

Paper Prototype: Hikari no To

Computer Games Laboratory 2017/2018

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A Brief Review

Co-Op Dungeon Crawler with a Dungeon Master

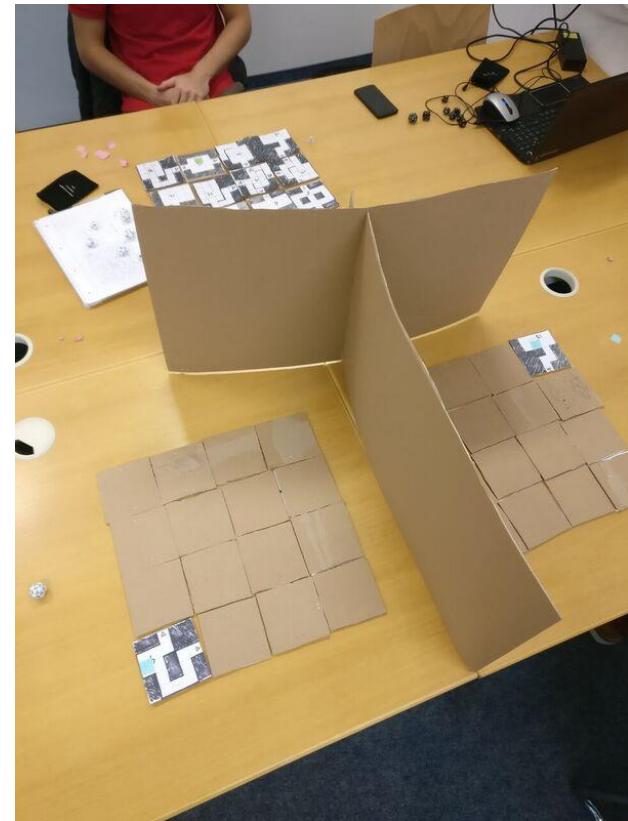
- **Crawlers**
 - Explore
 - Plunder
 - Fight
- **Dungeon Master**
 - VR
 - Guide
 - Support
- **Mechanics**
 - Find each other
 - Work together
 - Reach end-goal



Paper Prototype

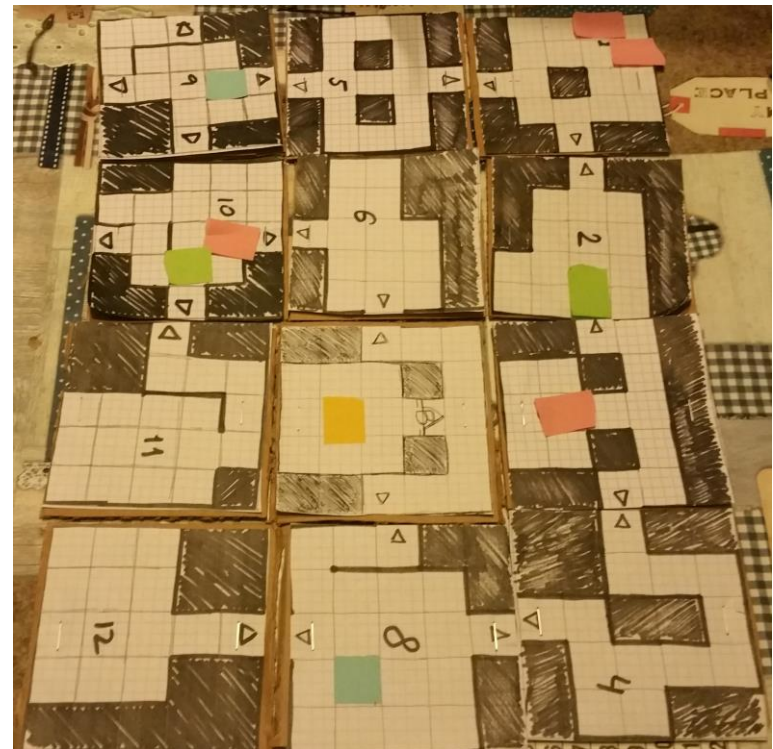
Prototyping – Basic Setup

- Map divided into a grid of **4x4 modules**
- Each module is subdivided by a **5x5 tile-grid**
- Players have their **own copy** of the map
- All maps are in the **same orientation**
- **T-Shaped divider** separates players



Prototyping – Entities I

- Entities represented by coloured post-its
 - Players
 - Loot
 - Enemies
 - Boss



Prototyping – Entities II

- **Enemies**
 - 5 HP
 - 2 tiles per turn
 - 1 damage
- **Boss**
 - 20 HP
 - 3 tiles per turn
 - 2 damage

Prototyping – Entities III

- **Players**

- 10 HP
- 3 tiles per turn
- Damage based on D6

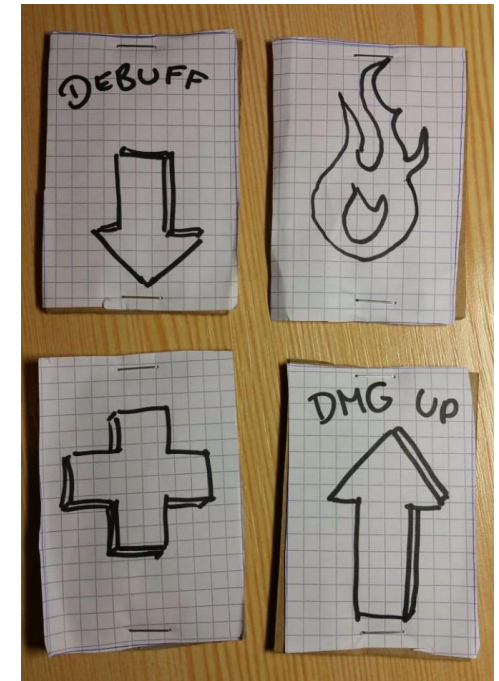
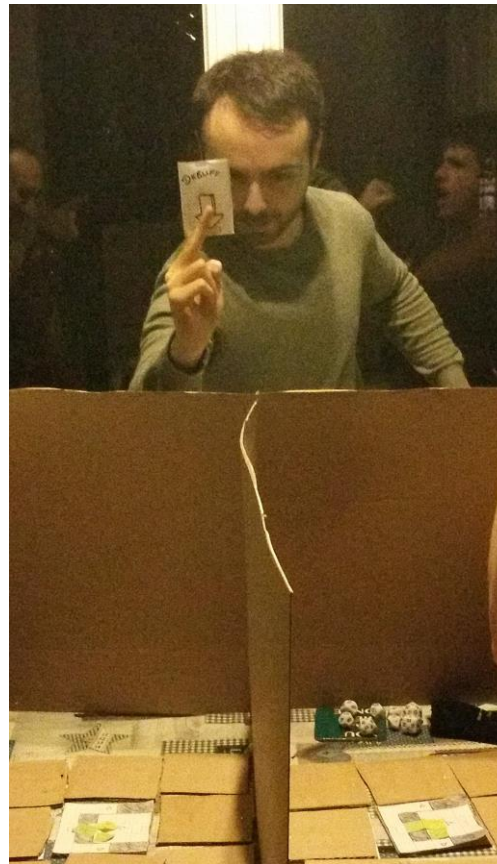
- **Loot**

- Roll D4
- Master gets corresponding ability



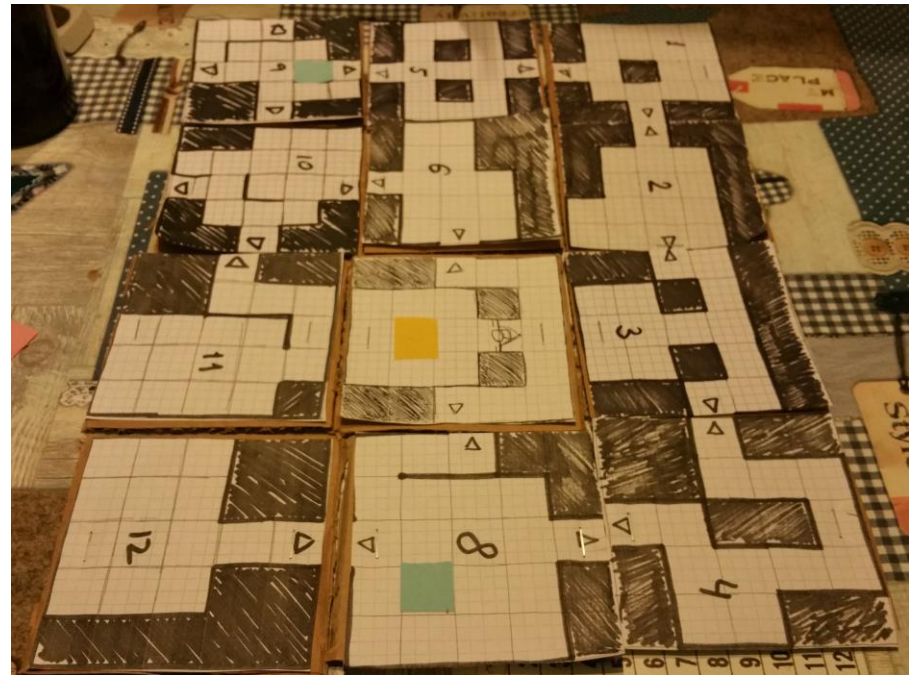
Prototyping – Master I

- One action per turn
 - Gesture to **one** player
 - Use an ability
- Four abilities
 1. Fireball 🔥
 2. Heal +
 3. Buff ↑
 4. Debuff ↓



Prototyping – Master II

- Restrictions to represent **multitasking constraints**
- Can see entire map including
 - **Players**
 - **Boss**
 - **Loot**
 - **Enemies** on player modules



Prototyping – Crawlers

- Only current module is flipped up
 - All others flipper over
 - Moving to edge of a module reveals next module
- Two actions per turn
 - Move
 - Attack
- Objectives Revisited
 - Explore map
 - Avoid enemies
 - Defeat boss



Prototyping – Results I

The Happenings

- Master helped crawlers avoid enemies
- Crawlers listened for the most part
- Enemy positions were reported to master
- Crawlers were brought together
- Boss defeated



Prototyping – Results II

The Fun

- Surprises around corners
- Teamwork leading to victory
- Crawlers acting out of line occasionally

The Boredom

- Master skipping turns (Turn-based pace too slow)
- Combat too easy (Balancing in later stages)

To the Prototype!

