

Game Pitch: **Hikari no To**

Computer Games Laboratory 2017/2018

Team **Pick One**:

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We decided on a...

Cooperative Dungeon Crawler

- *Diablo*-like gameplay for players, which (almost) everyone loves: **run, collect loot, fight enemies**
- Players have unique abilities and **need to cooperate** to make their way through procedurally-generated levels
- Rogue-like elements to make game shorter, **lively and replayable**

Novel feature: Dungeon Master

- **Godlike entity in VR**
- unique set of abilities and different gameplay.
- Sees the entire level from a giant's perspective and guides the players.

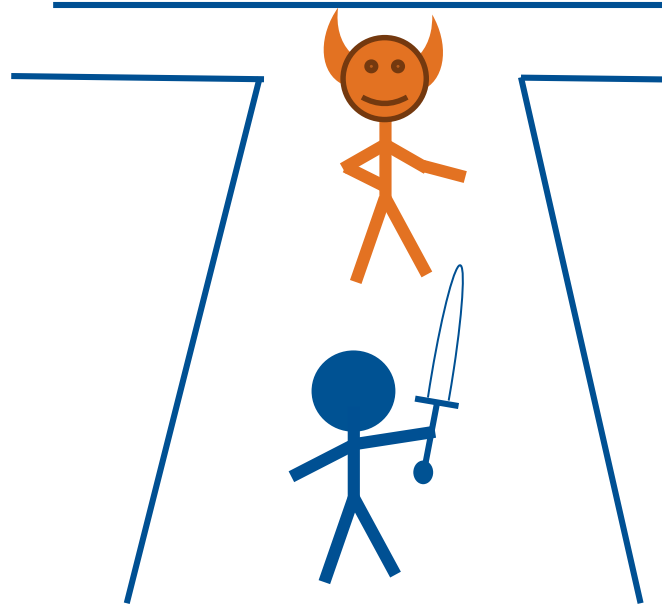


redbubble.net

Mockup



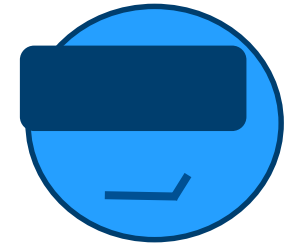
Crawler's gameplay – *Diablo/Orcs must die*

- Character on the ground
 - Run through the level, kill monsters, gather loot
 - Only sees immediate surroundings
 - Can die, but are the only entities able to complete a dungeon
 - Different classes have different abilities
- 
- The diagram illustrates a crawler's perspective in a game. A blue stick figure character, representing the player, is positioned at the bottom of a vertical shaft. The character is holding a sword and is facing an orange stick figure monster with horns, which is hanging from a horizontal bar at the top of the shaft. The shaft is defined by two blue lines that converge towards the top, creating a perspective effect. The background is white, and the lines are blue.
- Need to effectively communicate with the master to reach their goals
 - Have a limited skillset confined to their immediate surroundings, cannot spot distant traps, cannot alter the dungeon

Mockup



Master's gameplay – *Dungeon Keeper*



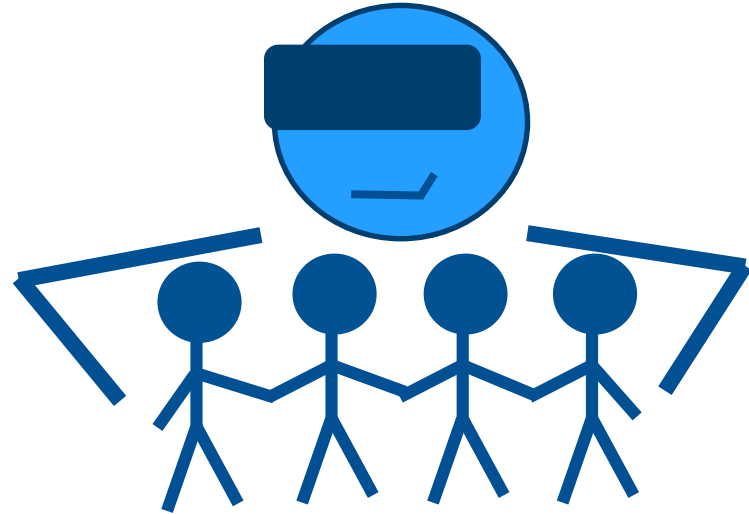
- **VR player**, overlooks dungeon from above, can lean in to focus on areas of interest
 - **Guides the crawlers**, helps them survive and find each other
 - **unique set of abilities** that allows them to alter the dungeon structure, buff the crawlers, debuff/damage enemies
 - **shares information**, needs to warn crawlers about danger, show them way through the level
 - **limited**, but rechargeable **resources**
- > ***challenging micromanagement!***

Mockup



Together

Our game is **primarily about cooperation**



- Cooperation between the crawlers
 - Boss battles/tough enemies high impossible solo
 - Augment each other's skills
- Cooperation between each crawler and the master
 - Guidance to goal (dungeon not inherently fair to crawler,
 - Support in battle
 - Feedback
- Otherwise high likelihood of failure

Game setting

We have a dungeon crawler, but to give it a twist we have a modern setting: **Asian metropolis full of neon lights, dungeons are the levels of a shady organization's headquarters**

What's the backstory, the plot?

- Players go up the levels of a **fortified high-rise tower** in order to **rescue their friend** from a rivalling clan,
- who's being kept for their supernatural powers and unable to escape by themselves, so **uses their powers to guide and support the group on their way up**

Mockup #4 - Tower/Style inspiration

- Sources:
- Necropolis
 - Oculus Rift Toybox
 - Shanghai Tower
 - Shadowrun Hong Kong
 - NEON



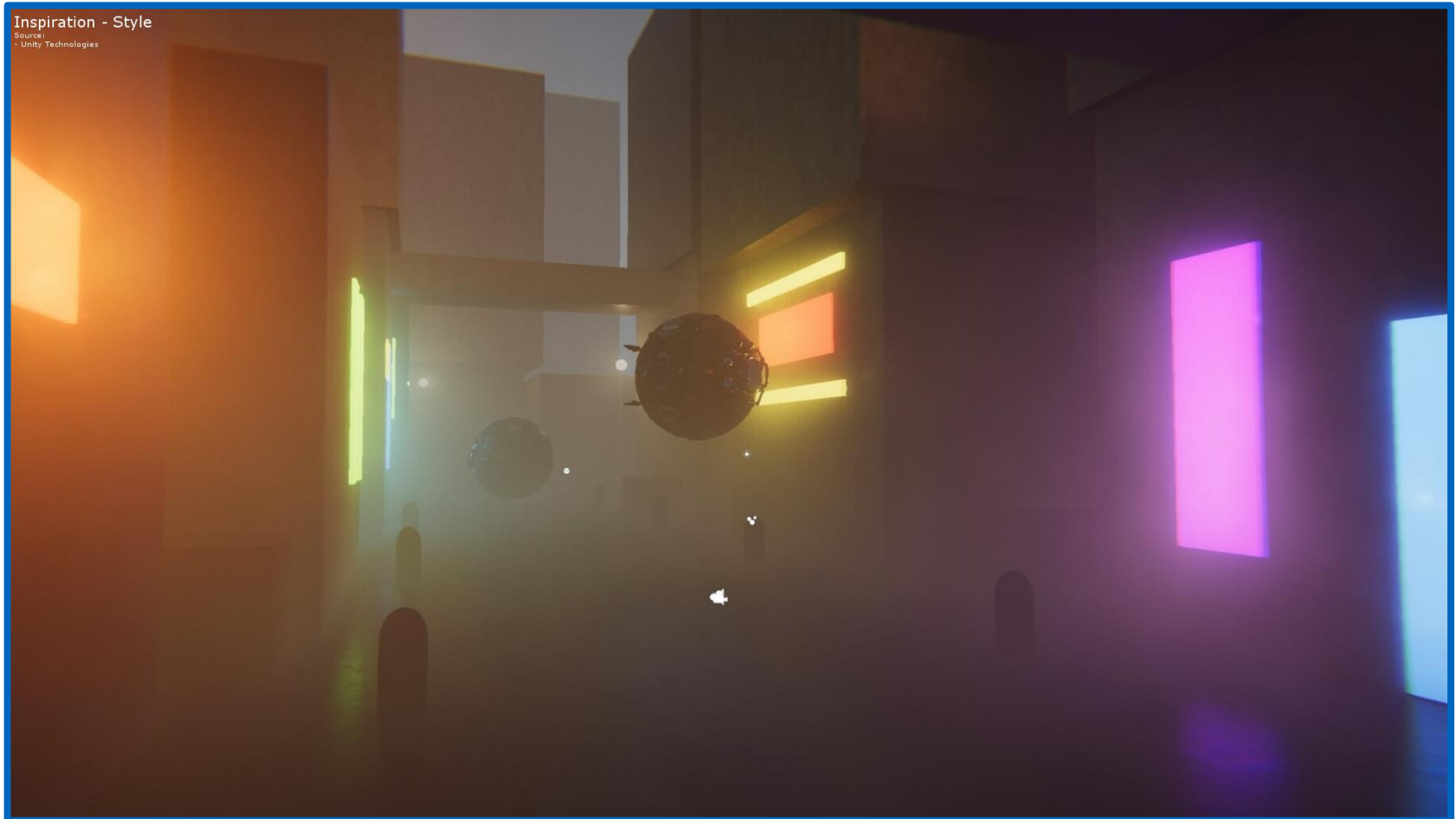
Inspiration: Downtown



Inspiration: Neon Lights and Colors



Inspiration: Simplistic Style



Technical details

- Crawlers: PC, traditional setup with monitor/mouse/keyboard
- Master: PC, using VR headset and tracked motion controllers
- Game is created in **Unity3D**
- Stable **networking**
- **Procedural generation** for enjoyable levels
- Simplified visuals to lower artistic effort

Challenges

- Visually **homogenous style**
- **Game balance**
 - promote teamwork, but don't cheaply enforce it
 - Achieve diverse experiences for new playthroughs
- ambitious **technical backbone**
 - networking
 - procedural generation
 - VR hand tracking

