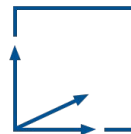


Daruma

Julian Geheeb, Dominik Huber, Janosch Landvogt

23.03.2023

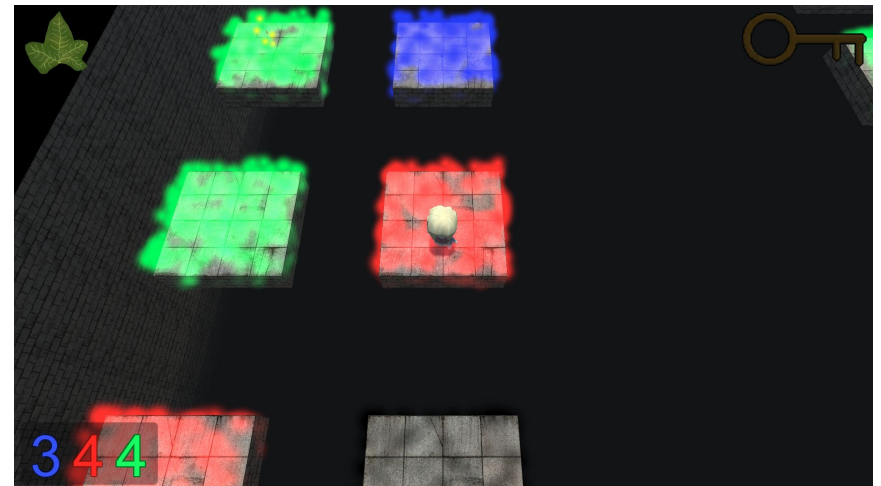
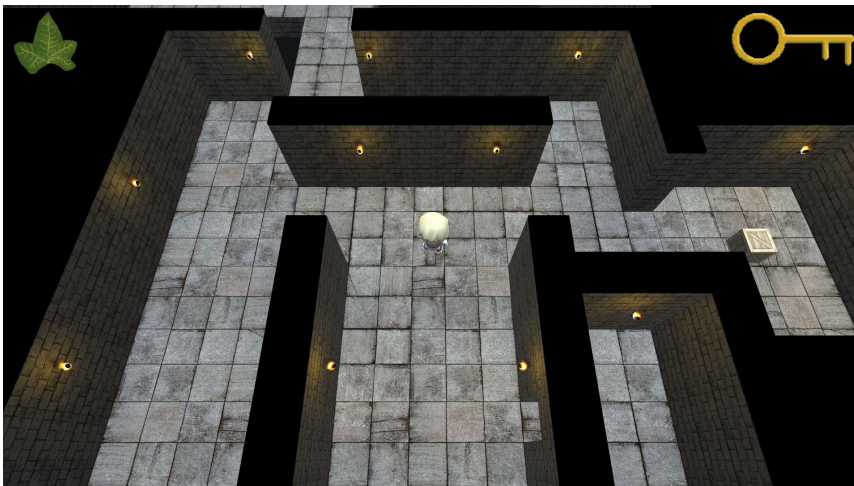


Practical Course - Level Engineering

Advisor: Daniel Dyrda

Supervisor: Prof. Gudrun Klinker

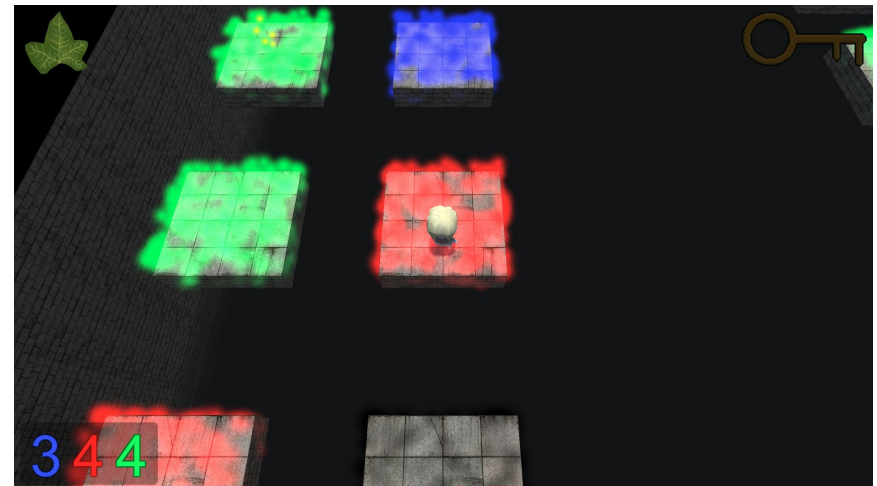
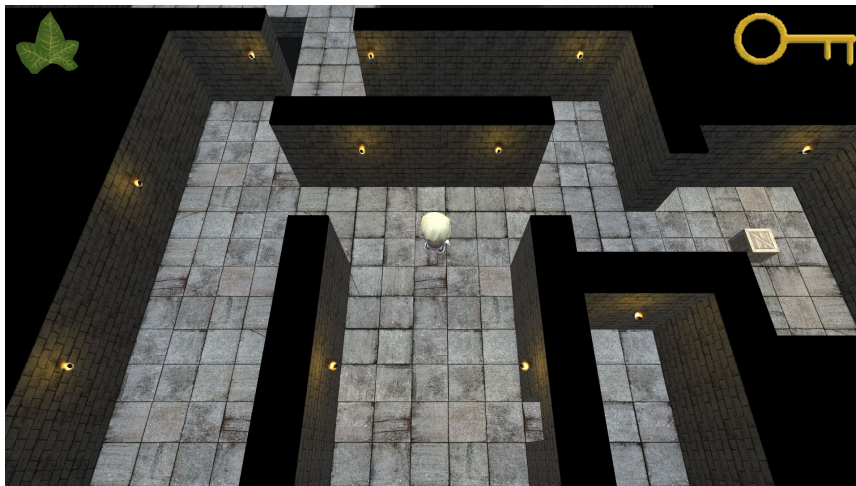
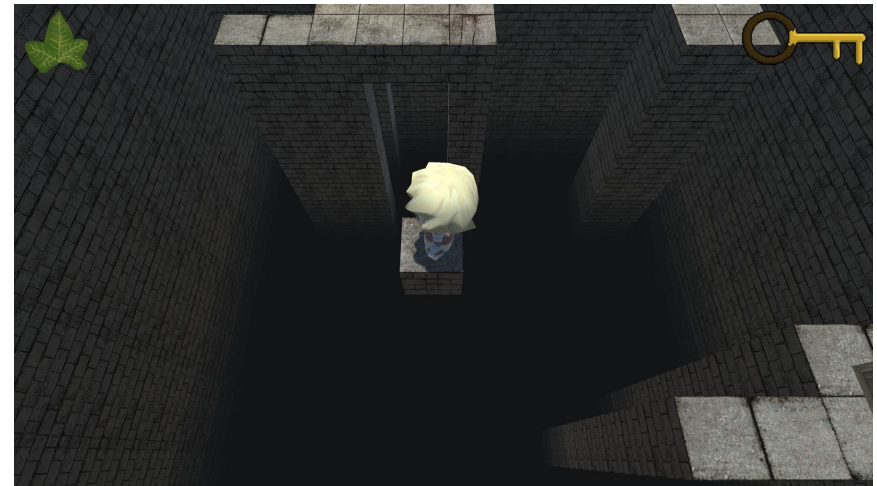
Motivation



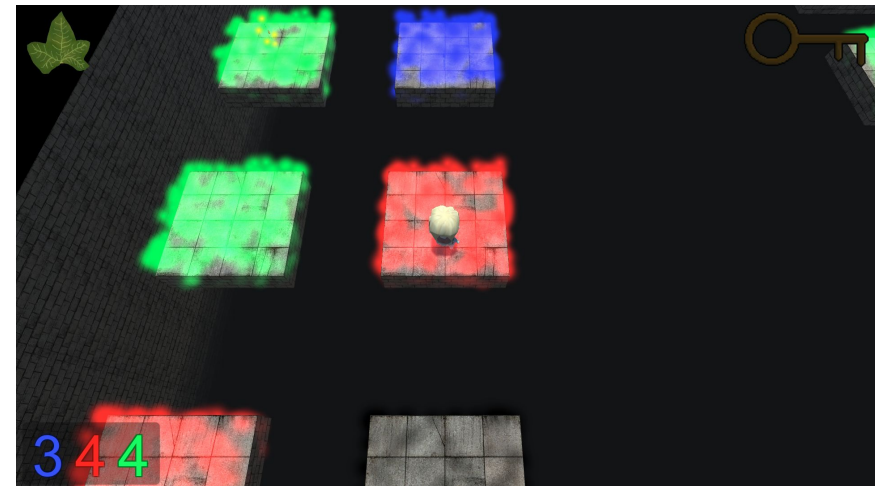
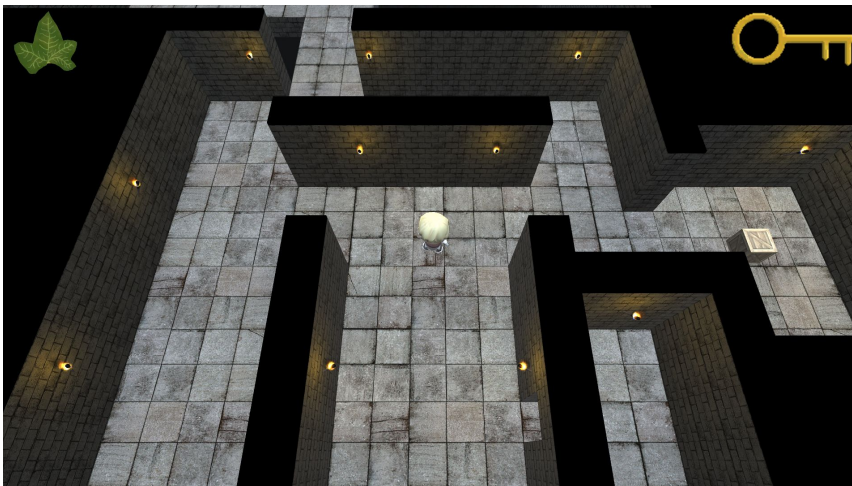
Motivation



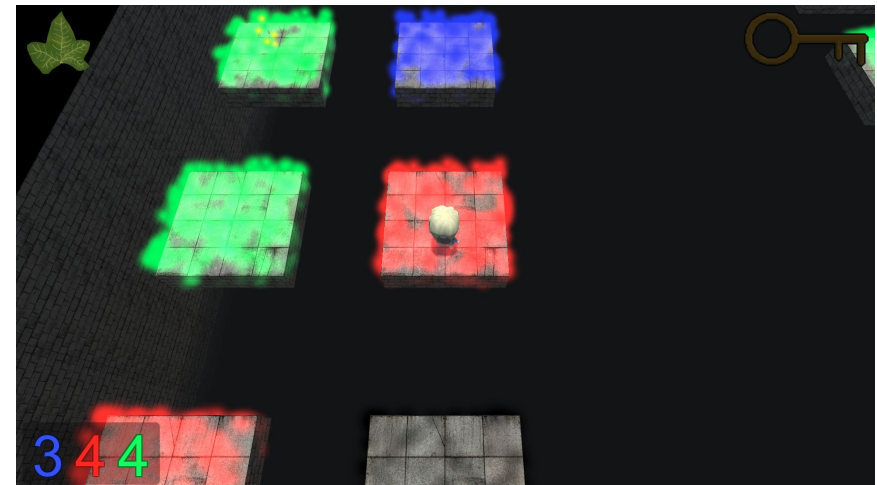
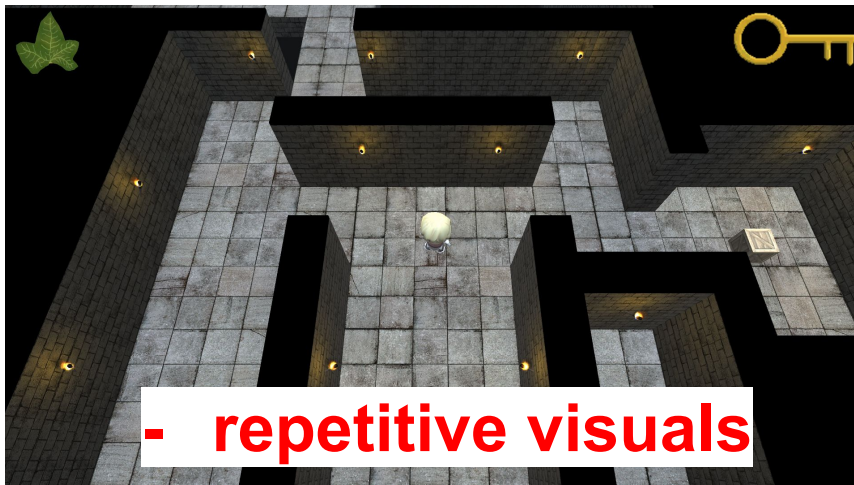
Motivation



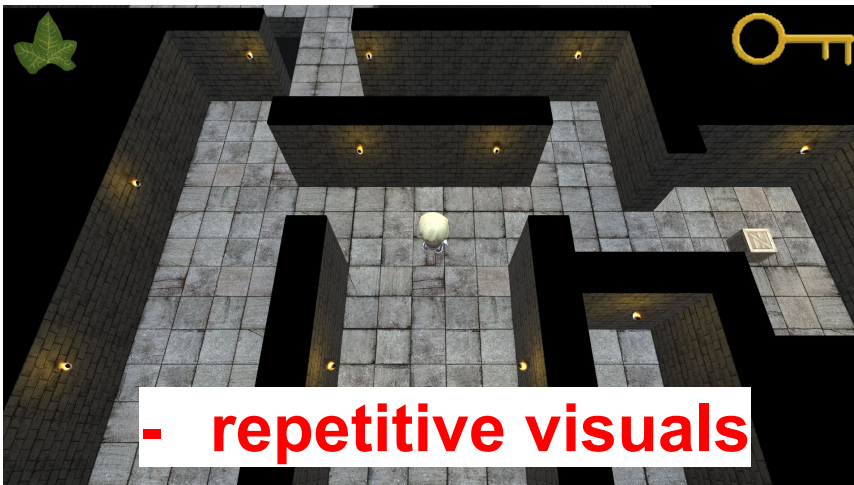
Motivation



Motivation



Motivation

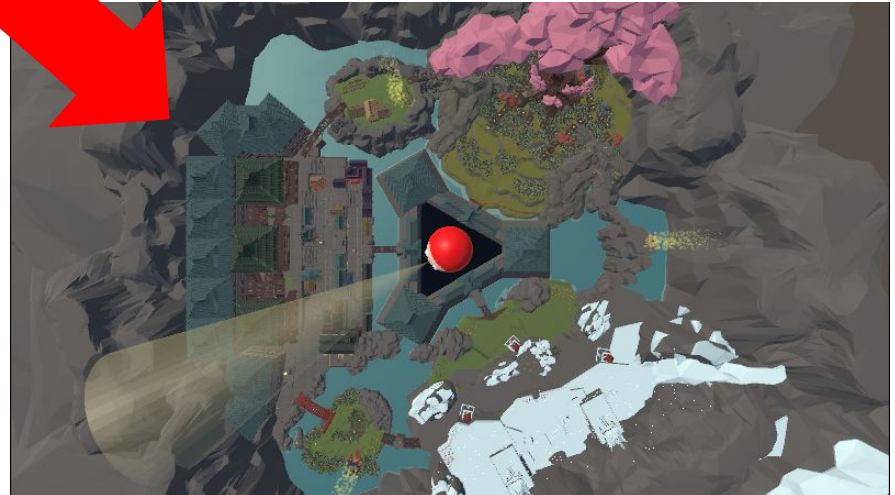


What makes a game great?

- Great Controls
- Interesting Theme & Visual Style
- Excellent Sound & Music
- Captivating Worlds
- Fun Gameplay
- Solid Level Design
- Memorable Characters
- Good Balance of Challenge & Reward
- Entertaining Story
- Something Different

¹<https://www.gamedesigning.org/gaming/great-games/>

Problem Description



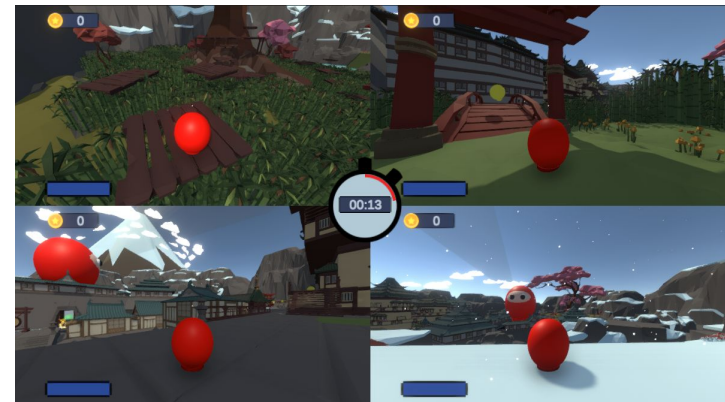
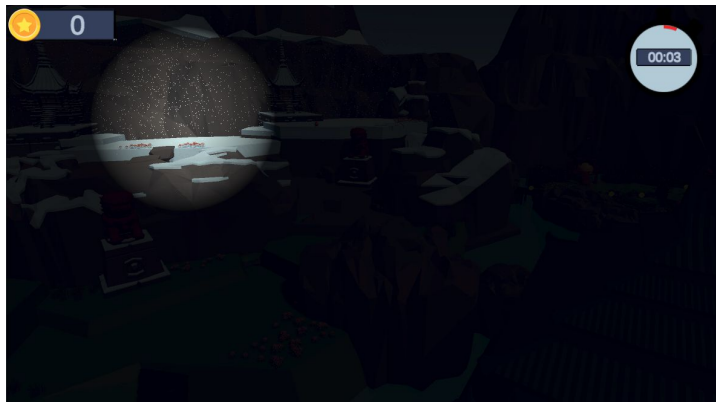
Trailer

- Link to trailer: <https://www.youtube.com/watch?v=FoiD31Vm4bk>
- Link to itch.io: <https://kuroix.itch.io/daruma>



Final Game Concept

- Hide & Seek + Red Light Green Light
- Up to 4 runners + 1 seeker
- Runner: Sneak, gather & steal coins
- Seeker: Find runners, steal coins

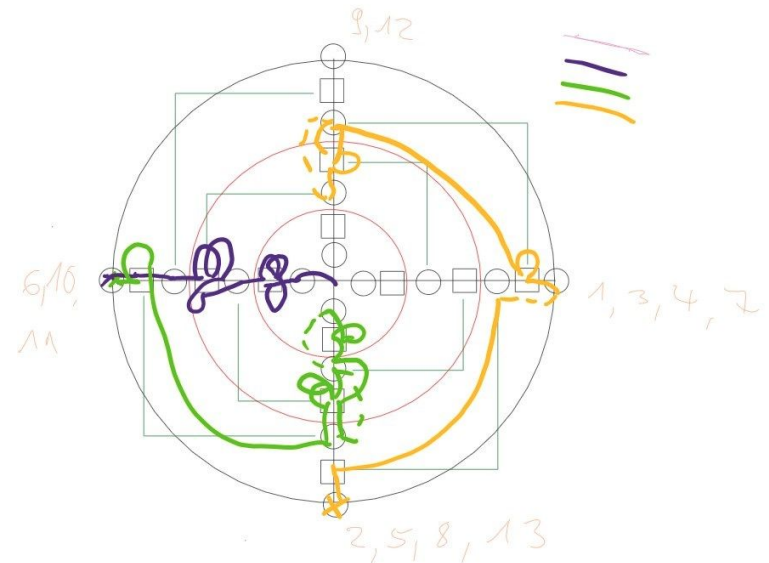


Progress Showreel - Overview

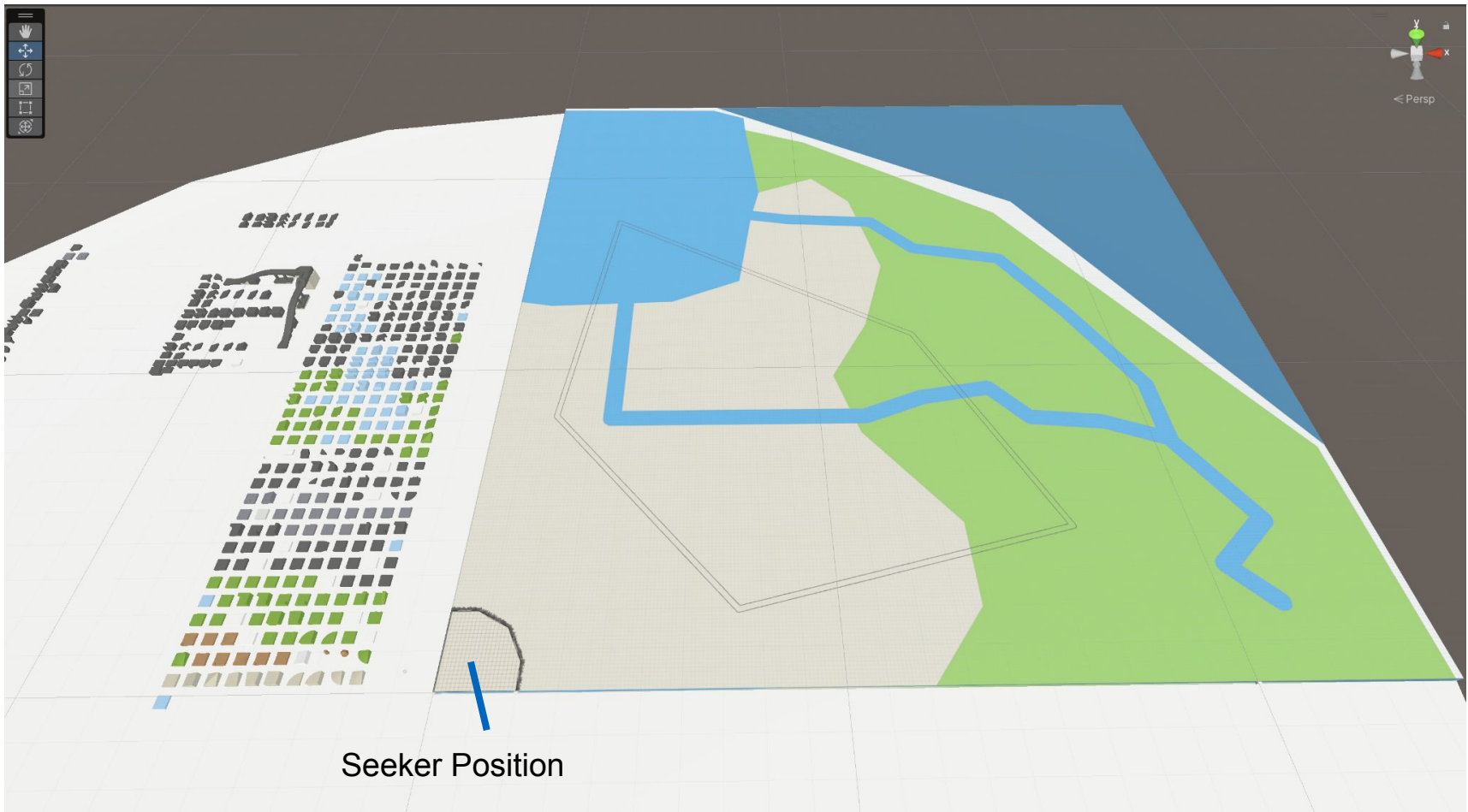
- Paper Prototype
- First Ideas
- First Map
- Problems & Redesign
- Final Iteration

Paper Prototype

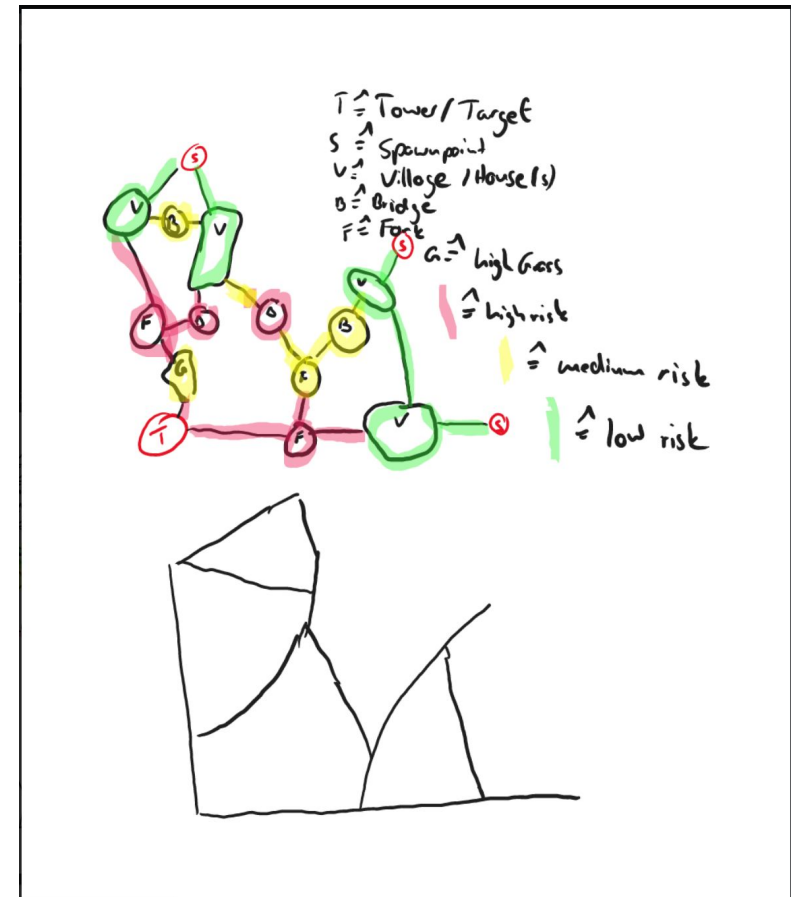
- Round based
- Goal: Reach seeker
- Different routes & shortcuts
- Results:
 - Both roles are fun
 - Both roles seem balanced
 - Still some problems left



First Map Idea

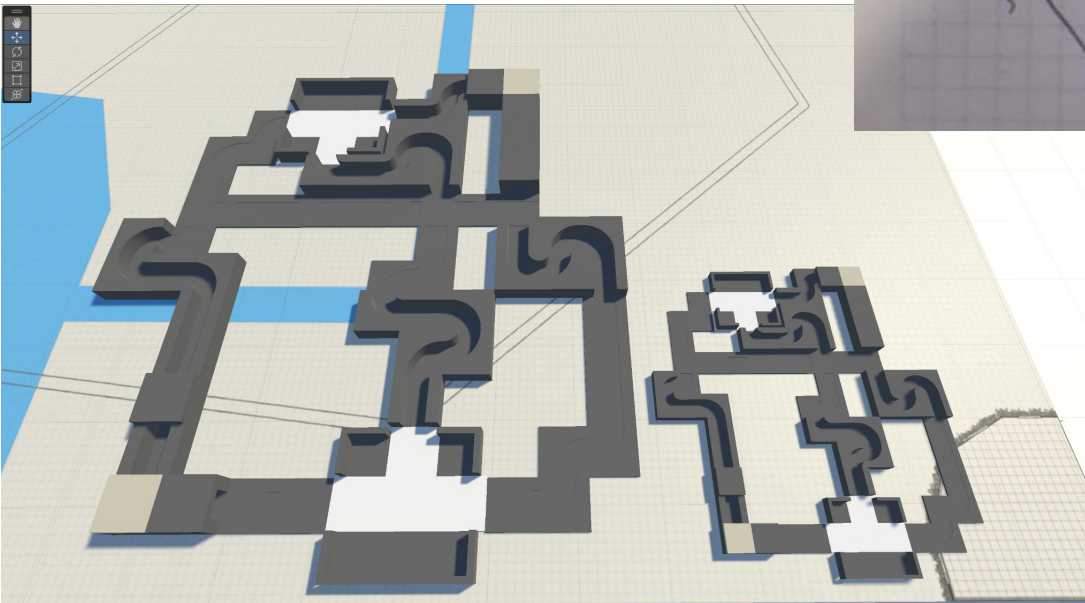
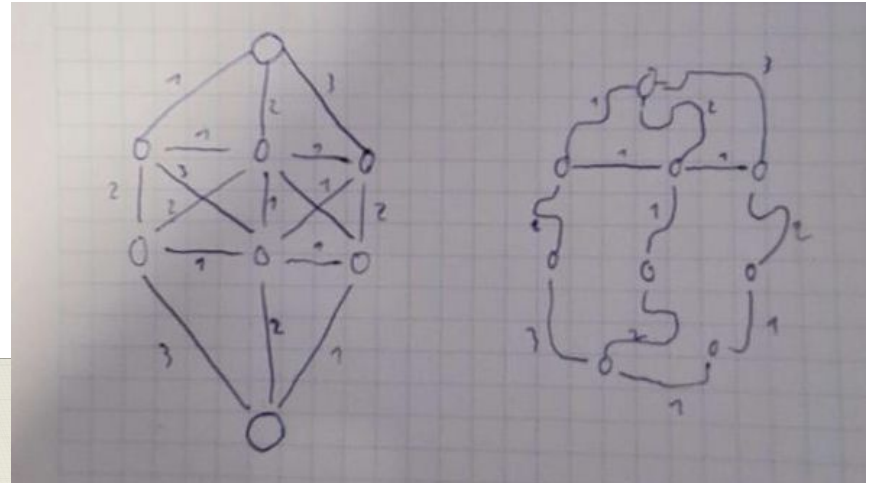


Further Map Ideas



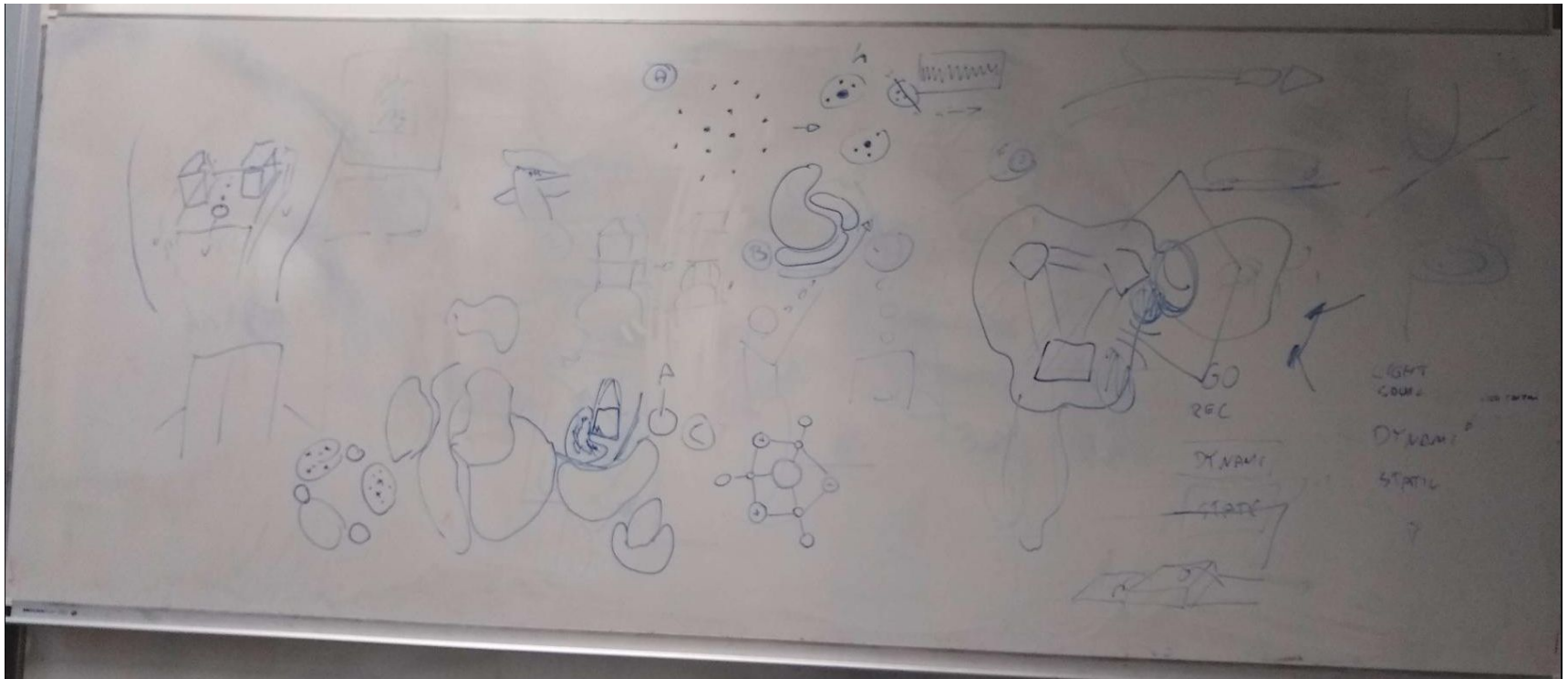
Paths & Timing

- Runners take too long
- Map size too big



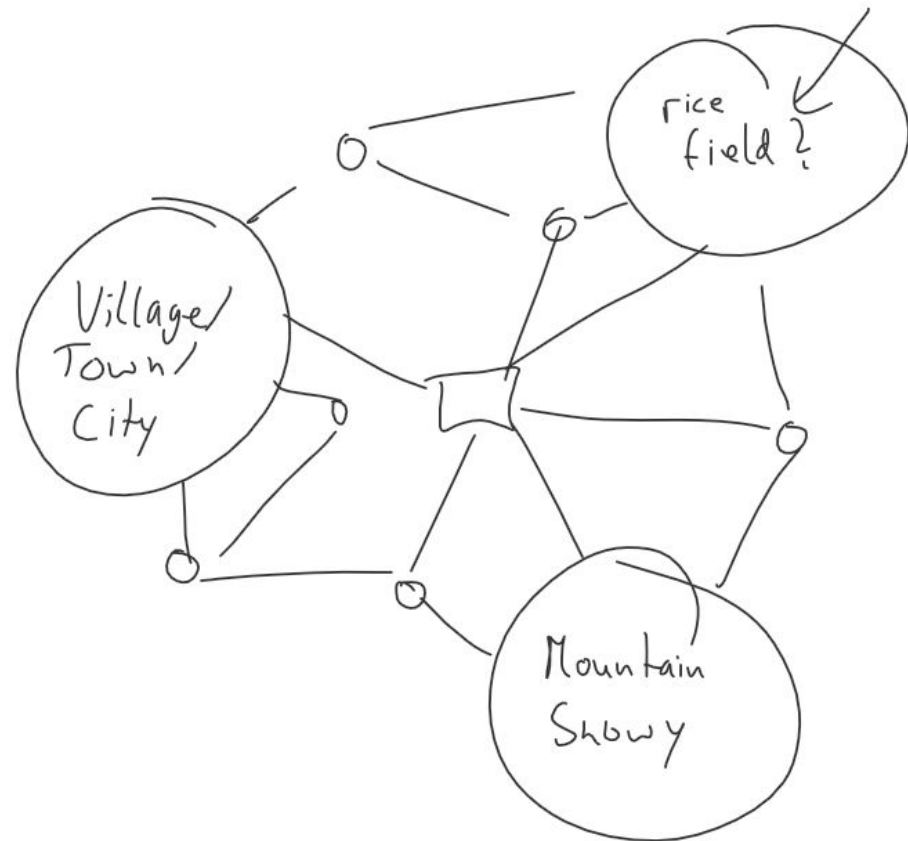
Lots of Redesign

- Seeker must be in the middle
- Map smaller & designed around seeker

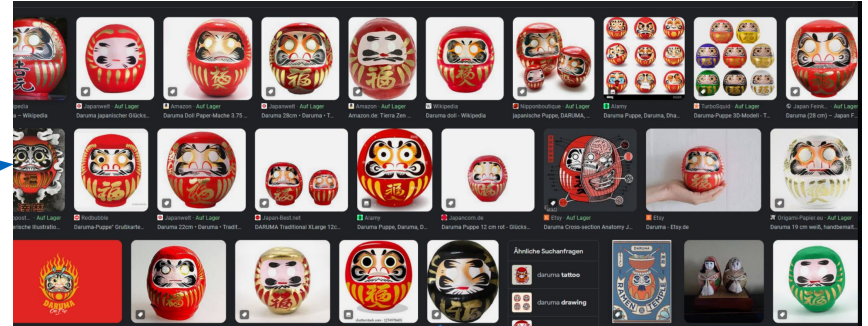


Centralized Map Graph

- Seeker in the middle
- Design map around seeker
- District based
- What design style?

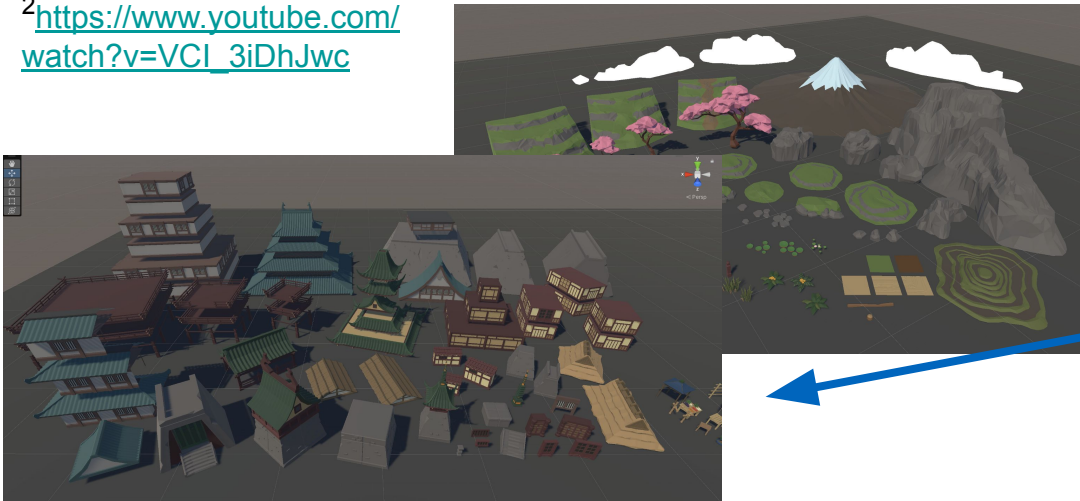


Final Art Style Inspiration - Daruma

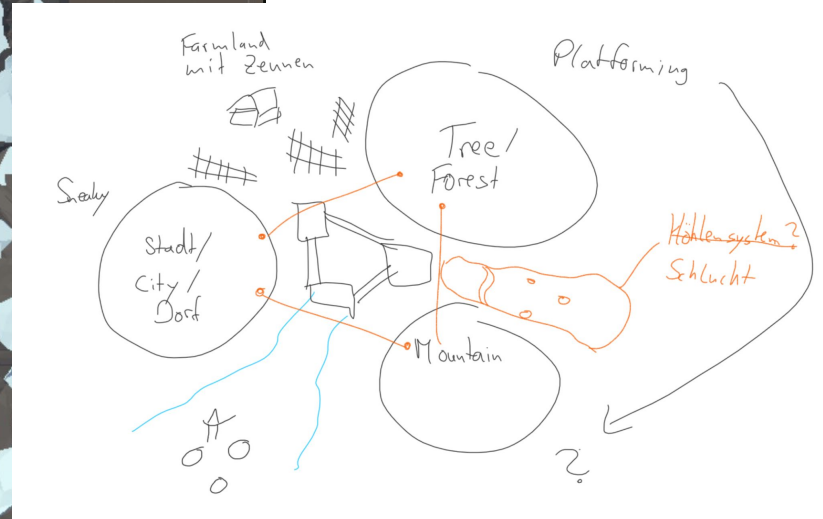
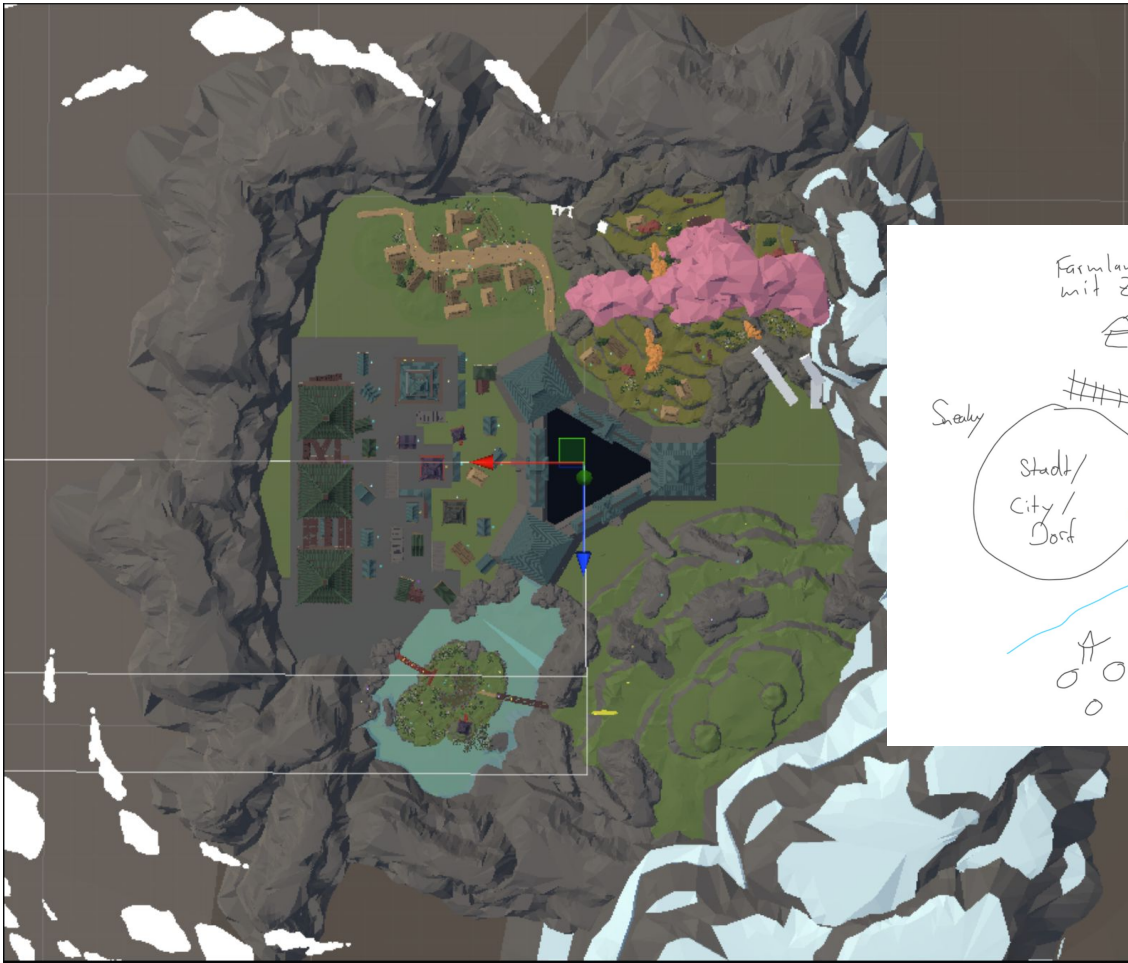


Red Light Green Light Horror Movie - "As The Gods Will"

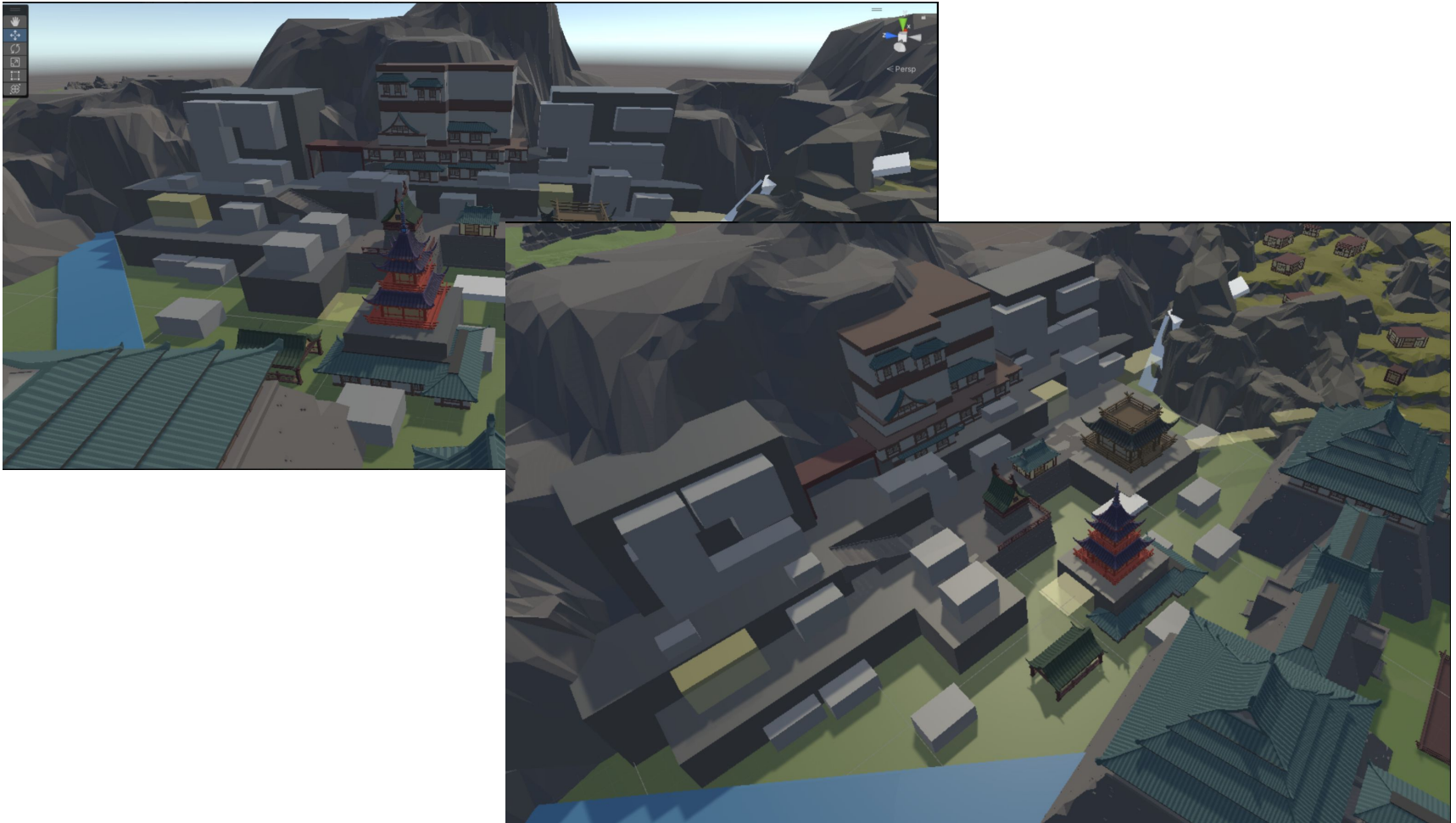
https://www.youtube.com/watch?v=VCI_3iDhJwc



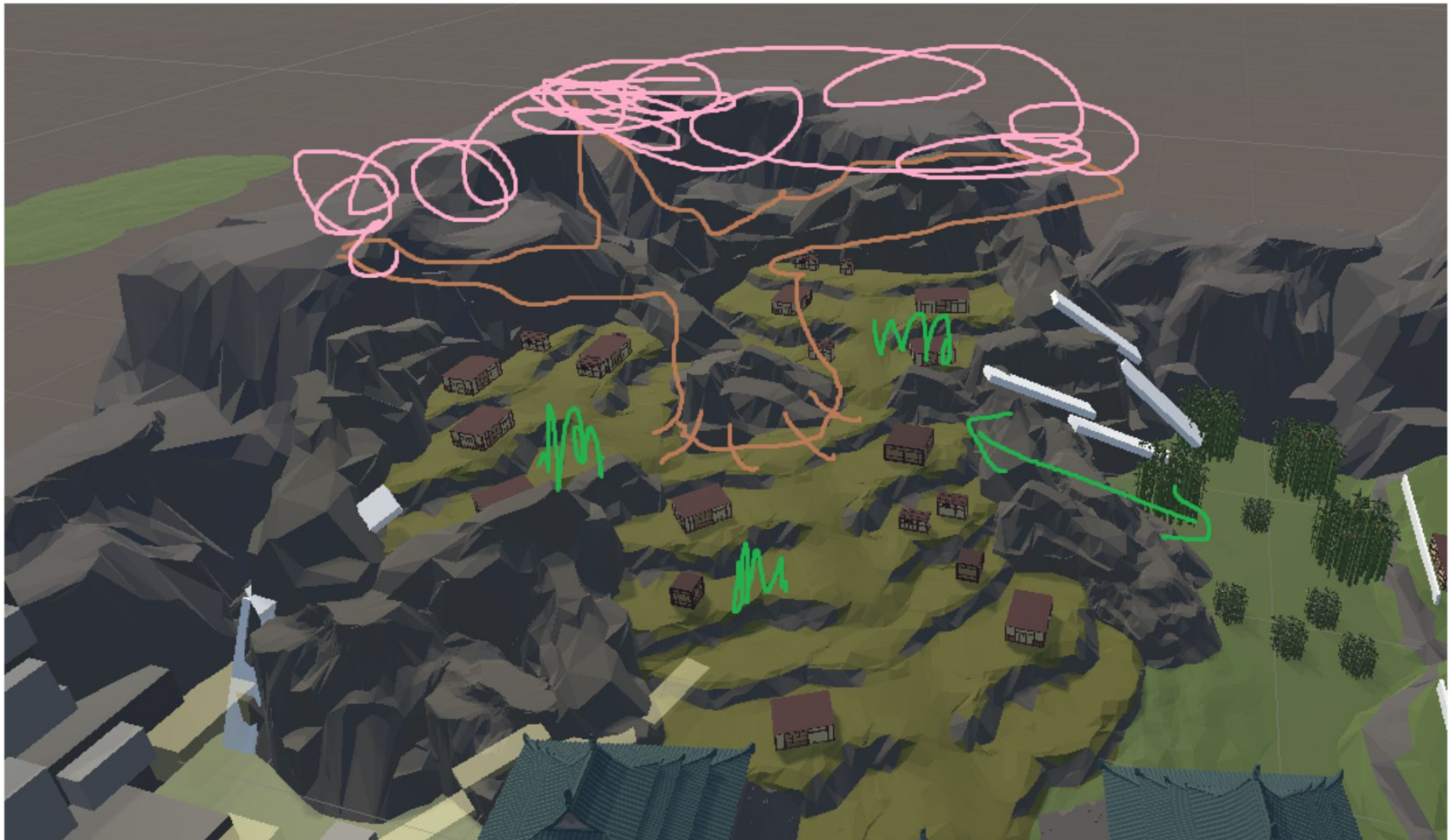
Circular Design



City



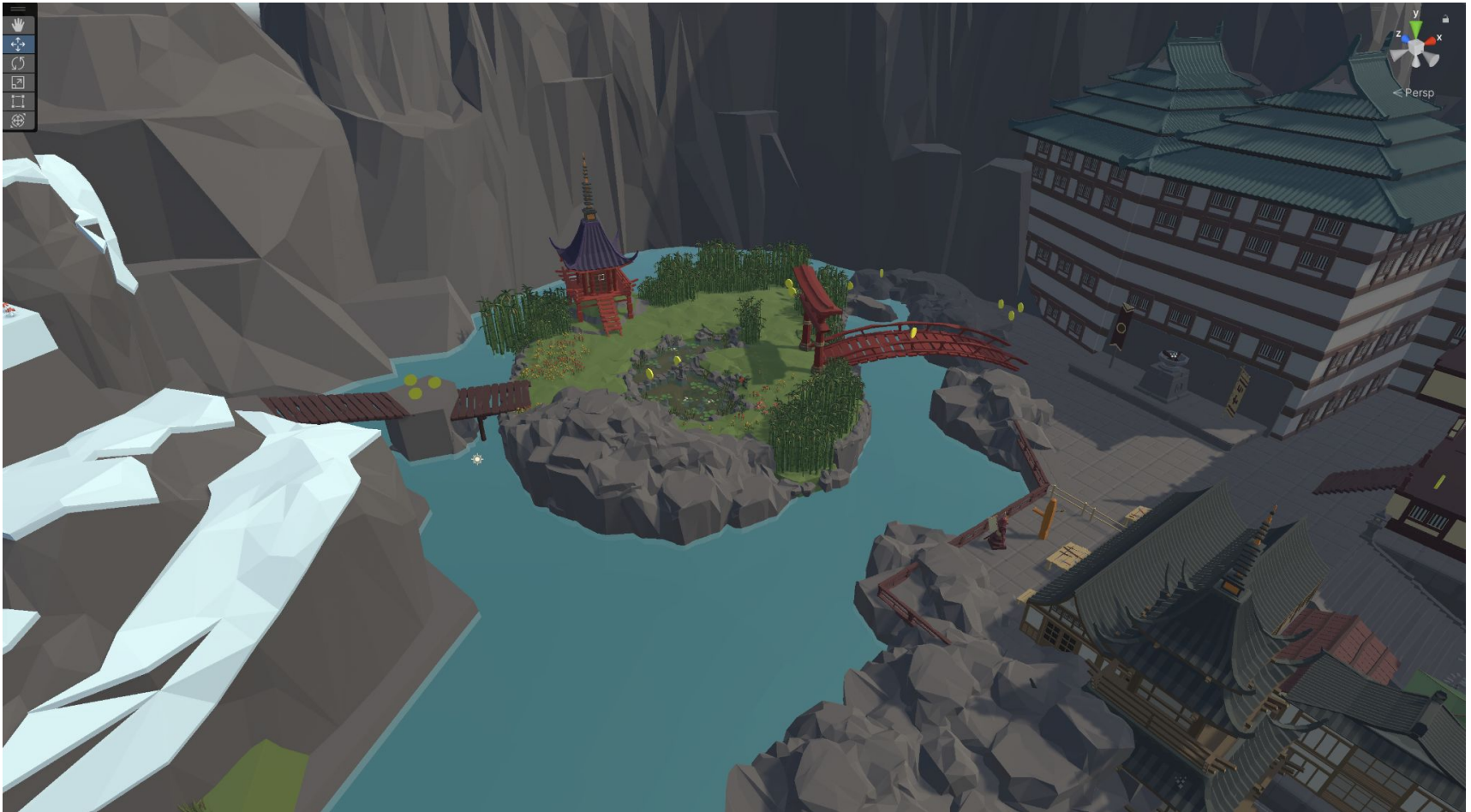
Forest



Mountain



Lake



Village



Pillars



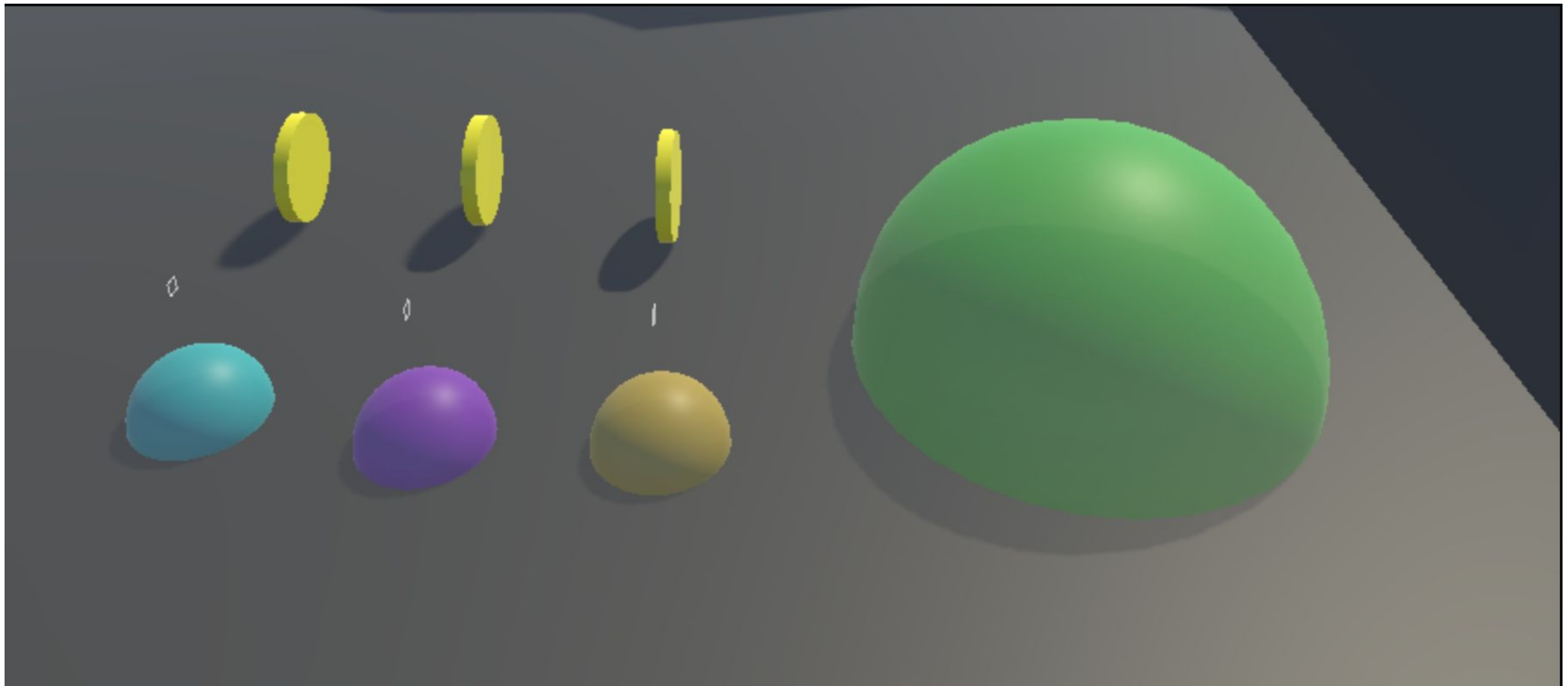
Playtest - Pizza Playtest / Demo Day

- Map not really readable
- No tangential traversal of map
- Map pretty unbalanced

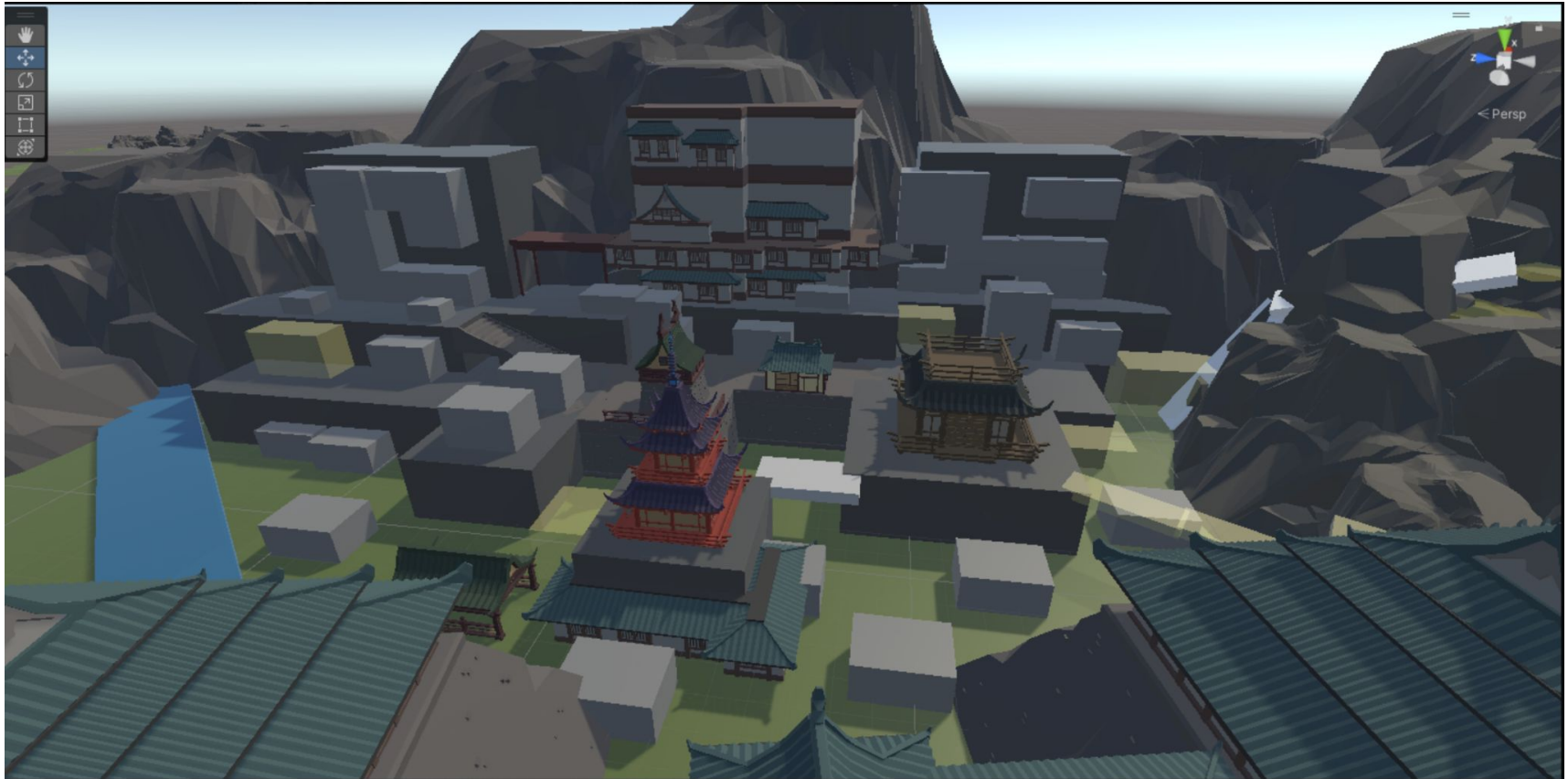
| Legende | Map | Gameplay | Usability | Other Suggestions |
|------------------|---|---|---|---|
| Daniel | Village is too safe When you are in a bad area, there are moments when you would rather get spotted by the seeker to respawn / emptiness because coins dont respawn Toter Winkel von Festung zu groß More high risk high reward beim map design | Abilities feedback for player (sprint bar on player) Indicator for getting seen Asynchronous jump beim sprinten links und rechts so stroifen Seeker: find runner for coins (1 step) -> so that tracking runner always gives some reward (even though the runner dont has coins -> seeker gets coins of runner + bonus(?)), Runner: find and bring to castle (2 steps) | Arrow pointing towards middle/castle entrances Interact button on shoulder button Camera constantly moves for runner Coins indicator for third player in 3 player mode is overshadowed by the timer | Seeing position of other runners to utilize rockets better Give runners a grace period when found before seeker can steal Verwandlung in gegenstand -> prop hunt Feuerwerk automatisch einsetzen müssen nach gewisser zeit |
| Done | Not clear that the tree/city is climbable | Seeker: click cooldown + turn of light cone | Leaderboard - only show player that are in game (not always four), lighten the player which you are (or custom usernames?) Loading bar of looting spots align to camera (nearly never two runner at same coinloop) | Give seeker ability to turn off cone on purpose |
| Important | Too big There are too many arbitrary props / have less props but scale them up Clearer spots for coins: value spot with high risk, low value spot with low risk | Dash to sprint with cooldown (also cooldown in UI) Seeker feedback when tracking runner Wafer Deadzone -> Respawn + lose coins | Middle of castle more userfriendly (coin stash trigger) -> so user don't want to run into wall minimap line for seeker where fireworks etc. is shown show whether lootspots are lootable | Coins get stolen over time Runner might be able to become invisible for a few seconds Document iteration steps (also blockout phase, etc.) Poster & 1 min. madness slide |
| medium important | Not sure where castle entrances are in the beginning | four player bug Respawnable Coinhubs + coins (that are not respawnable) | Make countdown at the end more visible (pulsating) Show runner that he is in the viewcone of the seeker | FLow like water principal for the presentation (example farm) + map readability, vertically break the asset pack (you should not recognize but these are assets from an asset pack -> they should feel natural in the world) |
| nice to have | Particle effects in main areas Runner nearly never fight for the same coinloot small areas should be the richest -> power coin that is only available there and gives a lot coins - much more than all the other spawner in the main districts -> also show to the player that they are the richest/show seeker if the spot was looted -> visual feedback to the seeker when they are collected, like fireworks | City: Forest done Spotlight in district where a player is Show for seeker how many coins the discovered runner has (So that the seeker can decide if he wants to click) OR make | in game menu showing controls Tutorial texts (like "loot coin hubs, but beware of the viewcone of the seeker", "stash the currently collected coins in the castle or take the risk and collect more | Ambient occlusion for all cameras Light baking (but not needed in our project -> since only few lightources |

Coin System

- Make map traversal necessary
- Chance to balance map



City - Reiteration (Before)



City - Reiteration (After)



Mountain - Reiteration (Before)



Mountain - Reiteration (After)



Forest - Reiteration (Before)



Forest - Reiteration (After)



Final Result - Demoday & GGBavaria



Findings

- Simple gameplay
- Map readability
- High risk, high reward
- Asset size
- Asset variance

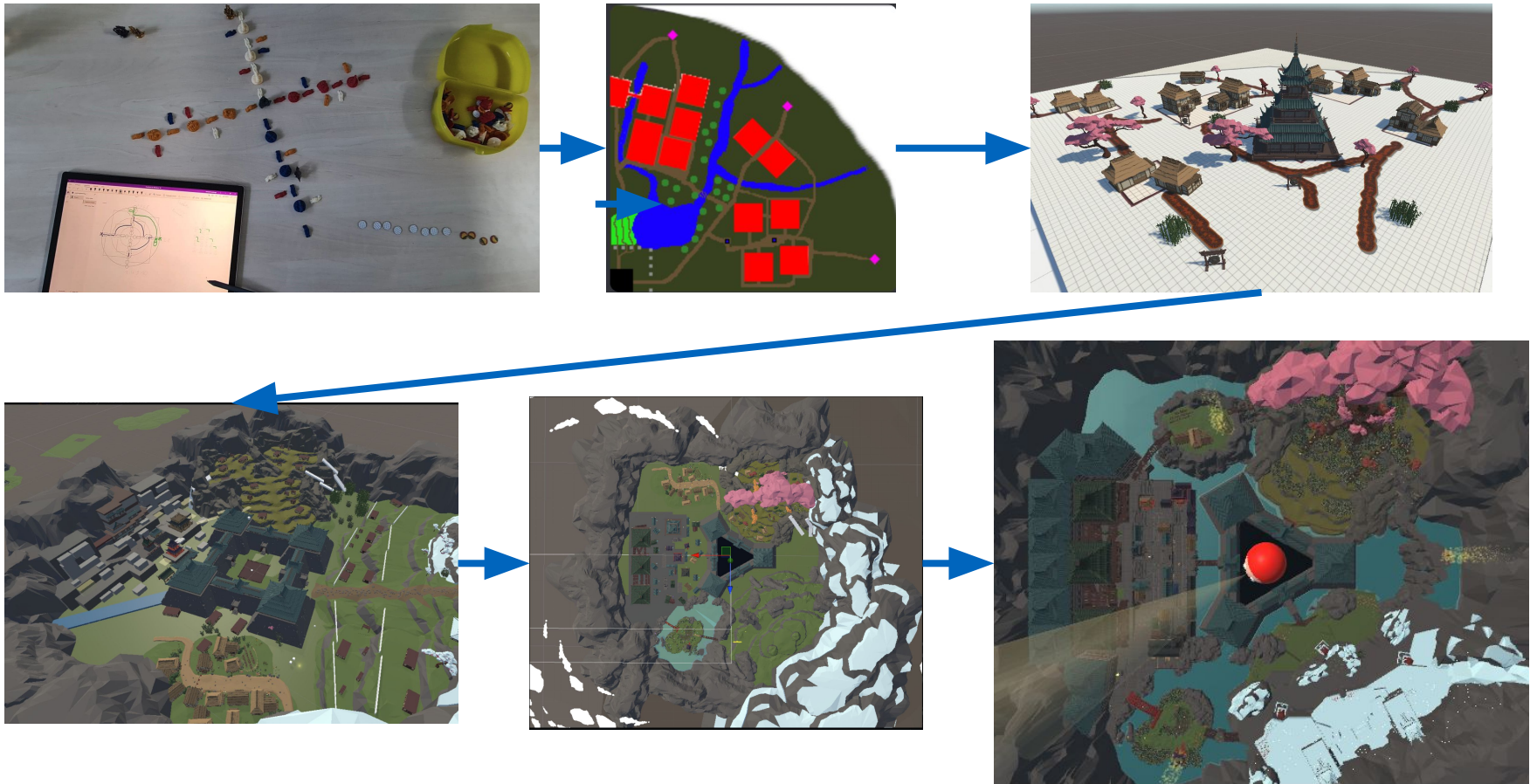


Discussion

- Map iteration never ends
- Crucial to throw away old ideas
- Networking to bypass hardware requirements



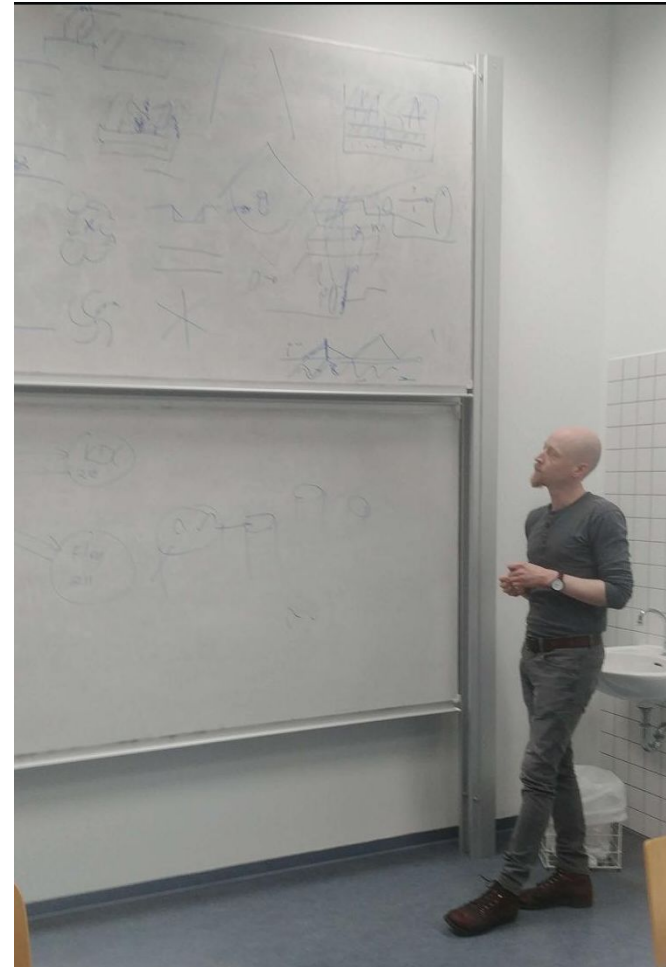
Before - After



Conclusion

- Simple mechanics > complicated mechanics
 - Level design supports simple idea
- Level design makes a good game idea great

Big Thanks to Daniel!





Thank you for listening!
Any questions?