Game Pitch: <GAME_NAME>

Computer Games Laboratory 2017 / 2018

Team "Pick One":

- Muhammad Inshal Uddin

- Paul Preissner

- Jonas Mayer

- Artem Bishev

Technical University of Munich

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Considerations

- **Exciting and qualitative** on the one side
  Feasible to tackle for a small team of students with zero artistic skills – on another.

- Unveil a "**Together**" topic.

- Pick a good genre: something that let us to stay on a well-tried, **solid ground**, but also to introduce something **novel and fresh** into it.

- **Explosions!**
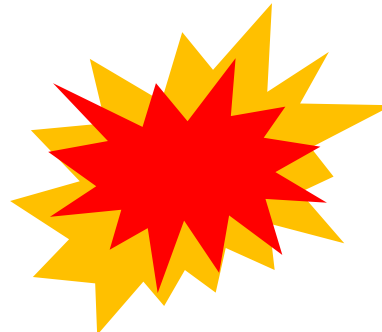
So, we decided on a…

Cooperative Dungeon Crawler

- Diablo-like gameplay for players, which everyone (almost) 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, but **lively and replayable.**

Novel feature: Dungeon Master

- **Godlike entity mounted with HTC Vive!** (Or some other VR glasses).

- Have absolutely unique set of abilities and different gameplay.

- Sees the entire level from a giant's perspective and guides the players.

Jesus Christ in Oculus Rift – from redbubble.net

Mockup

Mockup #2 - Master Perspective
Sources:
- Desk Dragons
- Oculus
- HGTV

Crawler's gameplay – "Diablo"

- Controls a small character.

- Run through the level, kill monsters, gather loot.

- See only what's happening around them, don't see the entire map.

- Can die! But also can make their way through the game and finish it.

- Different players have different abilities.

- Need to effectively communicate with the master to reach their goals, rely on her.

- Have a limited skillset that does not allow them to see the information about the entire level or about other crawlers, cannot see traps, cannot essentially alter the dungeon…
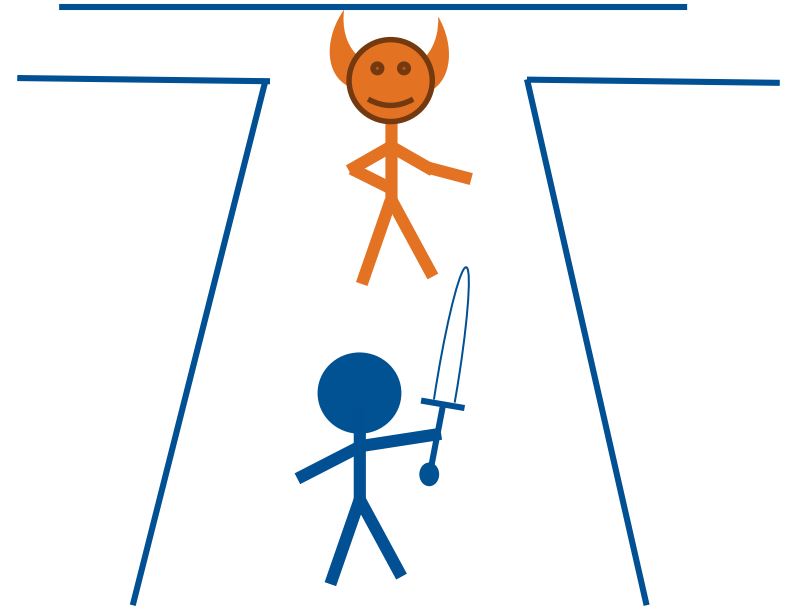
# Mockup

Master's gameplay – "Star Craft"
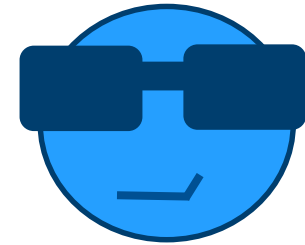
- Ideally, **a VR player**. Can walk around the dungeon, seeing everything what happens from above, and focus on certain areas of interest.

- **Guides the crawlers**, helps them to survive and find each other.

- Has **absolutely unique set of abilities** that allows her to alter the entire level, heal and buff the crawlers, and inflict mass damage to the level inhabitants.

- But the most importantly: **he shares the information.** Need to warn other players about dangers and show them the best way through the level.

- Has **limited**, but restorable **resources**

HEAL

GUIDE

BLOCK
ENEMIES
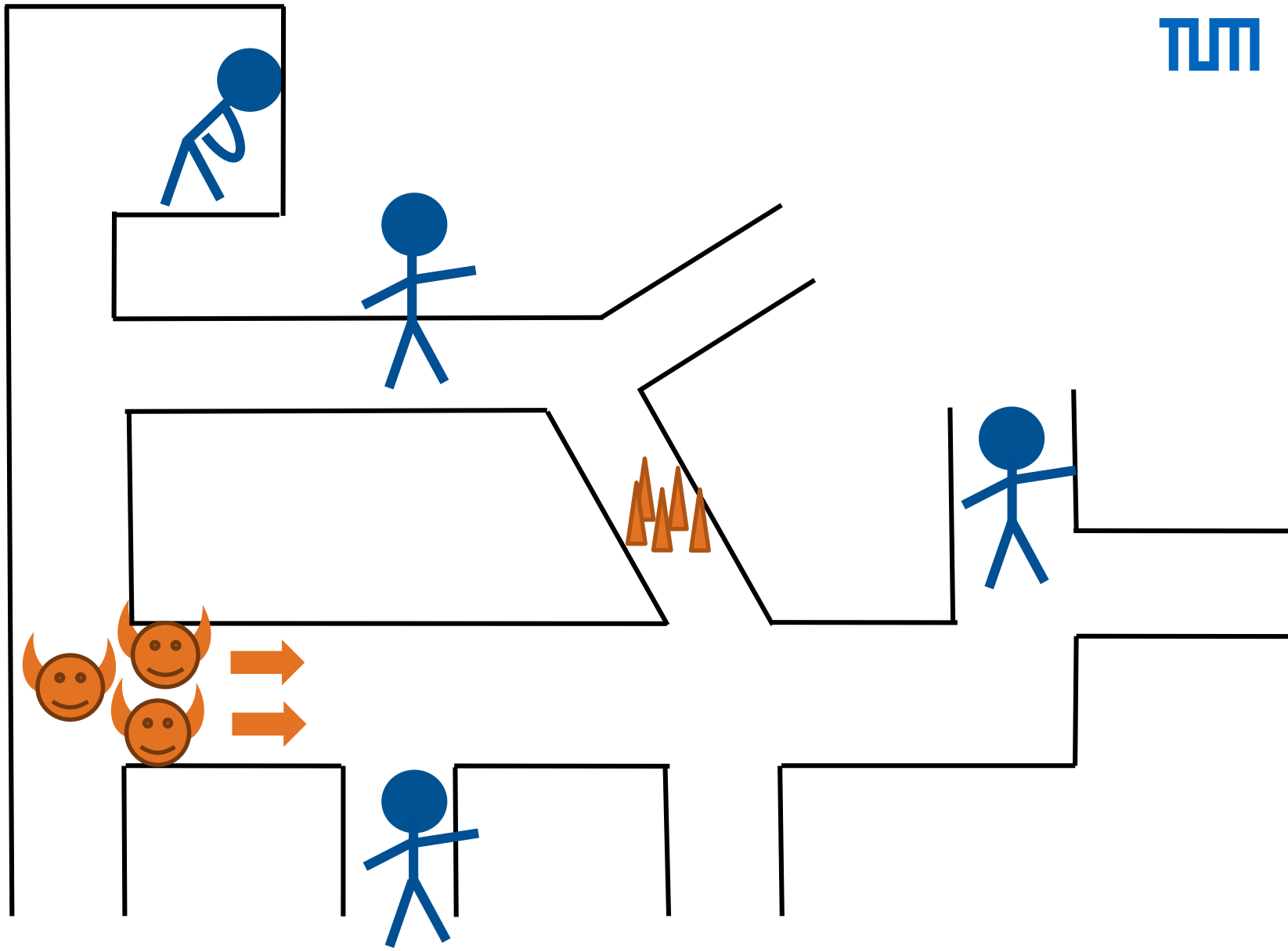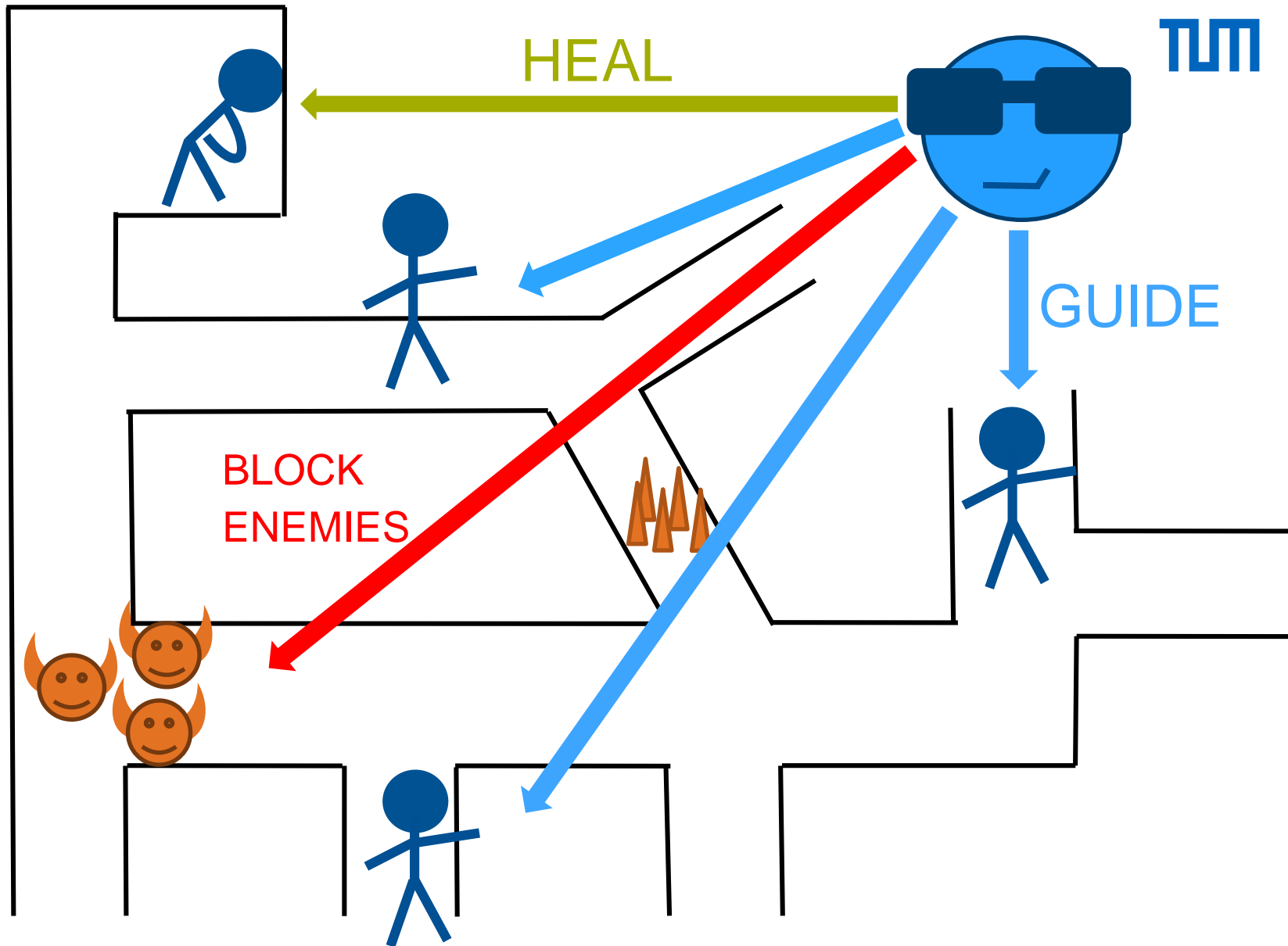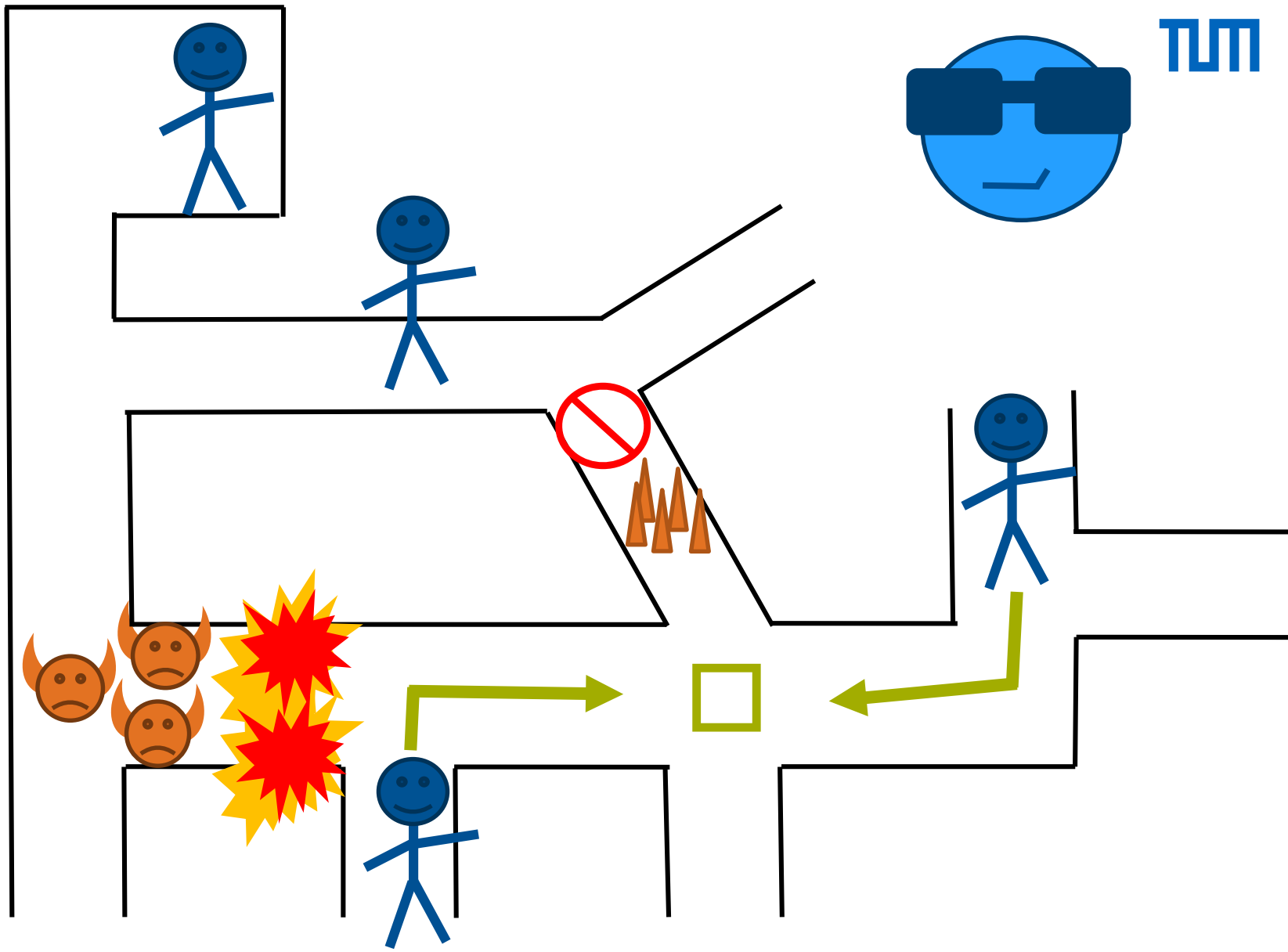
Master's gameplay

Very challenging role!
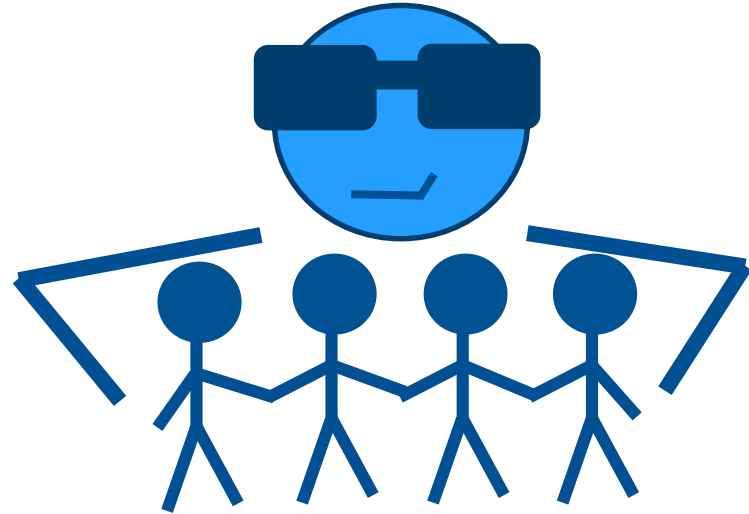
Have to micromanage a lot of tasks:

- helping out all crawlers at once, considering that they might be scattered throughout the level

- augment and explore the dungeon

- spot and weaken the enemies

- wisely spend his resources

Mockup

Together

Our game is **much more about cooperation** than other dungeon crawlers or roguelike games!

Different forms of cooperation are involved:

- Cooperation between the crawlers.

- Cooperation between each crawler and the master.

Together

Cooperation **between the crawlers** is crucial, because:

- The most difficult enemies cannot be defeated by a single crawler: players have to gather together to defeat the boss.

Cooperation **between a crawler and the dungeon master** is crucial, because:

- Players cannot even find each other in a dungeon if wander without a guidance.

- We intentionally don't want to make the level layout uniformly fair towards the players. Came across a group of overpowered enemies, triggered a lethal trap? And DM has not prevented this from happening? Then die!

- Some places of dungeon can be designed so that players physically cannot get through without being coordinated.

Together

Possible level layout
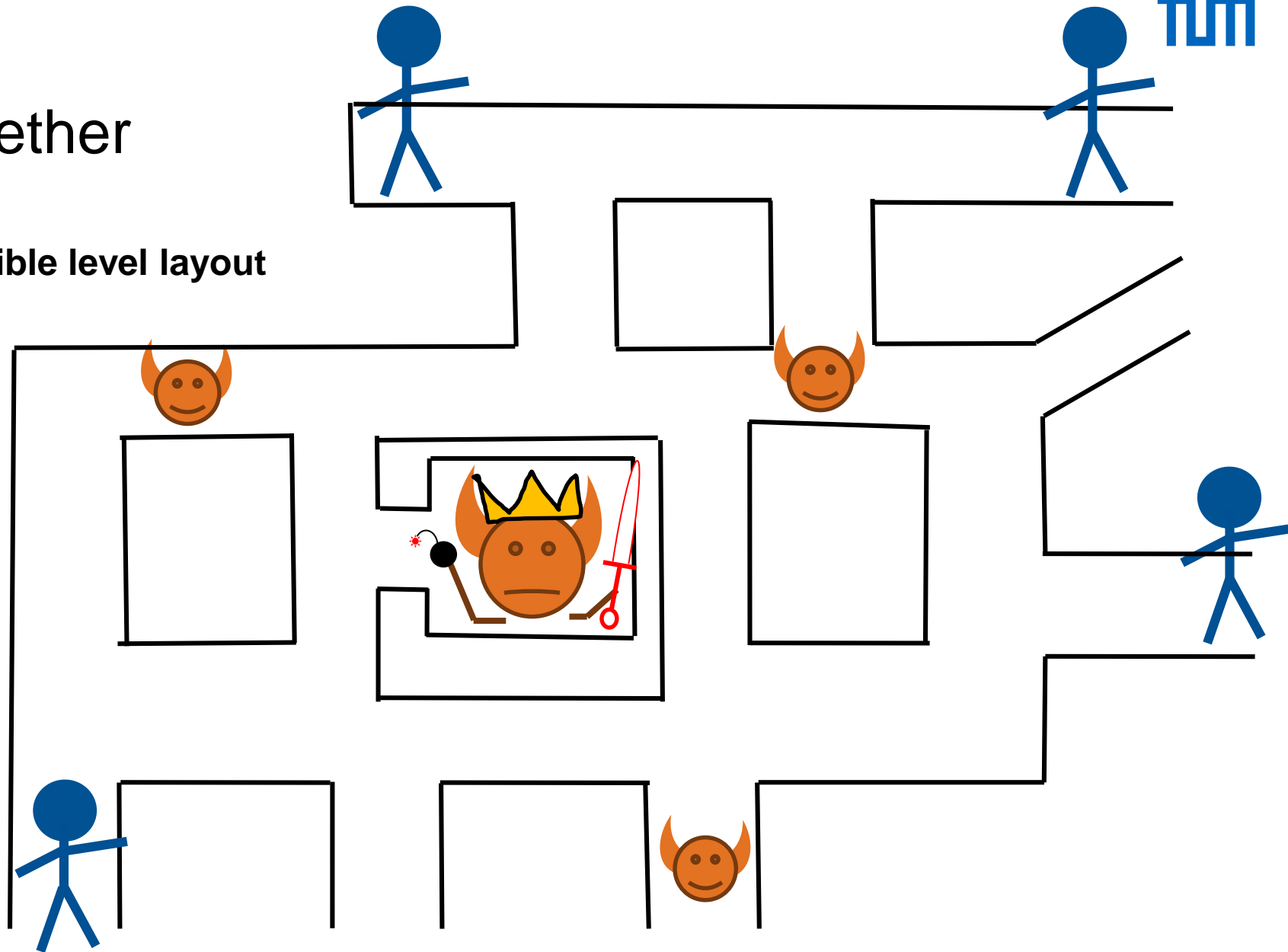
Game setting

We have a dungeon crawler, but dungeons are boring, so we have a modern setting: **downtown full of neon lights**. Does not demand many visuals, but looks very catchy!

What is the plot? Why someone helps players from above? Easy!

- Players go through the different levels of a **fortified high-rise tower** in order to **rescue their friend** from a rivalling clan.

- While he's being kept for his supernatural powers and is unable to escape by himself, he **uses his powers to guide and support his friends on their way up**.

Mockup #4 - Tower/Style inspiration
Sources:
- Necropolis   - Oculus Rift Toybox
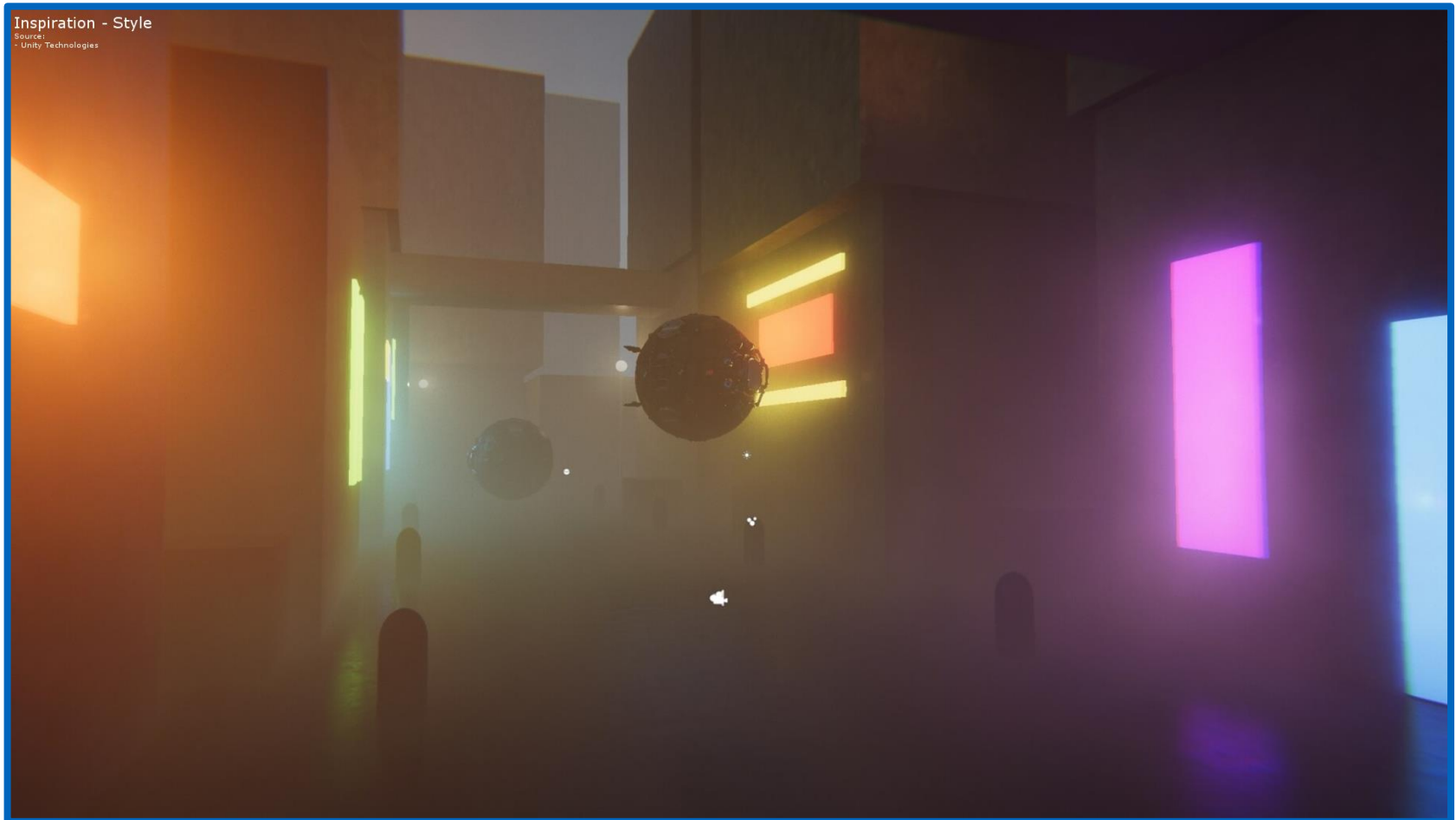- Shanghai Tower   - Shadowrun Hong Kong
- NEON

Inspiration: Downtown

Inspiration: Neon Lights and Colors

Inspiration: Simplistic Style

Technical details

- Everything is in **3D**, but the level layout is mostly flat for better perception

- Crawlers use mere PCs

- Dungeon Master uses HTC Vive or analogical VR equipment

- Game is created in **Unity3D**

- **Networking** for players' synchronization

- Decent graphics and physics to let DM **explode things**

- **Procedural generation** to make enjoyable levels

- **Minimalistic game setting** to avoid creating too much visual assets

Challeges

- Create some **visually pleasant assets**, make levels look good.

- **Game balance**: make a game difficult enough (so it cannot be completed from the first run), but also make it fun and enjoyable.

- Design and distribute **different abilities** among the players so that their cooperation is really meaningful.

- Make sure that neither DM nor the crawlers are getting bored.

- Implement ambitious technical stuff, especially **networking**.

- Think hard on what (items, perks, skills) should we add to our game in limited time to make **different runs unique and remarkable**.

Summary

SIMPLISTIC STYLE
SHARE INFO ABOUT LEVEL
PROCEDURAL GENERATION
EXPLOSIONS
COMMUNICATION
MICROMANAGEMENT
UNIQUE ABILITIES
PUZZLES
ROGUE-LIKE
UNITY 3D
STAY ALIVE
ENEMIES
TOGETHER
VR
NETWORKING
TRAPS
DUNGEON CRAWLER
ENTITY
GODLIKE
ZERO ART
SKILLS
NEON LIGHTS
DOWNTOWN
GIANT DUNGEON MASTER
BOSS
SMALL LEVELS
LOOTBOXES

Thanks for your attention!

Artem Bishev

Jonas Meyer

Paul Preissner

Muhammad Inshal Uddin