Caviators

A game by Arbitrary Team Name Productions
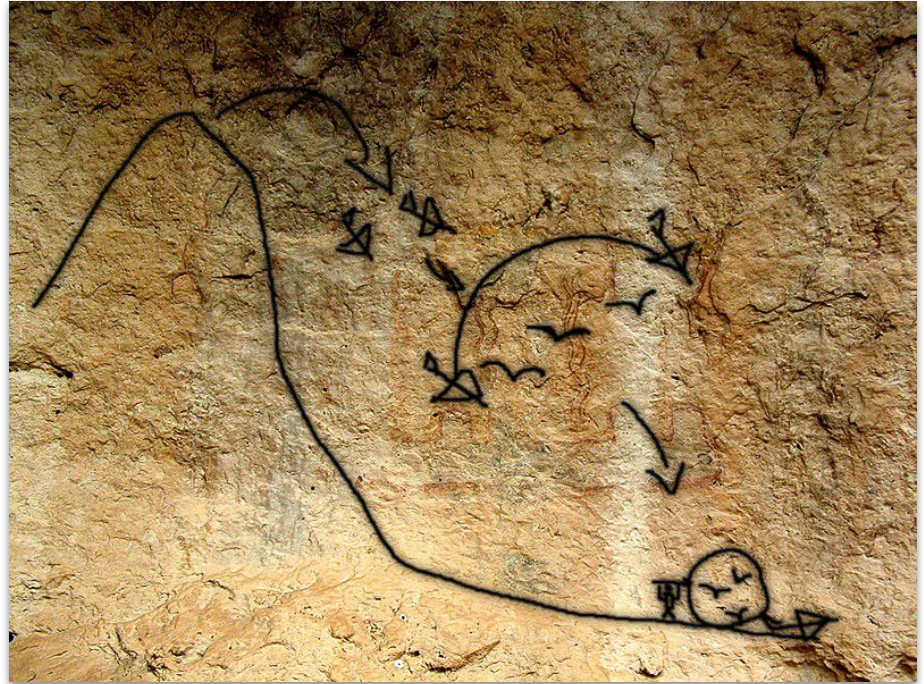
Daniel Hook, Domenik Popfinger, Tim Türk, Markus Webel

From stone to paper

Game Idea Recap

- Flying Cavemen

- Birds to catch

- ????

- Profit (actually more birds)

  → **Upgrades**

Feedback Changes

- Selectable **color-schemes** (like Luftrausers or Downwell) to keep artstyle fresh and colorful enough not to be depressing

- Add **statistics** (height, distance, etc)

- People really like obstacles

- Think about **mobile version** (at least not ruin the possibility)

Struggle with Paper Prototype

- Had to invent paper first

- How to simulate a **physics-based game** without a simulation?

- How do we represent the **core mechanics** of our game, which are based on
  - perception of speed
  - quick reactions
  - intuitive decisions instead of careful planning

The Prototype

Two person approach with one player and one "computer":

- The **player** controls both cavemen
  - turn-based
  - can only rotate the characters

- The **"computer"** handles the simulation
  - moves all NPCs
  - simulates the net
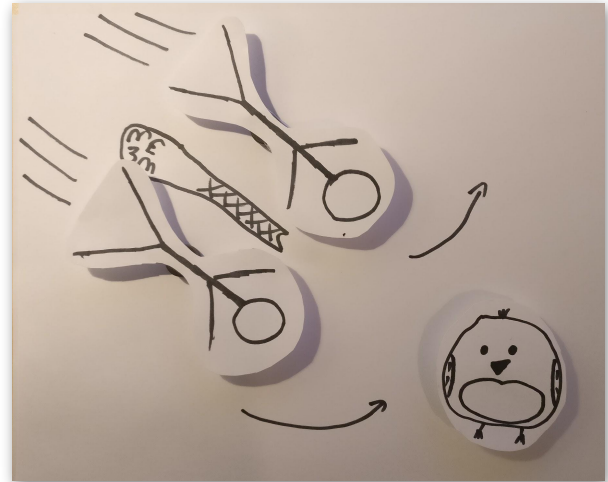 - updates player positions in response to the input → this **influences the net**

The Prototype

We implemented **two scenarios**

1. Catching **normal birds**

2. Challenging the **fat bird**

What have we learned?

- Focus on **fun interactions** instead of more realistic physics

- Implement **catapulting** of knocked out birds

- Use **layered collision** handling to avoid player-player and player-net collisions

- Paper prototypes are more suitable for decision-based games with a much **slower pace**

Live Demo!

Dieser Pfeil deutet an, dass ihr nicht mehr hier hin schauen sollt, sondern wo anders hin. Dies soll nicht zwingend dazu verleiten aus dem Fenster zu sehen. Team Arbitrary Team Name Inc empfiehlt die Augen auf unseren Prototypen zu richten.