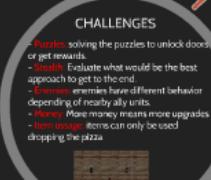
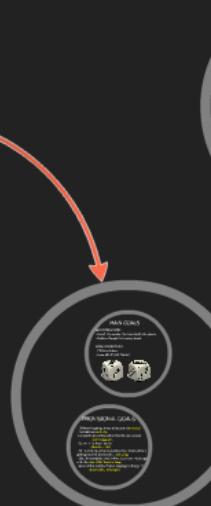


Rules Of the Game: Final Prototype Presentation



Proudest Aspects
and Lessons Learned

- Making a game with Unity (new program)
- Figuring out the grappling hook dynamics
- Different AI for each type of enemy
- Making levels and make camera work
- The Main Menu and pause screen
- Mini map and various elements in pause screen
- Puzzle and boss triggers

Rules Of the Game: Final Prototype Presentation





TEAM INFORMATION

- +Will Dimeo
- +Desmon Fields
- +Corey Herington
- +Jagoba Marcos



STUDIO



Little Hydra

TEAM



Don't Ask
Questions

GAME SUMMARY

NvZ is a stealth based puzzle game inspired by the ancient feudal Japan. The hero Kentaro Pankji must explore a tower by using his grappling hook. This item allows him to grab objects or jump to objects and avoid traps or attacks



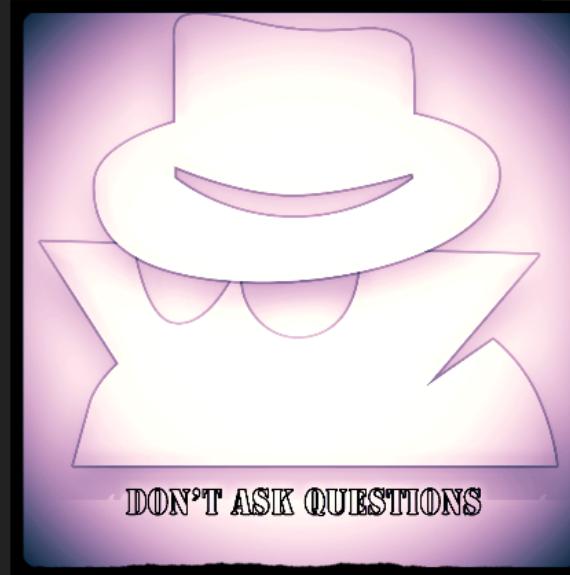
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THE HOOK

The hook of the game is the grappling hook and all its uses. You can move to objects, move objects, and flip switches that unlock doors. It also can be used to pick up the pizza from afar



FEATURES

- Time attack for extra money
- The player can only use items by dropping the pizza
- Money system to reward actions and decisions.
- Ninja equip: sword, smoke bomb, kunais, shurikens...
- Shop system for upgrades.



MAIN GOALS

WIN CONDITION:

- Reach the end of the level with the pizza.
- Deliver the pizza in every level.

LOSE CONDITION:

- Pizza is stolen.
- Lose all HP (Hit Points)



PROVISIONAL GOALS

- Different toppings in secret locations (**extra tip**)
- Fast delivers (**extra tip**)
- Complete all puzzles within floor for bonus level
(secret upgrade)
- Deliver time streak bonus
(New item/skill)
- Achievements: never lose pizza, finish level without getting hurt, kill all enemies ... (**extra tip**)
- Stealth: complete levels without alert enemies to get extra tip (**new skills/items in shop**)
- Solve all the puzzles/find all toppings in the game
(Secret skill and weapon)

CHALLENGES

- **Puzzles:** solving the puzzles to unlock doors or get rewards.
- **Stealth:** Evaluate what would be the best approach to get to the end.
- **Enemies:** enemies have different behavior depending of nearby ally units.
- **Money:** More money means more upgrades
- **Item usage:** items can only be used dropping the pizza



Puzzle example

Proudest Aspects and Lessons Learned

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- Mini map and various elements in pause screen
- Puzzle and boss triggers



TEST RESULTS



INSTRUCTIONS

Issues/Findings

- First approach too vague and testers didn't know the game dynamics
- Later too large (4 pages), too much time reading
- Division: 2 pages // 4 pages // 2 pages
- Didn't provide the player needed information

Solutions

Make it simple. Controls and goals. Only the necessary information.

Controls

Issues/Findings

- Keyboard input first
- Layout not very intuitive
- Pizza drop was too close -> can't walk without taking it again
- There wasn't any feedback when fighting for pizza

Solutions

Add sounds and messages to events. Add gamepad input.



Gameplay

Issues/Findings

- Can't figure out where to go
- Use only one item at a time
- Item selection didn't work properly
- Doors color confusing

Solutions

Add minimap. Add a small tutorial icon. Doors -> Red = closed/Green = open.

Perma-death

Issues/Findings

- Demotivated player with instant and permanent death pitfalls.
- Couldn't get out of the fire.
- Pitfalls were ambiguous
- Too many enemies
- All of that breaks the game-flow and pace

Solutions

Make respawn point for firing when he falls. Make the "walkable" object. Refill health when leveling up. Decrease number of enemies.

Bugs and undesired behavior

Issues/Findings

- AI unbalanced -> too stupid or too hard
- Player can't move when holding items
- Pizza stuck in boxes
- Death by using the grappling hook
- Item pickup bug
- Delete sword when using in boxes
- Boss doesn't move or get damage
- Wall collision bug
- An NPC's vision couldn't find me



INSTRUCTIONS

Issues/Findings

- First approach too vague and testers didn't know the game dynamics
- Later too large (4 pages). too much time reading
- Progression: 2 pages // 4 pages // 2 pages
- Didn't provide the player needed information

Solutions

Make it simple. Controls and goals.
Only the necessary information.

Gameplay

Issues/Findings

- Can't figure out where to go
- Use only one item at a time
- Item selection didn't work properly
- Doors color confusing

Solutions

Add minimap. Add a small tutorial room.
Doors -> Red = closed/Green = open

Controls

Issues/Findings

- Keyboard input first
- Layout not very intuitive
- Pizza drop was too close -> can't walk without taking it again
- There wasn't any feedback when fighting for pizza

Solutions

Add sounds and messages to events. Add gamepad input

Perma-death

Issues/Findings

- Demotivated player with instant and permanent death pitfalls.
- Couldn't get out of the fire.
- Pitfalls were ambiguous
- Too many enemies.
- All of that breaks the game-flow and pace

Solutions

Make respawn point for ninja when he falls.
Make fire "walkable" object. Refill health when leveling up. Decrease number of enemies

Bugs and undesired behavior

Issues/Findings

- AI unbalanced -> too stupid or too hard
- Key layout only in main menu
- Pizza stuck in boxes
- Death by using the grappling hook
- Pizza control in main menu
- Delete sword when using in levers
- Boss didn't move or get damage
- Puzzles couldn't be solved
- Ambush ninjas couldn't die.



Game Demonstration



