ingenieur
wissenschaften
htw saar

Game Design and Development

Wave Voyager

Chris Loch, Jan-Eric Schober

ALL YOU HAD TO DO

WAS FOLLOW THE DAMN TREND, CJ!

Table of contents

- 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

Table of contents

- Introduction

- Gameplay and Mechanics

- Screen Flow & Interface

- Setting and Vehicles

- Level Generation

- Questions

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
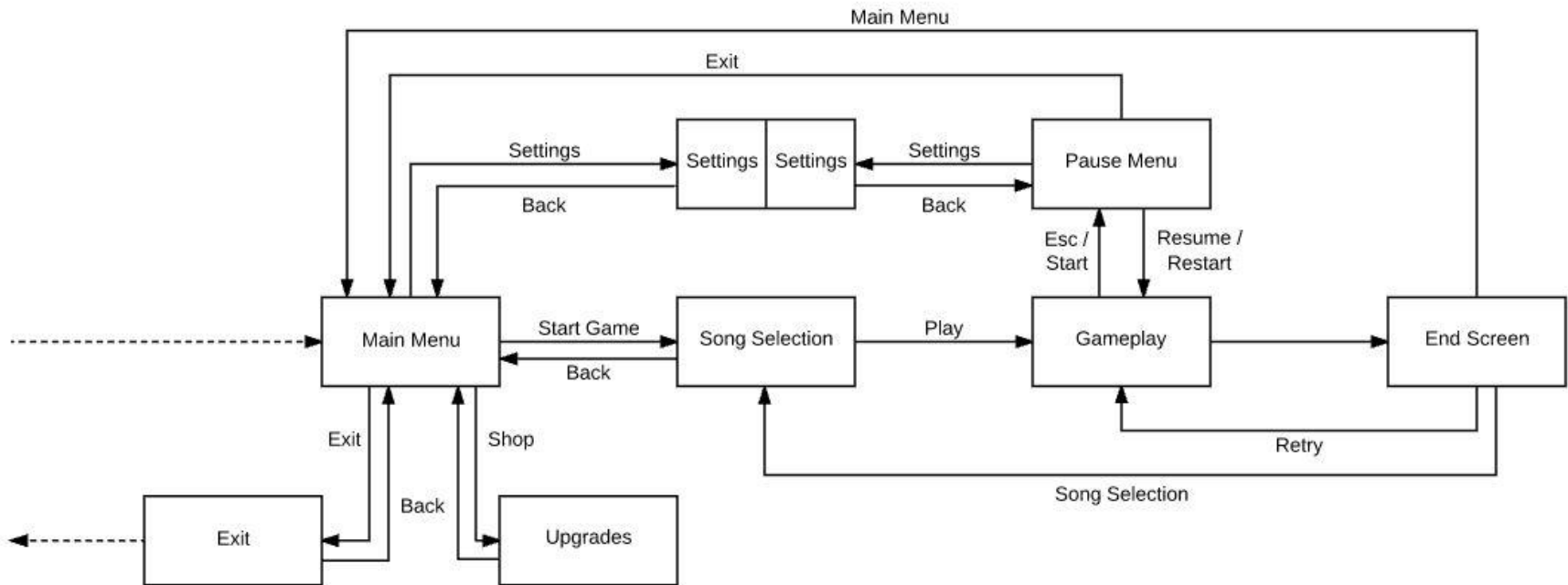
  - Pickups grant you boosts

Gameplay and Mechanics

- Mechanics
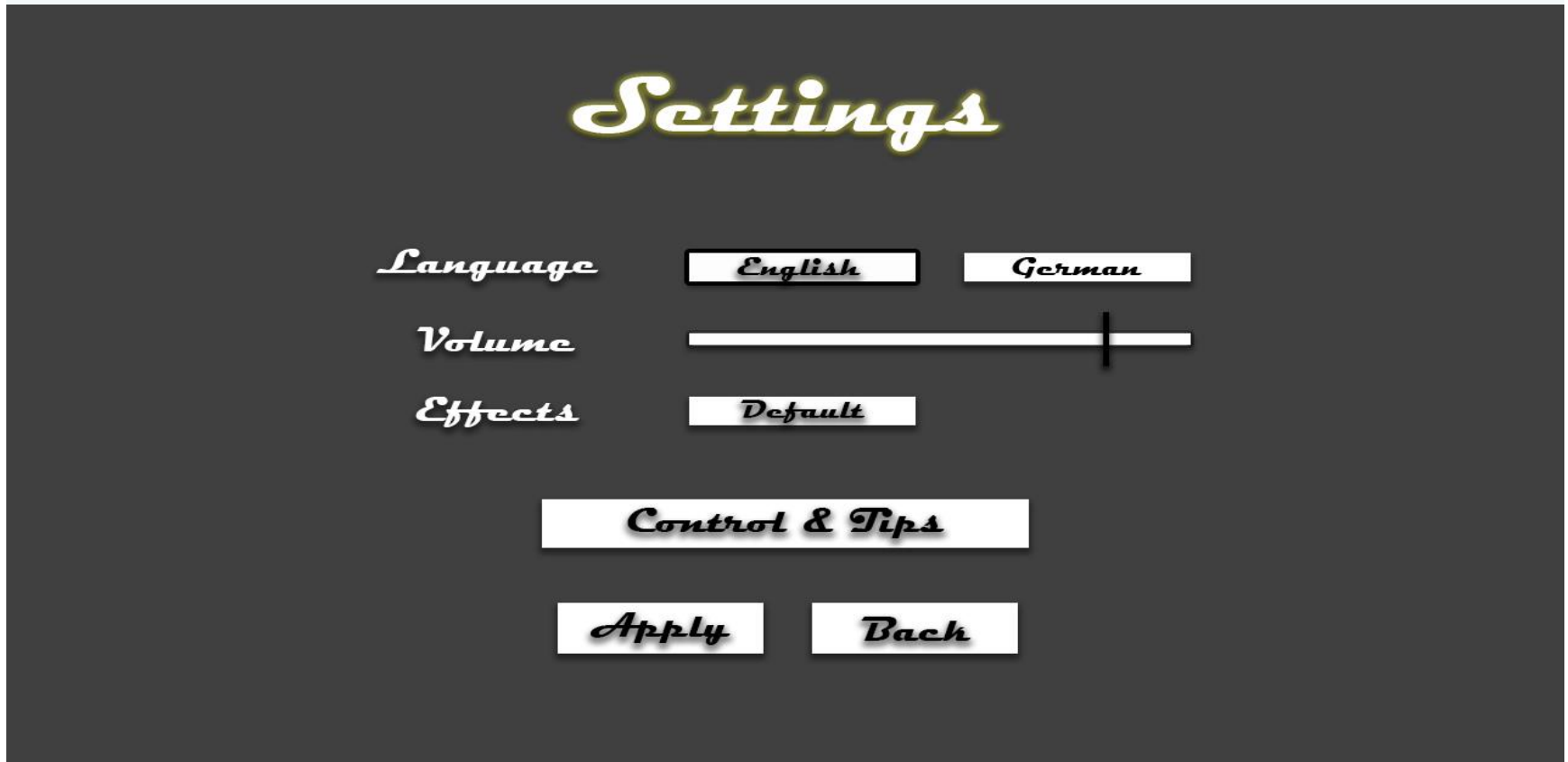
  - Shooting

  - Switch Weapons

  - Use Abilities

Table of contents

- Introduction

- Gameplay and Mechanics

- Screen Flow & Interface

- Setting and Vehicles

- Level Generation

- Questions

Screen Flow & Interface

Screen Flow

- **Screen Flow & Interface**

  - Interface

- **Screen Flow & Interface**

  - Interface

- **Screen Flow & Interface**

  - Interface

- **Screen Flow & Interface**

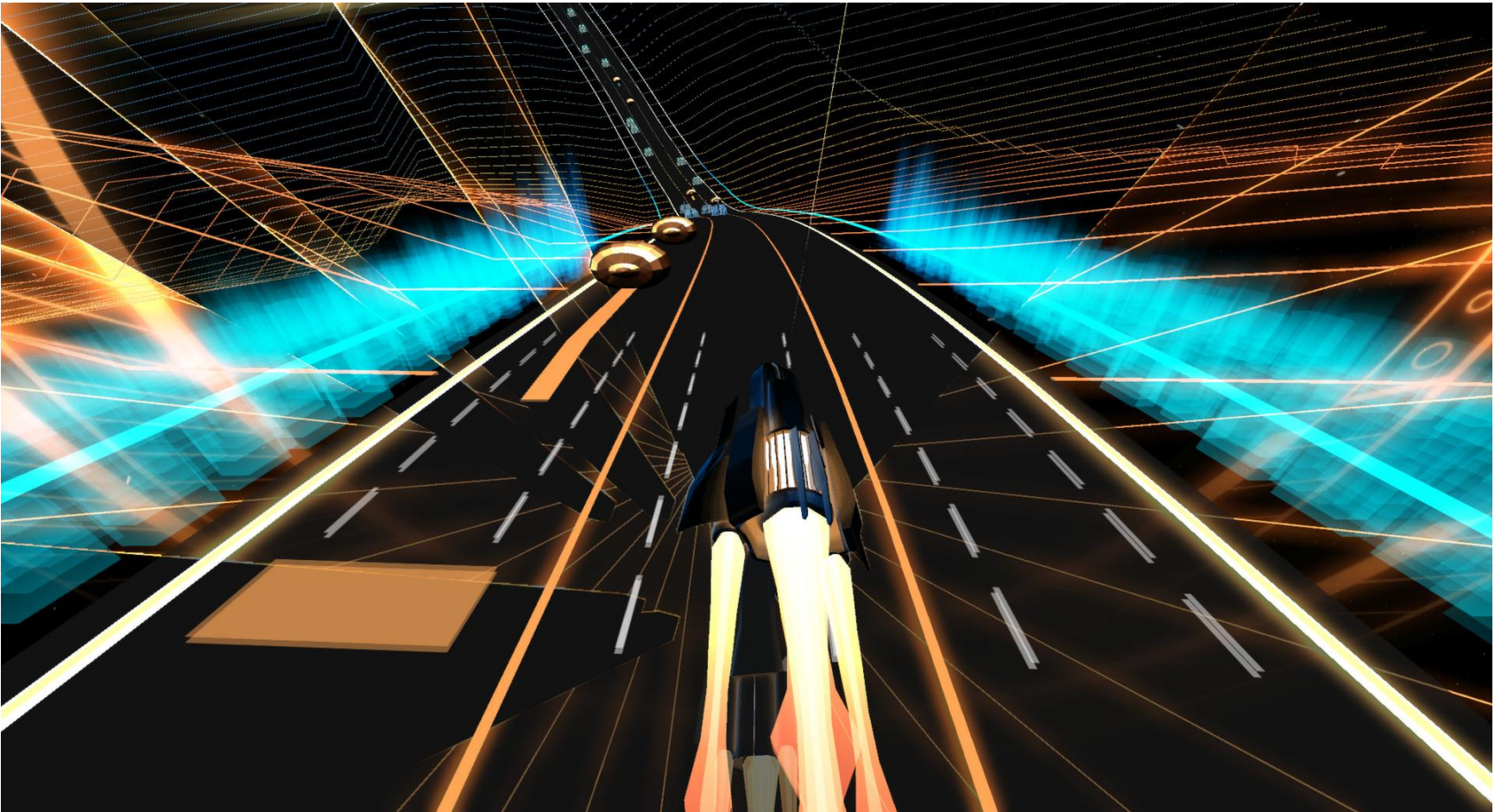- Interface

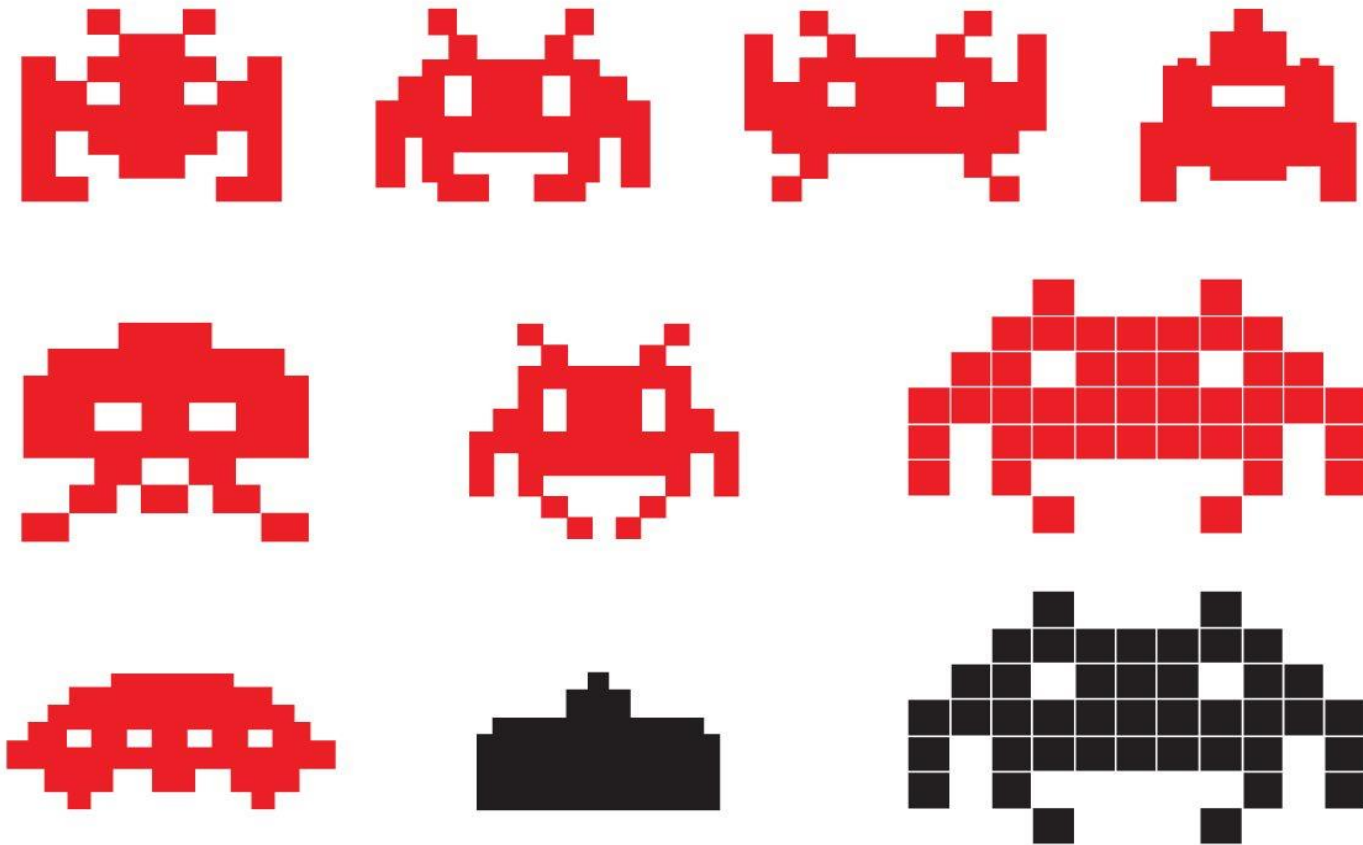- **Screen Flow & Interface**

  - Interface

Table of contents

- Introduction

- Gameplay and Mechanics

- Screen Flow & Interface

- Setting and Vehicles

- Level Generation

- Questions

ingenieur
wissenschaften
htw saar

Setting and Vehicles

© Audiosurf

Setting and Vehicles

© Audiosurf

ingenieur
wissenschaften
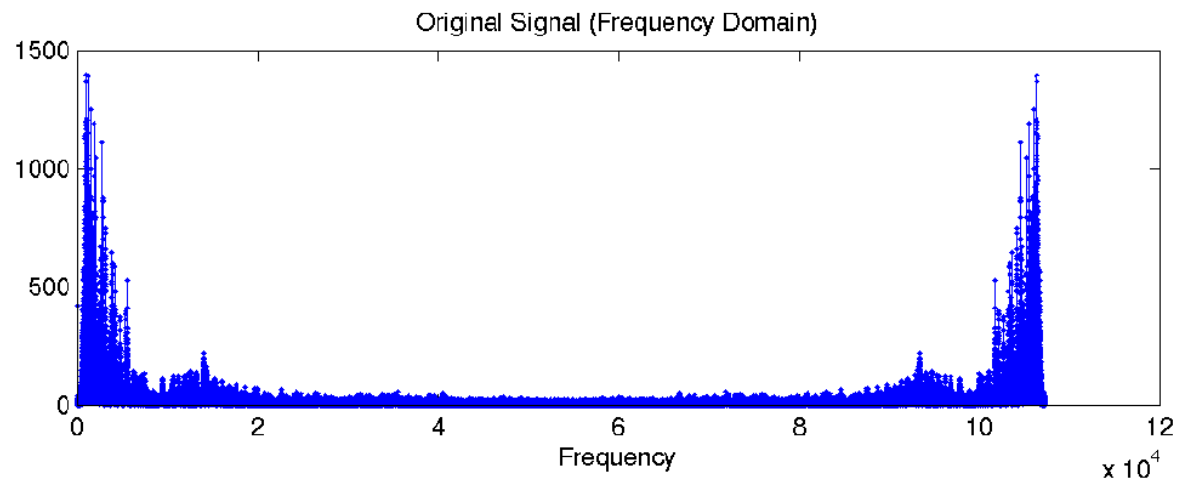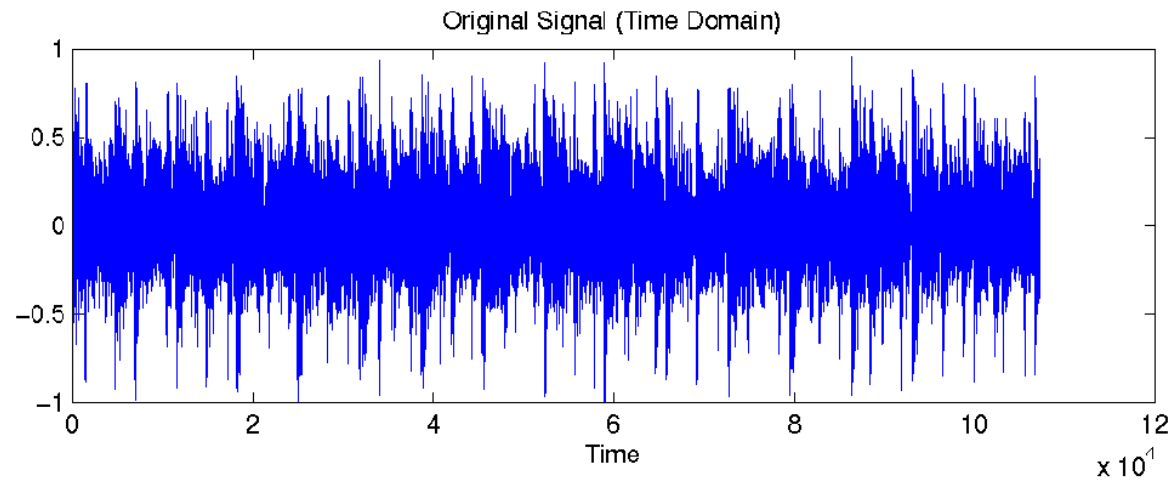htw saar

Setting and Vehicles

Table of contents

- Introduction

- Gameplay and Mechanics

- Screen Flow & Interface
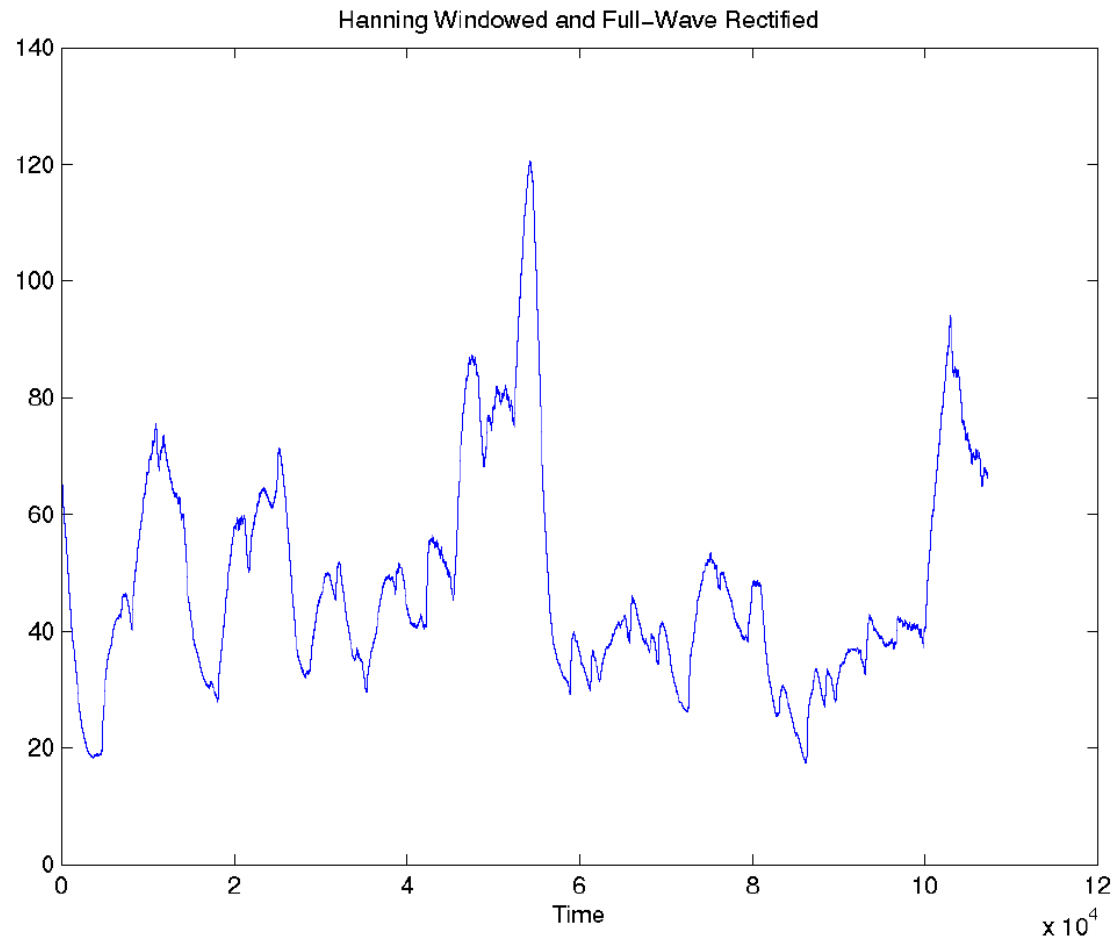
- Setting and Vehicles

- Level Generation

- Questions

Level Generation

- Track

- Environment
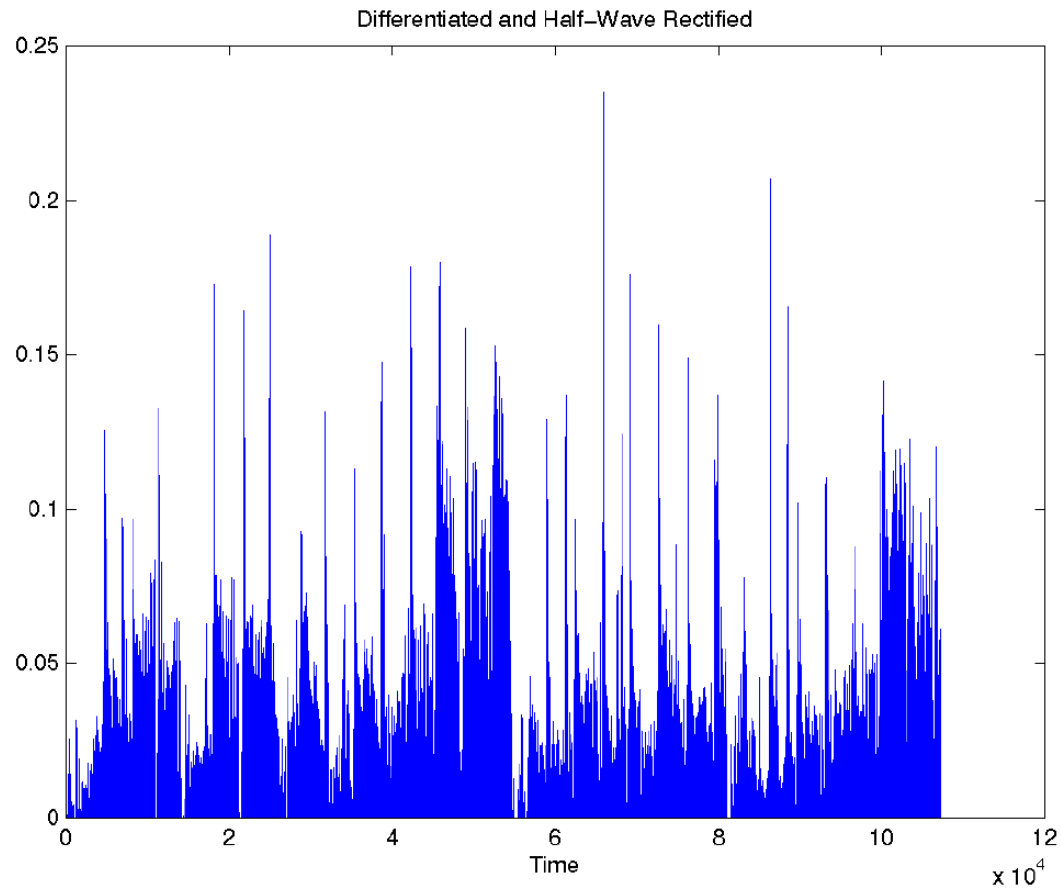
- Enemies

- Obstacles

- Pickups

ingenieur wissenschaften htw saar

Level Generation

Original Signal (Time Domain)

Original Signal (Frequency Domain)

© Rice University

Level Generation

© Rice University

Level Generation

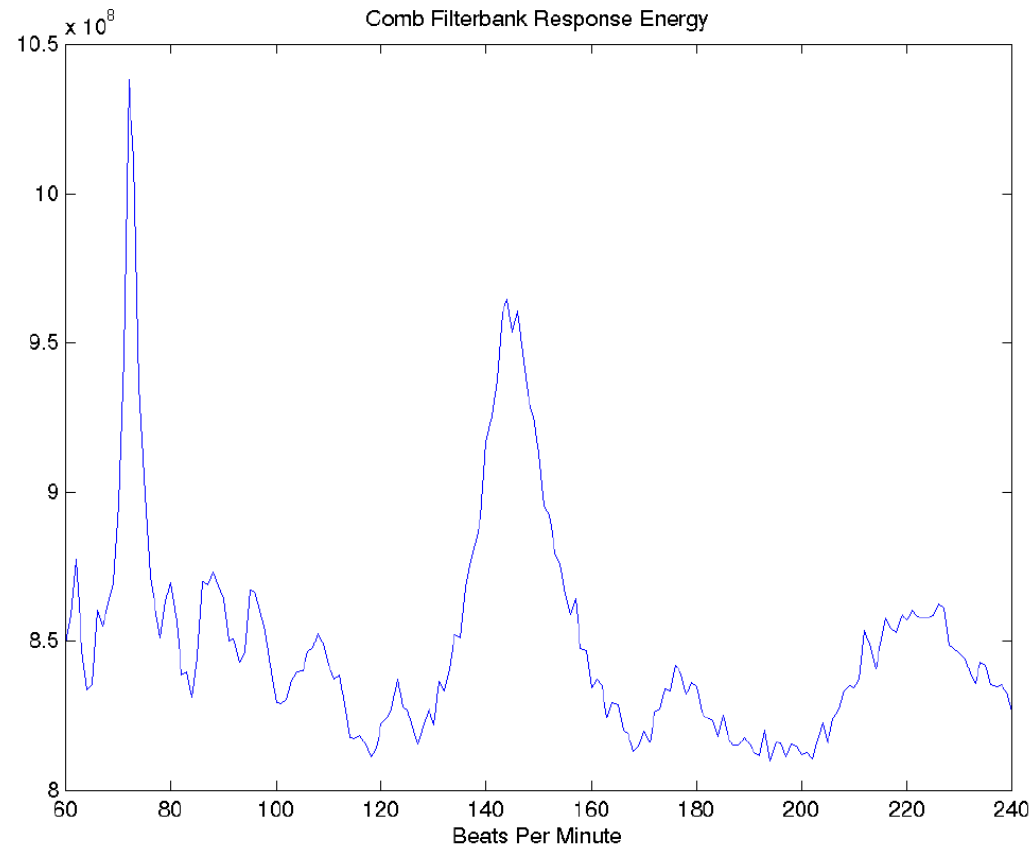
© Rice University

Level Generation

Table of contents

- Introduction

- Gameplay and Mechanics

- Screen Flow & Interface

- Setting and Vehicles

- Level Generation

- Questions