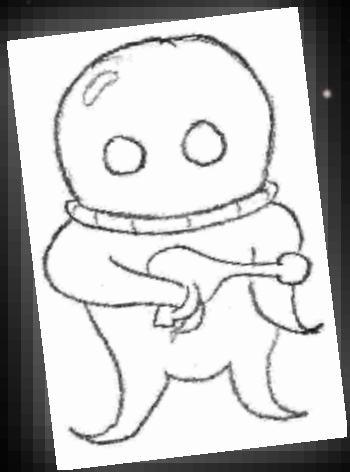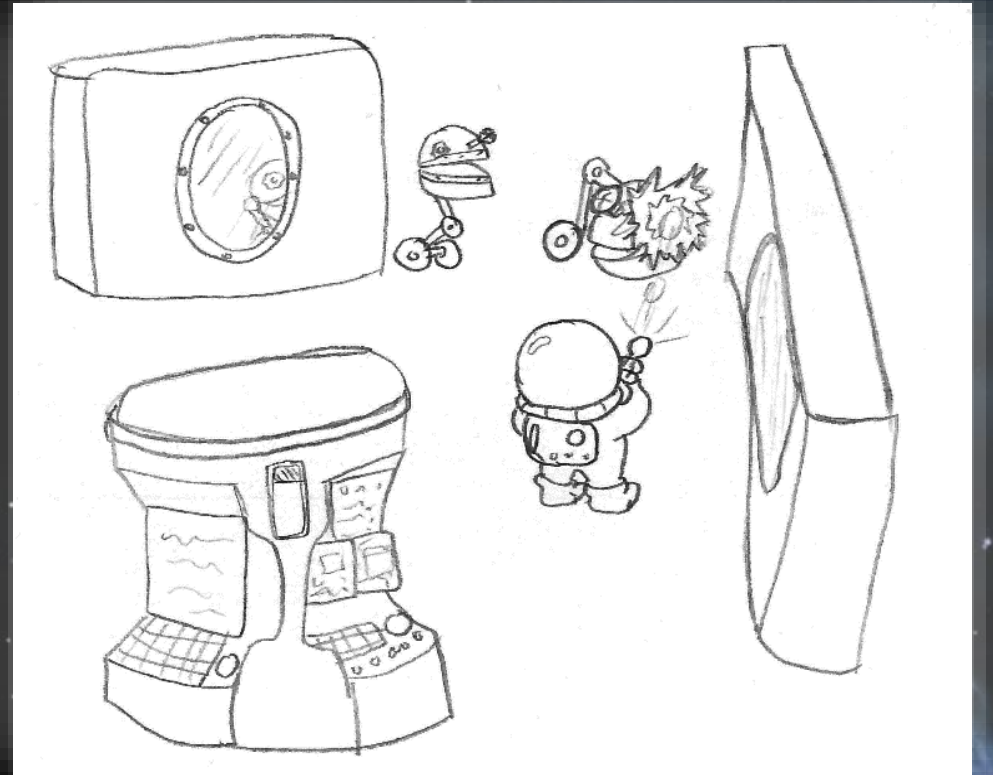# A Tiny Crisis in Space

Computer Games Laboratory Winter Term 2017/18

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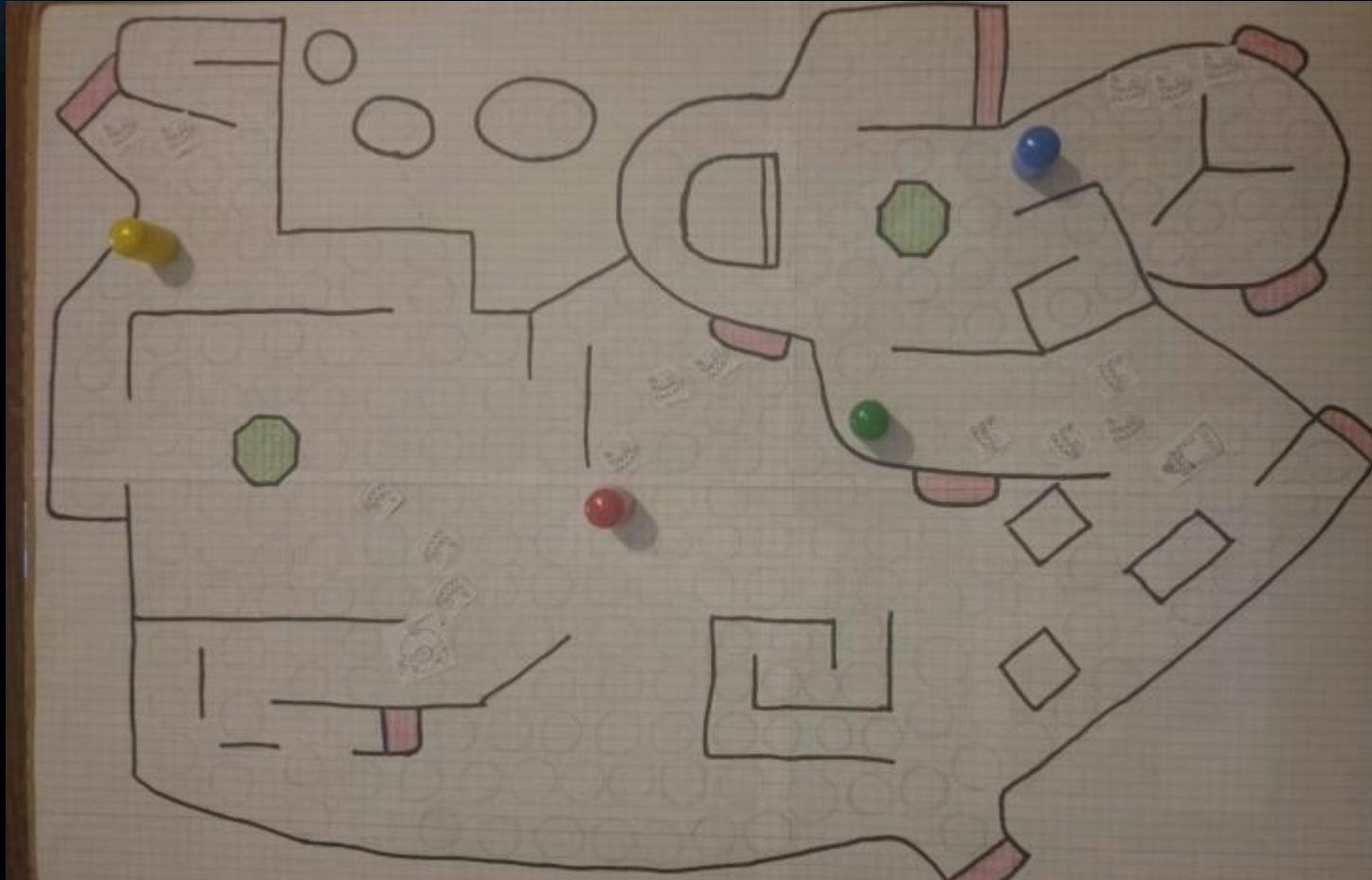
Short Recap

- Setting: Alien astronauts vs. Robots

- Co-op Third-person shooter

- Four players defend their bases against enemies

- Features a special merge-mechanic

Design Goals

- Merging with other Players

- Enemies with different strengths and weaknesses

- Map design

→ Investigate Meta-gameplay

Paper Prototype

- Red: Spawnpoints

- Green: Bases

- Figures: Players

Rules – General

- Turn-Based: Player Phase -> Enemy Phase -> Player Phase and so on

- Bases have 3 Hitpoints

- Players have 1 Hitpoint

- Players can be revived by another player

- Survive 20 rounds = Win

- All players dead or a base is destroyed = Lose
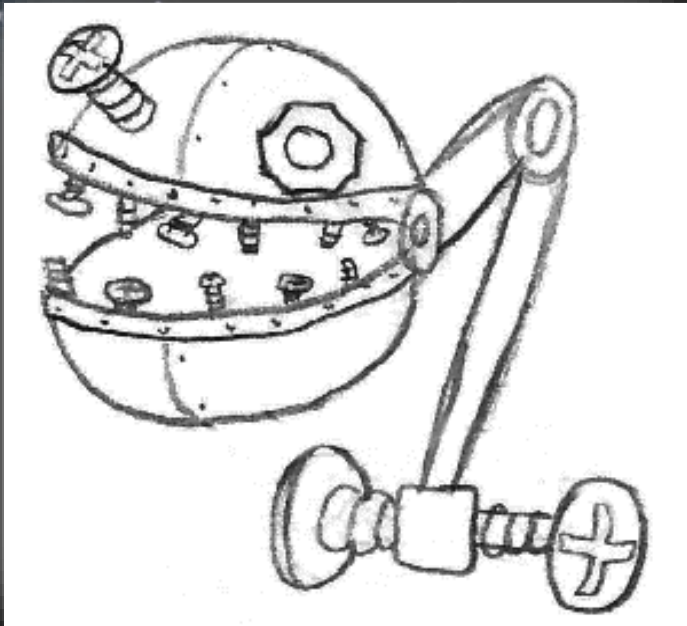
Rules – Player Actions

- <u>Attack</u>: Shoot within sight of 5 fields or less and optionally move 1 field

- <u>Run</u>: Move 4 fields or less, can jump down ledges

- <u>Merge</u>: 2 Players are next to each other and agree to merge (players may perform another action afterwards)

- <u>Revive</u>: Revive a knocked out player, revived player may still perform an action
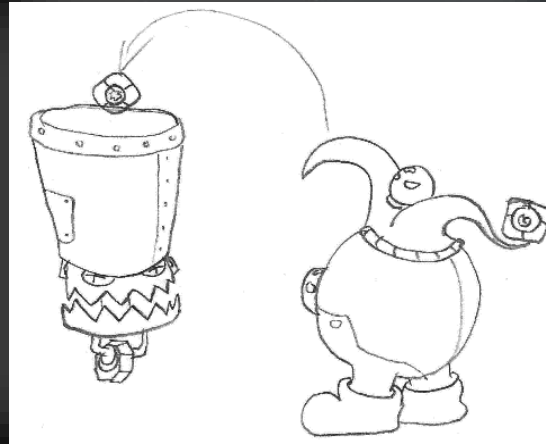
Rules – Merged Player Actions

- One player can move and one player can shoot

- <u>Attack</u>: Throw a grenade 2-3 fields away, instantly destroys robots in surrounding fields, some enemies can only be destroyed with this
- <u>Move</u>: 2 fields
- <u>Demerge</u>: Players may perform Attack or Move before demerging, but not after it
- <u>Revive</u>: same as above but only one action is spent
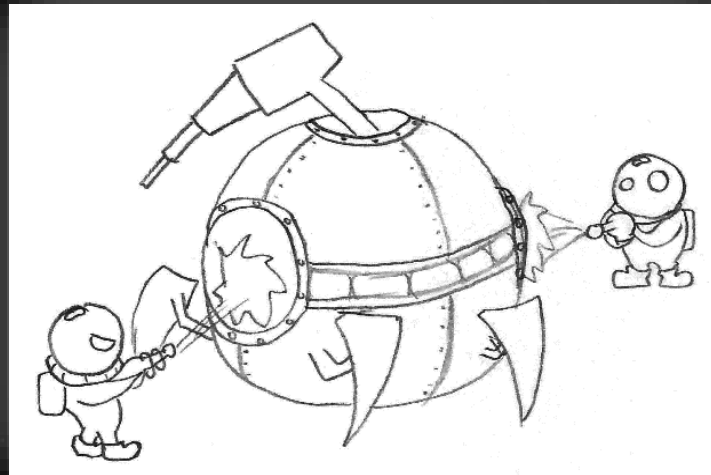
Enemies & Waves

Robucket Enemy:
- Requires grenades from merged form to defeat
- Move 2 fields OR
- Fire missile within 3-field range which explodes next round and does 2 damage

Orbot Enemy
- Requires two seperate players on either side to defeat
- Move 2 fields OR
- Charges laser in a 6-field line with 2 damage

Basic Enemy
- 1 HP
- Move 2 fields OR
- Move 1 field and attack (1 damage)
- Moves predictably

Observations

- Tactical planning is fun

- The players have to coordinate their strategy to win

- Players tend to merge and demerge often

- Enemy waves need to be tweaked

- Map design conclusions
  - Enemy spawner too close to bases
  - Player shortcuts need to be added
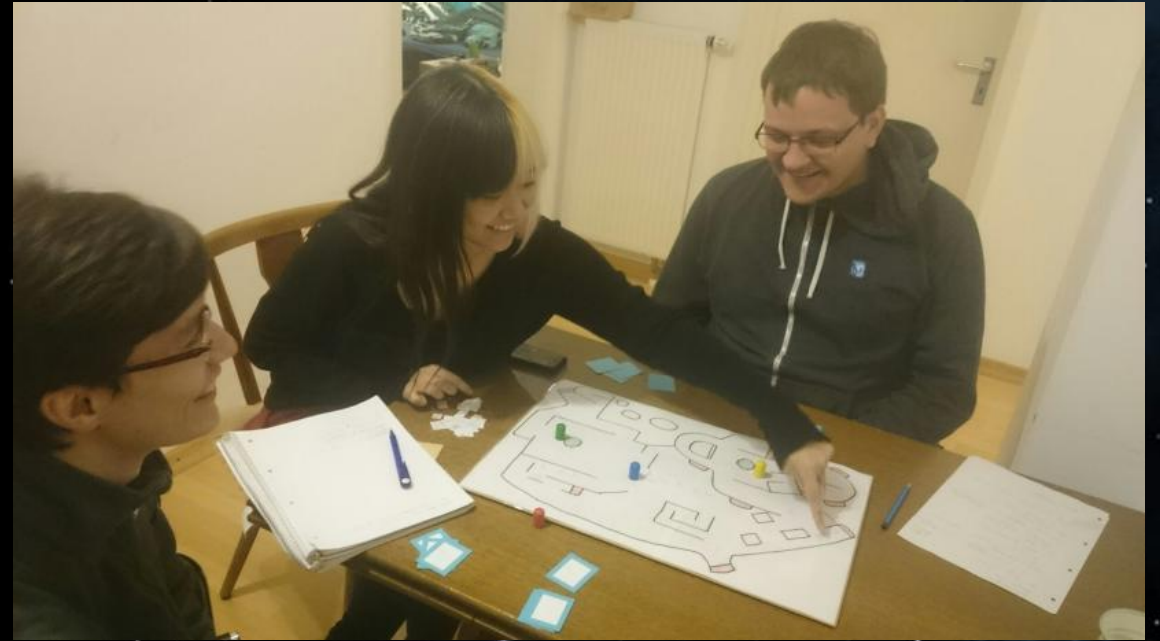
Shortcomings of the prototype

- Player have a complete overview of the map. This is not the case in the final game

- Players have perfect aim

- Game is turn-based, therefore the pressure isn't as pronounced as it will be in the final game

- Moment-to-Moment gameplay isn't captured

Thank you for listening