

# Game Pitch: **Hikari no tō**

**Computer Games Laboratory 2017/2018**

## Team **Pick One**:

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We decided on a...

# Cooperative Dungeon Crawler

- *Diablo*-like gameplay for crawlers: **run, collect loot, fight enemies**
- Crawlers have unique abilities and **need to cooperate** to make their way through procedurally-generated levels
- Rogue-like elements to make game shorter, **lively and replayable**

# Novel feature: Dungeon Master

- **Godlike entity in VR**
- unique set of abilities and different gameplay.
- Sees the entire level from a giant's perspective and guides the players.

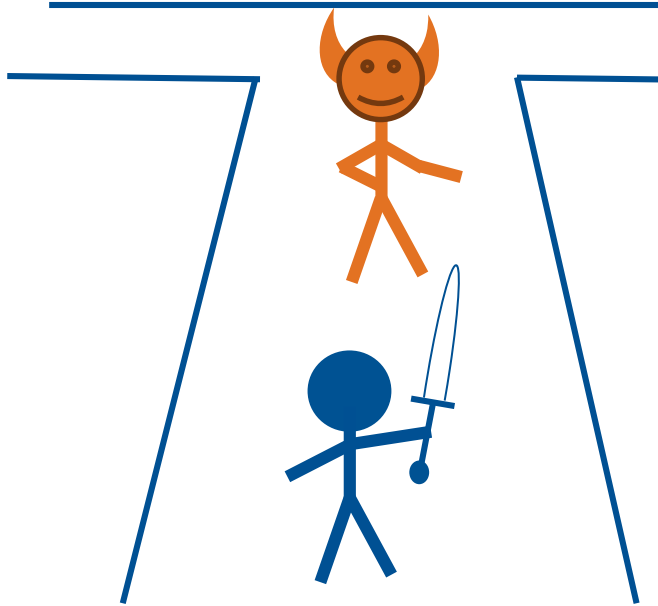


[redbubble.net](https://www.redbubble.net)

# Mockup



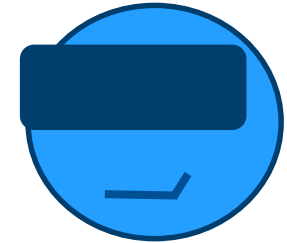
# Crawler's gameplay – *Diablo/Orcs must die*

- Character on the ground
  - Run through the level, kill monsters, gather loot
  - Only sees immediate surroundings
  - Can die, but are the only entities able to complete a dungeon
  - Different classes have different abilities
- 
- The diagram illustrates a crawler character in a dungeon. A blue stick figure character is positioned on the ground, holding a sword. Above it, an orange stick figure character with horns is hanging from a horizontal line, representing a monster or enemy. The scene is framed by blue lines representing the walls and ceiling of a dungeon.
- Need to effectively communicate with the master to reach their goals
  - Have a limited skillset confined to their immediate surroundings, cannot spot distant traps, cannot alter the dungeon

# Mockup



# Master's gameplay – *Dungeon Keeper*



- **VR player**, overlooks dungeon from above, can lean in to focus on areas of interest
  - **Guides the crawlers**, helps them survive and find each other
  - **unique set of abilities** that allows them to alter the dungeon structure, buff the crawlers, debuff/damage enemies
  - **shares information**, needs to warn crawlers about danger, show them way through the level
  - **limited**, but rechargeable **resources**
- > ***challenging micromanagement!***



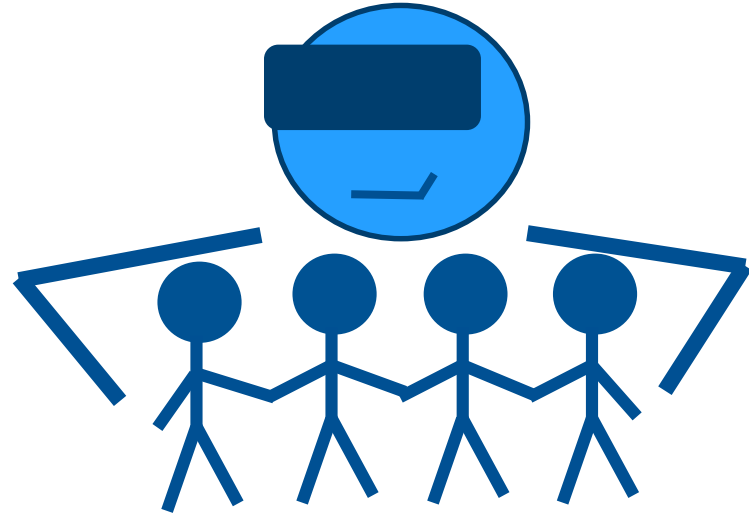
# Mockup





# Together

Our game is **primarily about cooperation**



- Cooperation between the crawlers
  - Boss battles/tough enemies nigh impossible solo
  - Augment each other's skills
- Cooperation between each crawler and the master
  - Guidance to goal (dungeon not inherently fair to crawler,
  - Support in battle
  - Feedback
- Otherwise high likelihood of failure

# Game setting

We have a dungeon crawler, but to give it a twist we have a modern setting: **Asian metropolis full of neon lights, dungeons are the levels of a shady organization's headquarters**

What's the backstory, the plot?

- Players go up the levels of a **fortified high-rise tower** in order to **rescue their friend** from a rivalling clan,
- who's being kept for their supernatural powers and unable to escape by themselves, so **uses their powers to guide and support the group on their way up**

**Mockup #4 - Tower/Style inspiration**

- Sources:
- Necropolis
  - Oculus Rift Toybox
  - Shanghai Tower
  - Shadowrun Hong Kong
  - NEON



# Inspiration: Downtown

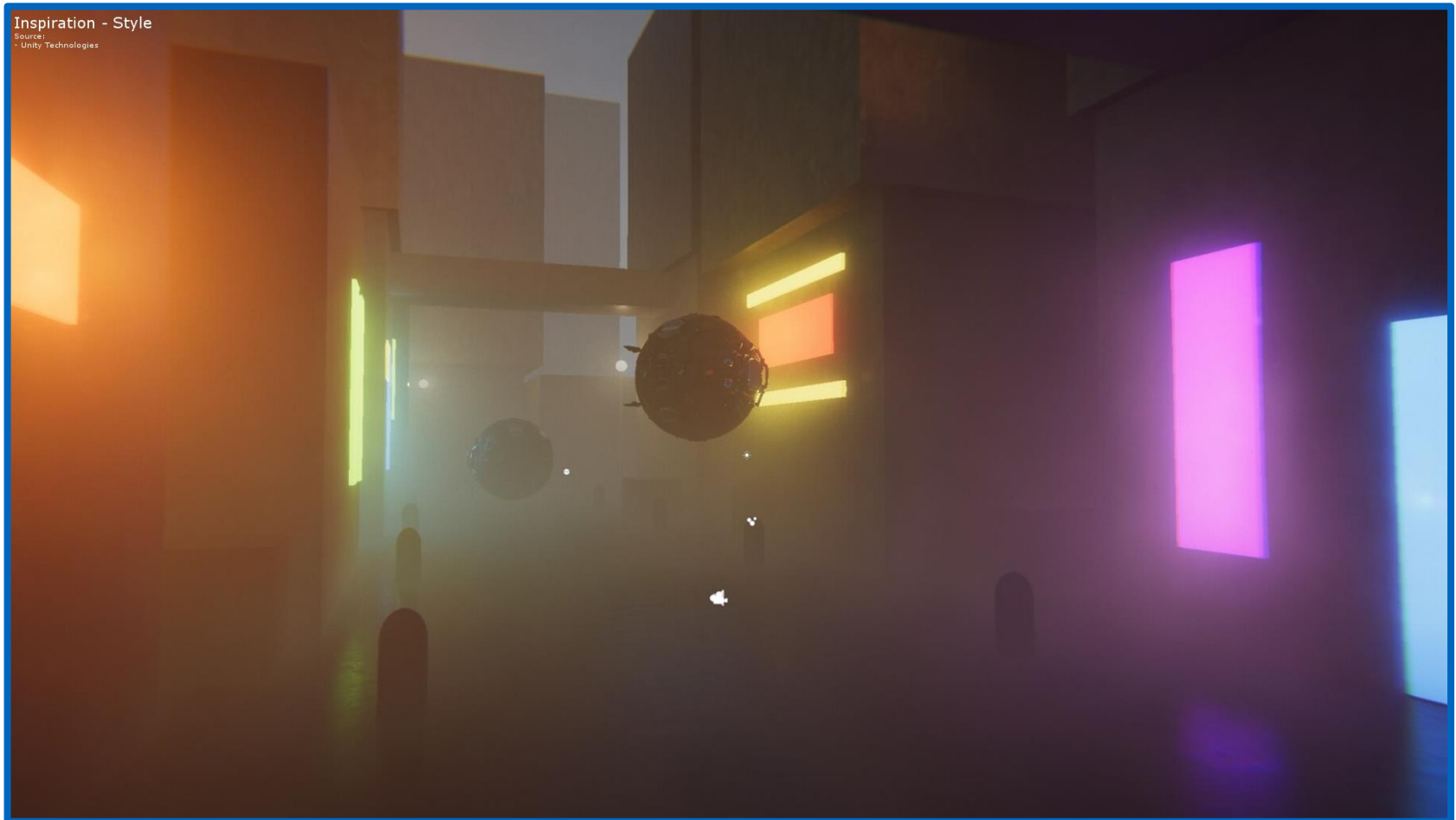




# Inspiration: Neon Lights and Colors



# Inspiration: Simplistic Style





# Technical details

- Crawlers: PC, traditional setup with monitor/mouse/keyboard
- Master: PC, using VR headset and tracked motion controllers
- Game is created in **Unity3D**
- Stable **networking**
- **Procedural generation** for enjoyable levels
- Simplified visuals to lower artistic effort

# Challenges

- Visually **homogenous style**
- **Game balance**
  - promote teamwork, but don't cheaply enforce it
  - Achieve diverse experiences for new playthroughs
- ambitious **technical backbone**
  - networking
  - procedural generation
  - VR hand tracking

