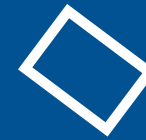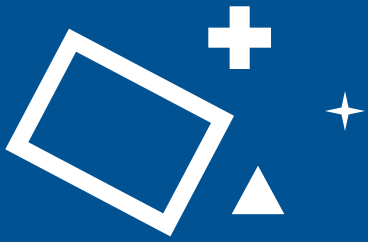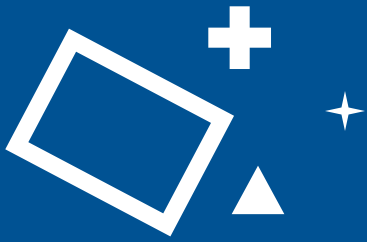# Riddilikus

Prototype

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 each level

- More focus on the puzzles and interaction with elements
  - Less actual enemies
  - environment as "enemy"
- Cut Single Player mode & Focus on Multiplayer
  - two-player mode first off
  - each player has one element at first, gets a second later
  - switch between elements
- Too vague (story, gameplay)
  - More detailed scenario with the prototype
 - story was revised
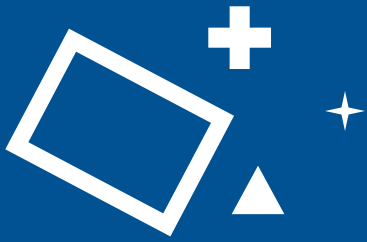
Prototype

- Two different kinds of paper models
  - Two Puzzle Paper Prototypes
  - One Bossfight Paper Prototype
- Use a chessboard as playing field
- Turn-based interaction → Further from actual gameplay, but focus on game mechanics
- Show exemplary scenarios of environment interaction with elements
- players support players
- Every player has different abilities
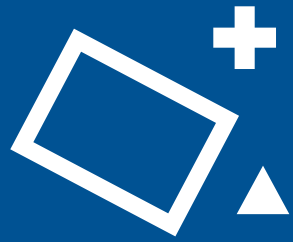
- Experience
  - It was fun!
  - Exploration
  - Rules had to be grasped first
  - Playtesting iterations and tweaking variables

- Design Revisions
  - Interesting puzzles
  - More challenging boss fight
  - Elements should be used to support each other
  - More variety in elemental powers
  - Checkpoints
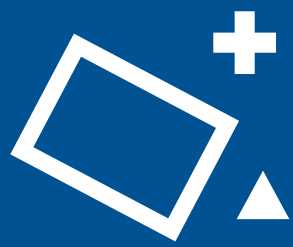
Feuer (2 Leben)

Eis (2 Leben)

Holzblock (10 Leben)

Steinblock

Loch

Druckplatten

Tor

Fluss

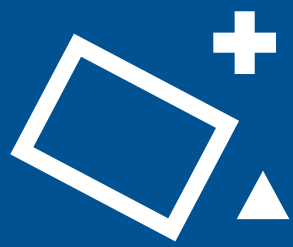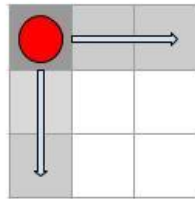Morsche Holzbrücke (1 Leben)

Kleine Eiskugel (hält 5 Runden)

Ziel

Feuer:
- 1 Schaden Zielobjekt + 1 Schaden auf Umkreis
- Holzobjekte fangen Feuer (alle 1 Runden 1 Schaden)
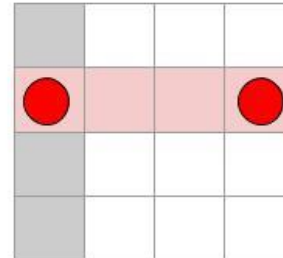- Kleine Feuerkugeln erschaffen (werfbar)

Eis:
- 1 Schaden lebendes Zielobjekt + 1 Schaden auf Umkreis
- Objekte sind für 5 Runden eingefroren
- Kleine Eiskugel erschaffen (stellbar, werfbar)
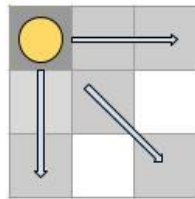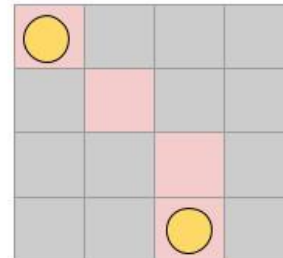- Feuer ausmachen

Player Movement
(Limited by one direction)

Each player can move and use an element's ability every round.

Boss Movement
(Limited by dice roll)

The boss just moves and eliminates players on the way - doesn't stop after one kill.

Elements

🔴 Attack: Shoot fireball

⚫ Support: Protect teammate / yourself
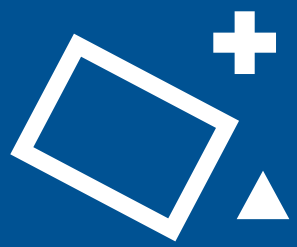
🟡 Attack: Slow boss (by half of dice roll)

🟢 Support: Teammate / You can go diagonally this round

Elements can be shot **horizontally, vertically, diagonally** (has to be in line with enemy for attack / teammate for support)

Weakness stones have to be **eliminated by specific element**. The element's **main power cannot be used in that round**, because it was already used for the stone.

Enjoy the rest of the week !