

# Paper Prototype: Hikari no To

Computer Games Laboratory 2017/2018

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15.11.2017

# A Brief Review

## Co-Op Dungeon Crawler with a Dungeon Master

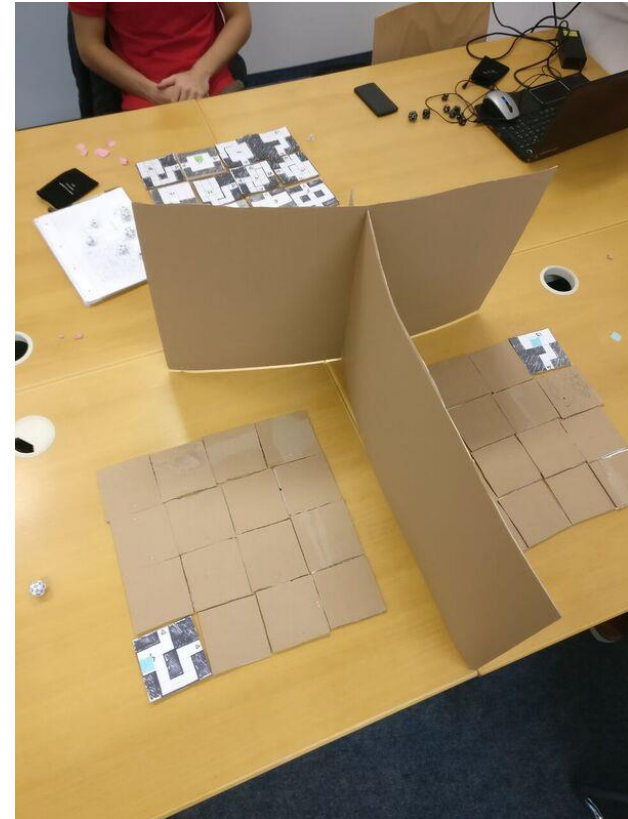
- **Crawlers**
  - Explore
  - Plunder
  - Fight
- **Dungeon Master**
  - VR
  - Guide
  - Support
- **Mechanics**
  - Find each other
  - Work together
  - Reach end-goal



# Paper Prototype

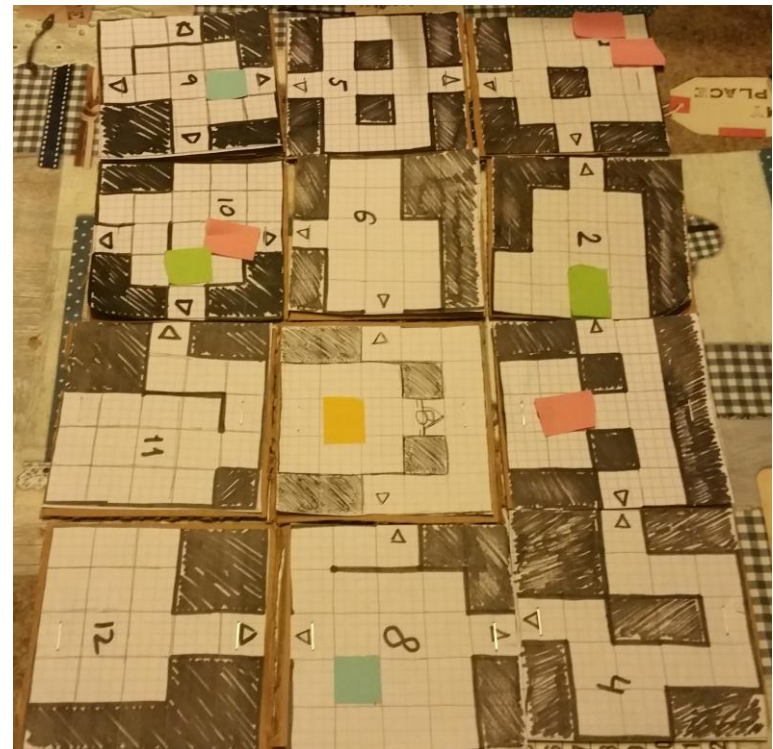
# Prototyping – Basic Setup

- Map divided into a grid of **4x4 modules**
- Each module is subdivided by a **5x5 tile-grid**
- Players have their **own copy** of the map
- All maps are in the **same orientation**
- **T-Shaped divider** separates players



# Prototyping – Entities I

- Entities represented by coloured post-its
  - Players
  - Loot
  - Enemies
  - Boss



# Prototyping – Entities II

- **Enemies**
  - 5 HP
  - 2 tiles per turn
  - 1 damage
- **Boss**
  - 20 HP
  - 3 tiles per turn
  - 2 damage

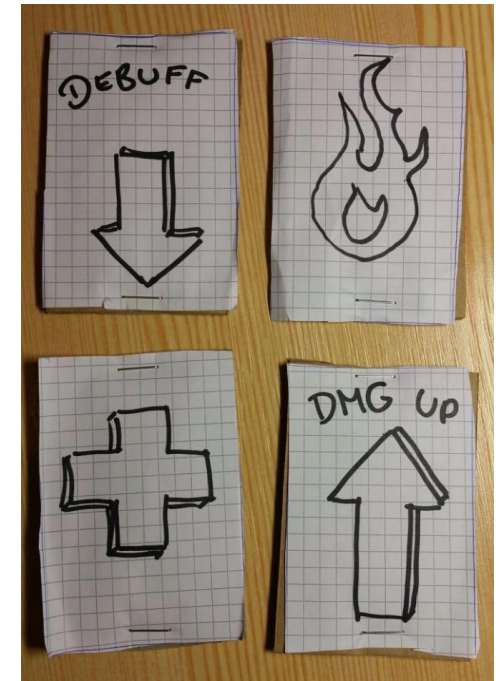
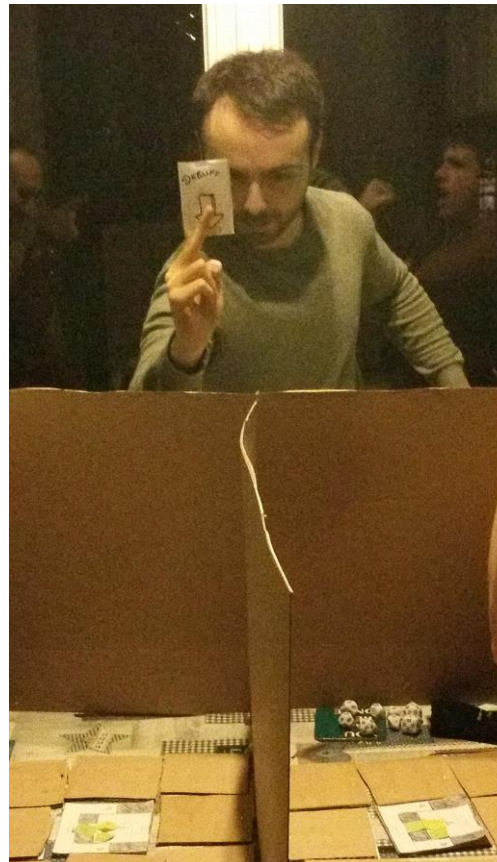
# Prototyping – Entities III

- **Players**
  - 10 HP
  - 3 tiles per turn
  - Damage based on D6
- **Loot**
  - Roll D4
  - Master gets corresponding ability



# Prototyping – Master I

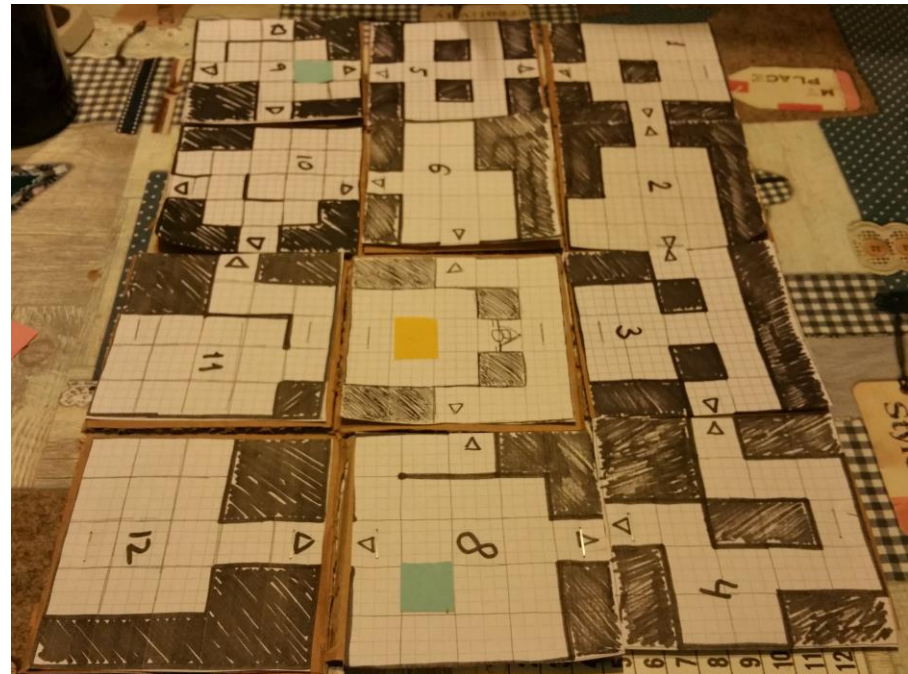
- One action per turn
  - Gesture to **one** player
  - Use an ability
  
- Four abilities
  1. Fireball 🔥
  2. Heal +
  3. Buff ↑
  4. Debuff ↓





# Prototyping – Master II

- Restrictions to represent **multitasking constraints**
- Can see entire map including
  - **Players**
  - **Boss**
  - **Loot**
  - **Enemies** on player modules



# Prototyping – Crawlers

- Only current module is flipped up
  - All others flipper over
  - Moving to edge of a module reveals next module
- Two actions per turn
  - Move
  - Attack
- Objectives Revisited
  - Explore map
  - Avoid enemies
  - Defeat boss



# Prototyping – End Conditions

**WIN**

➤ Boss is killed

**LOSE**

➤ Both Crawlers die

# To the Prototype!

# Prototyping – Results I

## The Happenings

- Master helped crawlers avoid enemies
- Crawlers listened for the most part
- Enemy positions were reported to master
- Crawlers were brought together
- Boss defeated



# Prototyping – Results II

## The Fun

- Surprises around corners
- Teamwork leading to victory
- Crawlers acting out of line occasionally

## The Boredom

- Master skipping turns (Turn-based pace too slow)
- Combat too easy (Balancing in later stages)



# Q&A