

Krab Klashers

1/19/15

Team Mr. Krabs

Loren Colcol (Product Owner)

 **Hayden Platt (initial Scrum Master)**

Brandon Jarvinen, Taoh Green,

Bryce Paine, Jake Berrier

What is Krab Klashers?

- Krab Klashers aims to experiment with an easy to pick up, yet difficult to master combat arena style that leads to a great time among friends!
- Additionally, an opportunity for all of us to become more familiar with some of the more aspects of complex games, particularly online multiplayer, 3D, and Unity.

Goals

- **3D Player control**
- **Arena Combat System**
- **Creating 3D Levels**
- **Multiplayer Online**
- **Polished Graphics**
- **Game Audio**



Sprint 1

Single-player Movement / Combat

- As a developer, I need to test the initial prototype of the game to make sure that it is fun.
- As a designer, I need to have smooth player movements to make the game more playable.
- As a product owner I want a game with simple mechanics so that this game is easy to pick up and play.
- As a developer, I want the game to be first person, to create a more engaging combat experience.
- As a programmer or designer, I need a balanced/polished combat system that engages players so the game is fast paced.

Sprint 2

Online/LAN Multiplayer

- As a player, I want to play this game with friends, so that I have more fun.
- As a developer, I want the player to be able to drop in and play games with their friends even if they aren't in the same room.
- As a designer, I want multiplayer to be balanced so that the game is engaging and fair.
- As a product owner, I want multiplayer to be a main asset of the game since this game focuses on arena combat.

Sprint 3

UI, Graphics Update

- As a player, I need a UI that allows me to pause, join games, create games, and edit settings.
- As a product owner, I want my game to look appealing so no one is offput by the look of it.
- As an artist, I want simple 3D shapes and objects to keep animations simple.
- As a team, we want to use 3D graphics since many of us have already worked 2D graphics.

Game Mechanics

- 1 hit kills
- Simple geometric levels
- Indoor stages, as well as lava islands
- Dash mechanic
- Left-click quick attack, right-click dash attack



Player



Challenges

- Learning C#
- Learning Blender
- Learning Unity 3D
- Incorporating multiplayer
- Hosting game online
- Creating 3D assets



Technologies

- Version Control: Git • Github
- Game Engine: Unity 3D
- Languages: C#
- Art/Graphics: Blender

