


Game Design and Development

Wave Voyager

Chris Loch, Jan-Eric Schober



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- Introduction
 - Gameplay and Mechanics
 - Screen Flow & Interface
 - Setting and Vehicles
 - Level Generation
 - Questions
- 

Introduction

- Game Concept
 - Space racer
 - Environment based on player-selected song
 - Shoot enemies
 - Dodge obstacles
 - Pick up of collectibles and powerups
- Genre
 - Music
 - Racing
 - Shoot 'em up
 - Indie

Introduction

- Target audience
 - Casual gamers
- Look and Feel
 - 3D
 - Models are simple shapes
 - Textures in colorful stencil-style
 - Player rides on a track
 - Environment adapts and reacts to song

Introduction

- Project Scope
 - Environment Design
 - NPCs
 - Vehicles
 - Upgrades/Shop

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Gameplay and Mechanics

- Gameplay
 - Objective: Collect as much points as possible
 - Challenge: Enemies & Obstacles
 - Play Flow: Ride your song!


Gameplay and Mechanics

- Mechanics
 - Player Movement; 2 DoF (Up/Down & Left/Right)
 - Enemies shoot you and fly towards you
 - Obstacles are Destroyable
 - Pickups grant you boosts

Gameplay and Mechanics

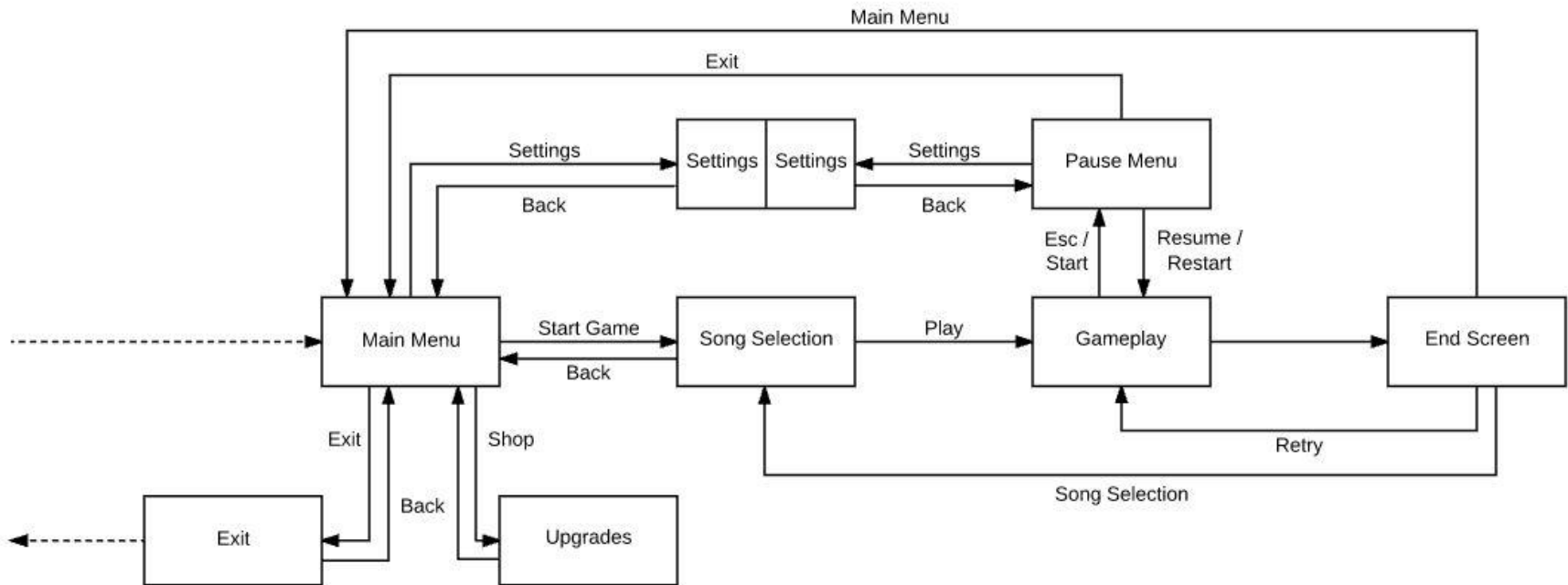
- Mechanics
 - Shooting
 - Switch Weapons
 - Use Abilities

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- Screen Flow & Interface

- Screen Flow



- Screen Flow & Interface

- Interface



The image shows a main menu screen for a game titled "Wave Voyager". The title is written in a large, stylized, white cursive font with a yellow outline, slanted upwards to the right. Below the title, there are five white rectangular buttons with black text, stacked vertically. The buttons are labeled "Start Game", "Shop", "Score Board", "Settings", and "Exit". The entire menu is set against a dark gray background.

Wave Voyager

Start Game

Shop

Score Board

Settings

Exit

- Screen Flow & Interface

- Interface

Pause

Resume

Restart

Settings

Exit

- Screen Flow & Interface

- Interface



- Screen Flow & Interface

- Interface

Songname

500146 Points



3/3

Well Done!

Retry

Song Selection

Main Menu

- Screen Flow & Interface

- Interface

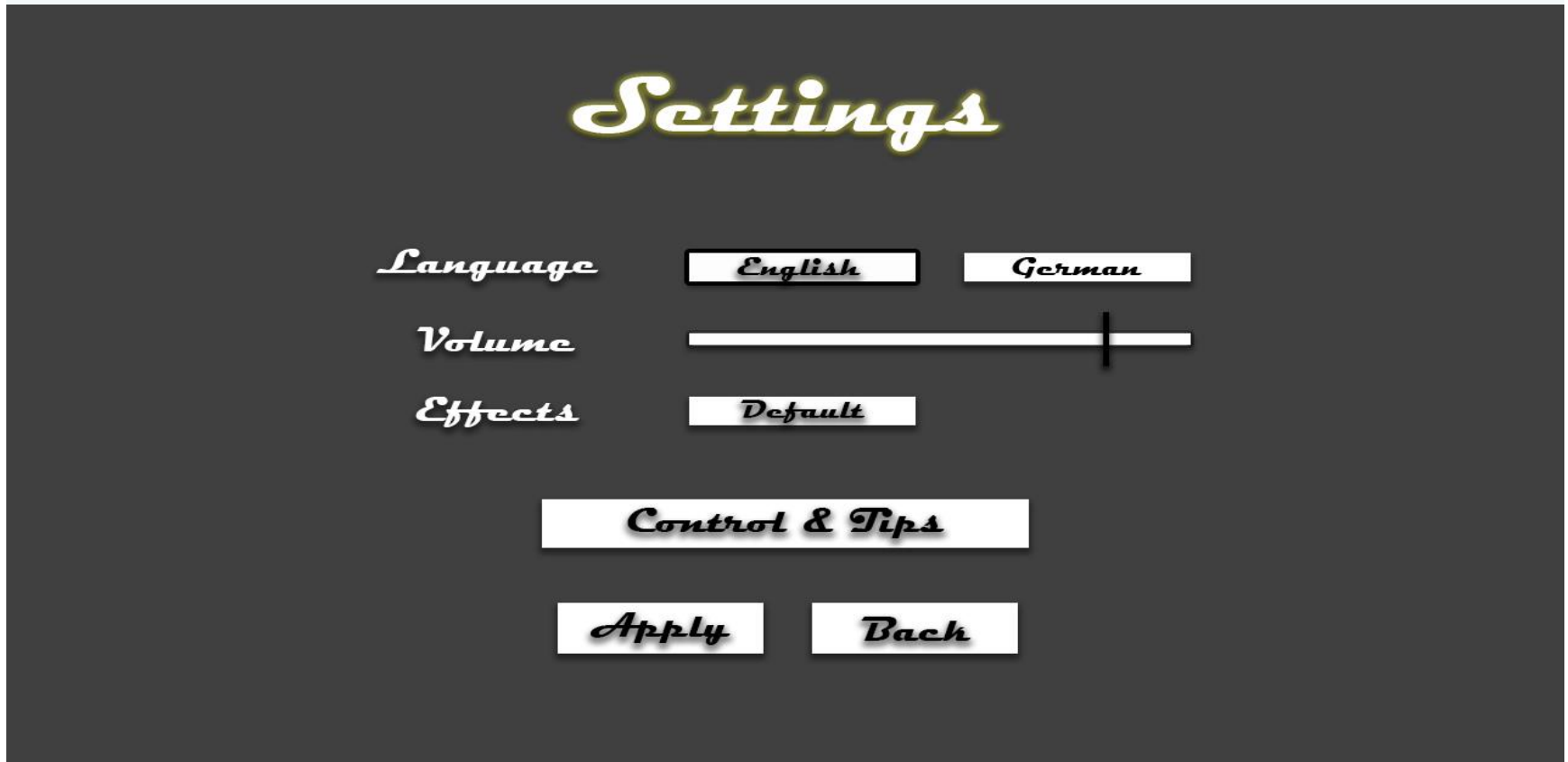


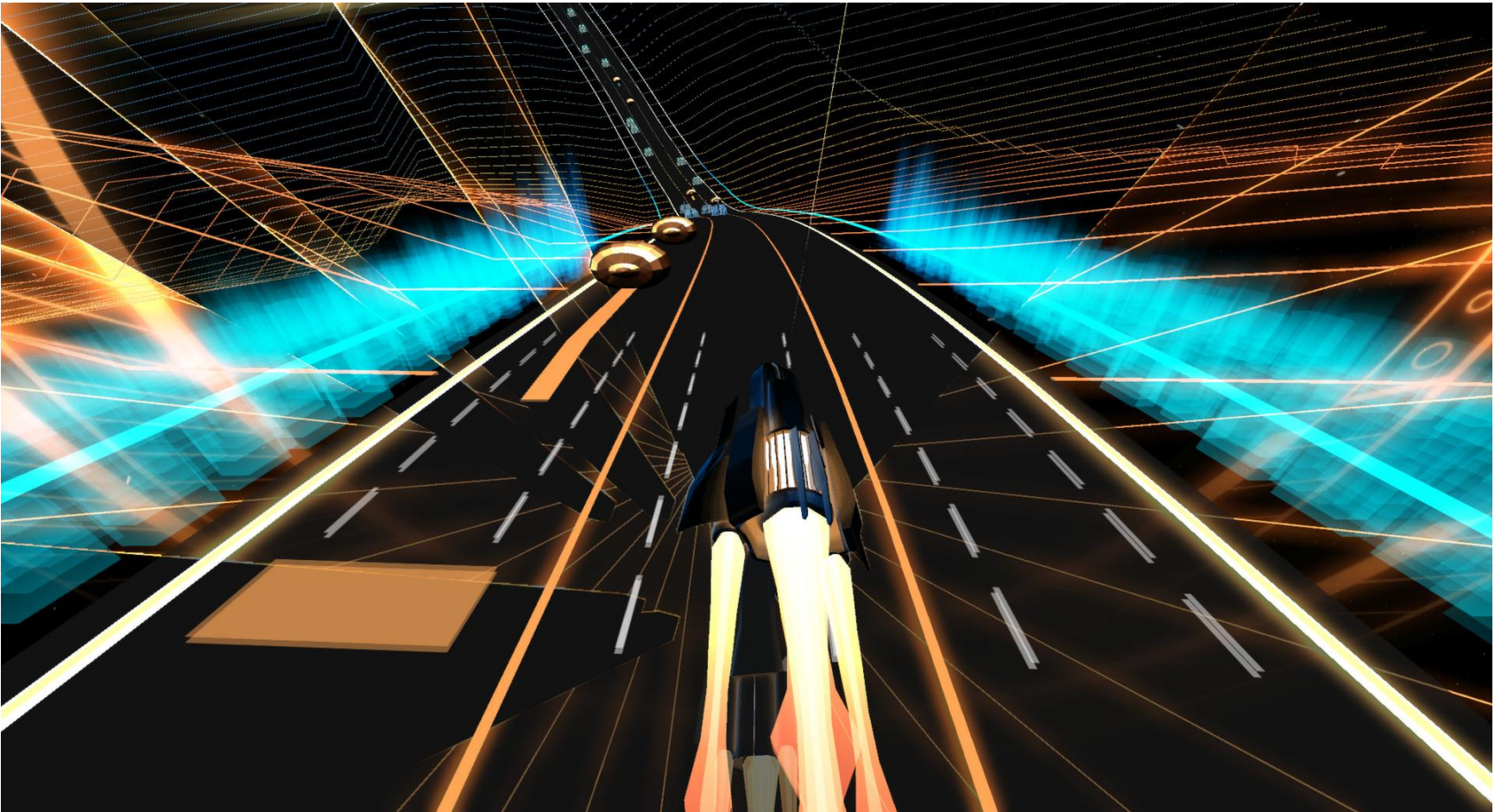
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Setting and Vehicles



Setting and Vehicles



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Setting and Vehicles

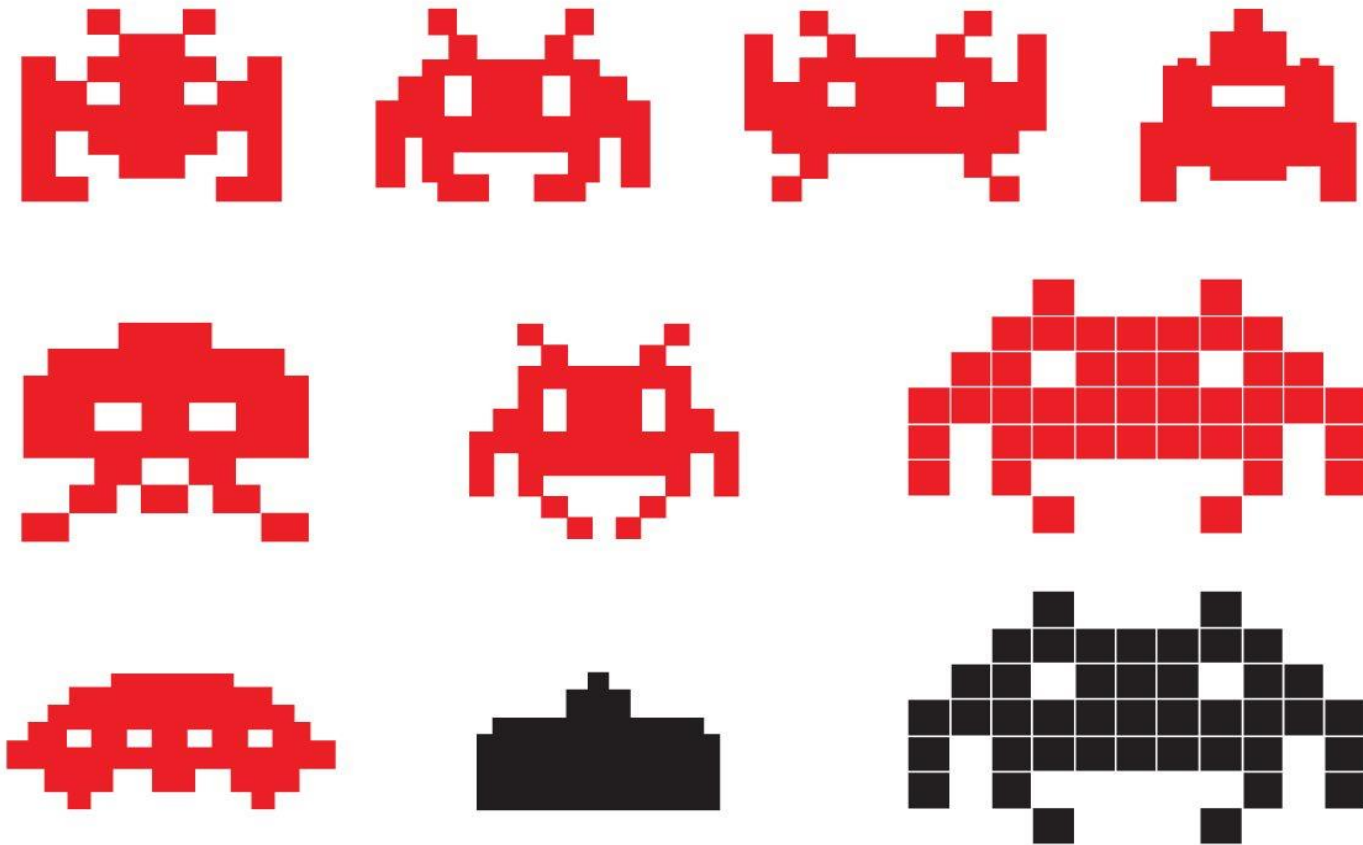



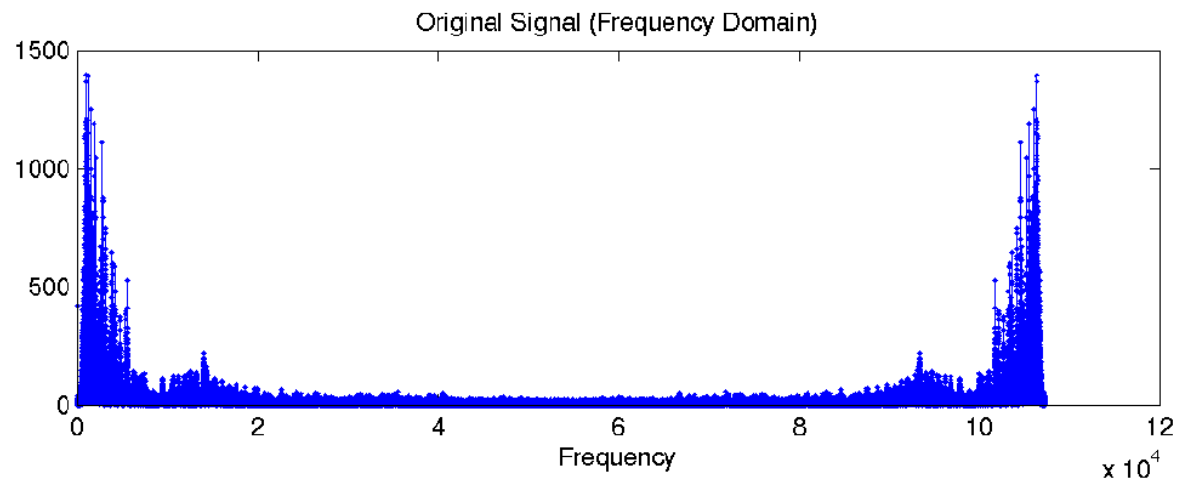
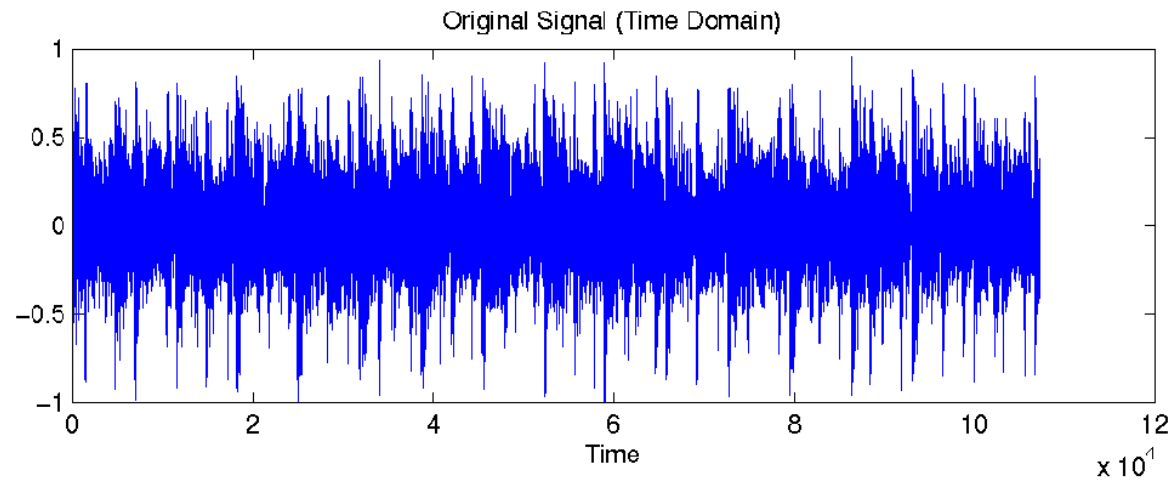
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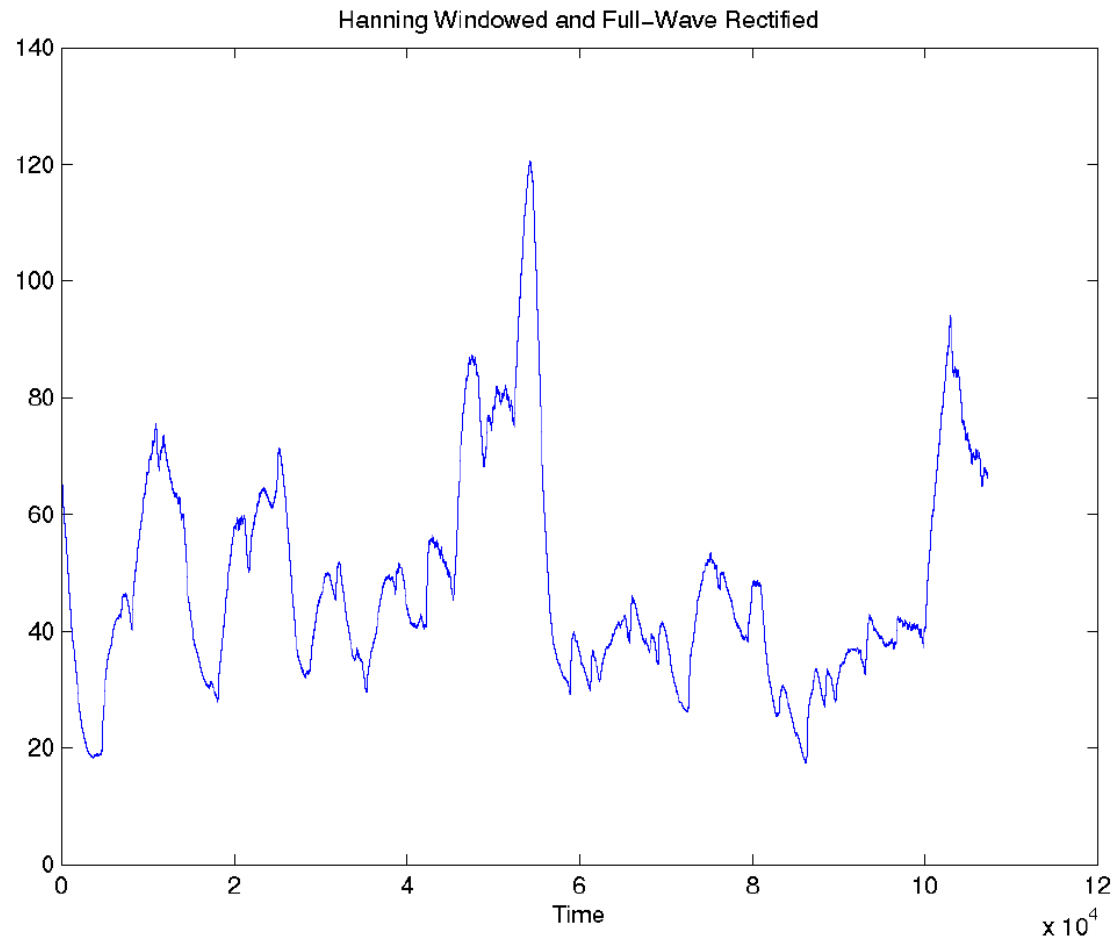
Level Generation

- Track
- Environment
- Enemies
- Obstacles
- Pickups

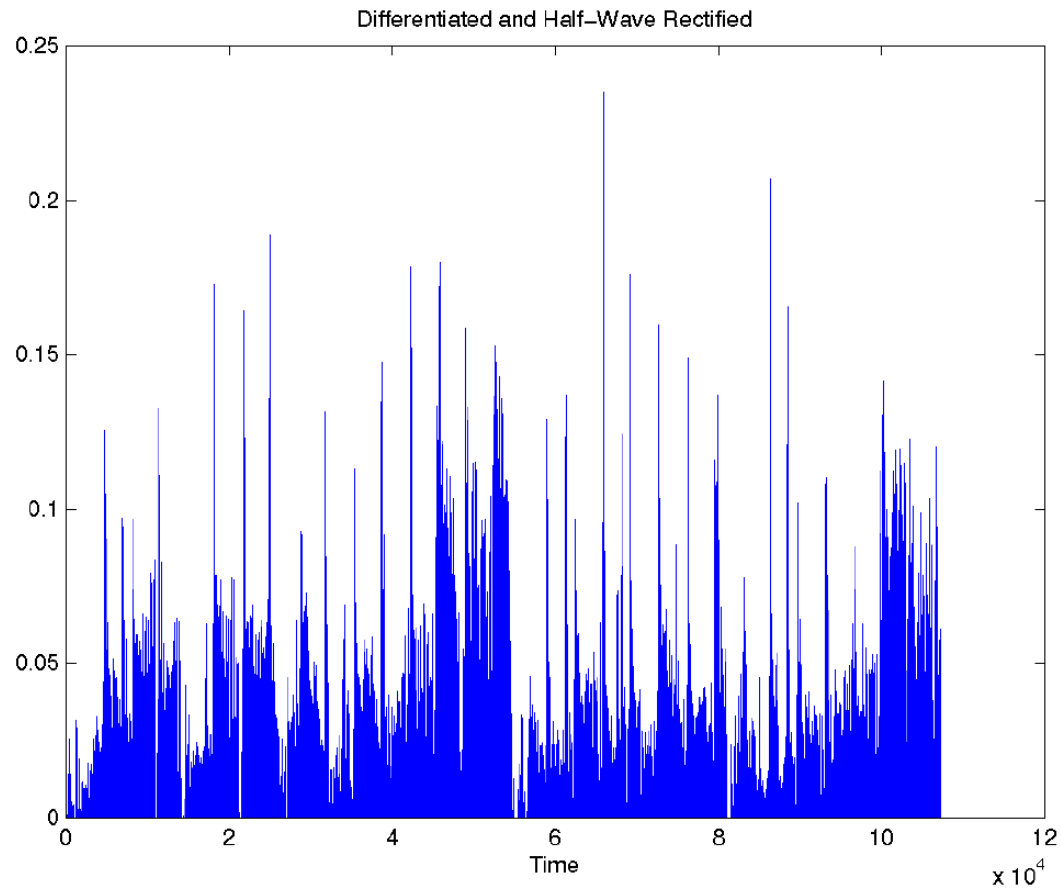
Level Generation



Level Generation



Level Generation



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Level Generation

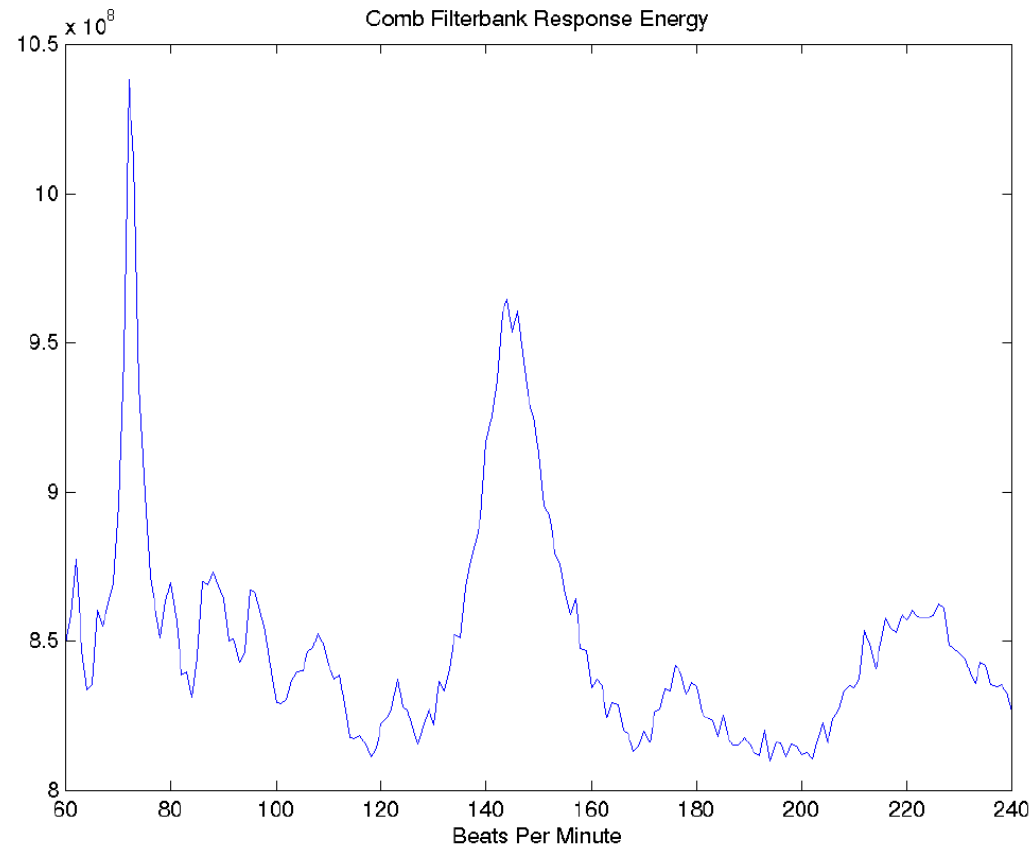


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