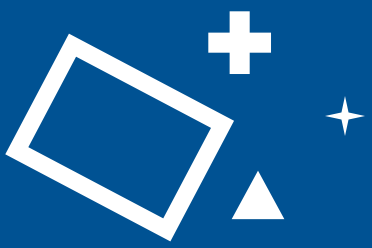
Sketches



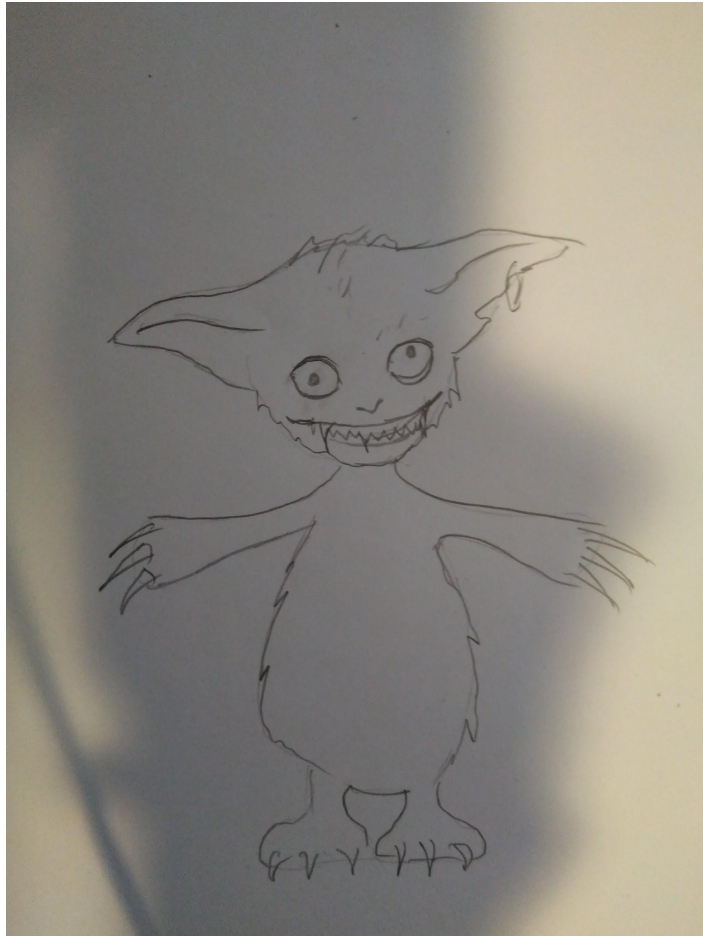


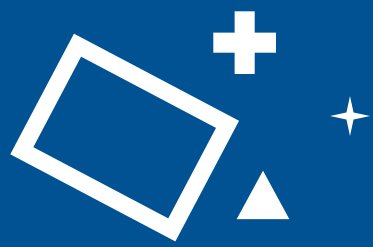
Sketches





Sketches

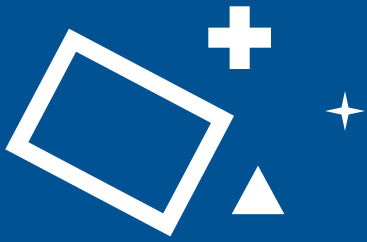




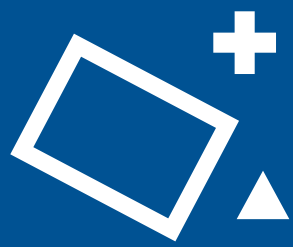
Theme „Together“



- Gameplay designed around the idea of teamwork
- Experience the feeling of overcoming big, strong and dangerous enemies by working as a team
- Riddles set in the environment are mostly solved together by well-timed interaction
- Difficulty should be designed so that it is only possible for hardcore players to manage to survive on their own



- Efficient and reliable networking performance
 - host in a local network
 - host online
- various different interactions with the game environment
 - solving puzzles with environmental objects
 - solving puzzles has effects on environment
 - elements have different effects on objects
 - environmental interactions climate / natural disasters



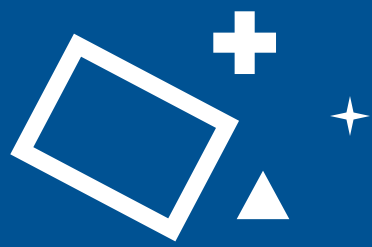
★ The core element (Bullseye)



**BIG
IDEA
BULLSEYE**

**Teamwork-based coop game
with individual abilities**

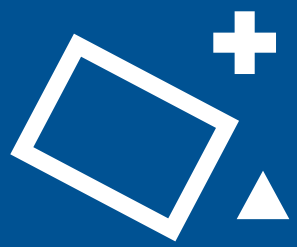
**Good network
Environment interaction**



Development Schedule



<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



★ Thank you for your attention !



**Not Magicka.
Not a fantasy game.
Not a cooperative game.
Not a puzzle game.
Not a game.**