	HÖHERE TECHNISCHE BUNDESLEHRANSTALT, WIEN V, SPENGERGASSE	
SPENGERGASSE	Department:	**Art & Design**
	Educational focus:	**Media- & Game-Design**

DIPLOMA THESIS
DOCUMENTATION

Author(s)	Ian Hornik Melissa Melicher Noah Diem Marc Deutsch
Form Academic year	5AHMNG 2019/20
Topic	Tenacious Tanks: Entwicklung eines Multiplayer Spiels
Co-operation partners	Mi'pu'mi Games GmbH (E-Mail: office@mipumi.com, www.mipumi.com) Hollandstrasse 10/47 1020 Wien, Mag. Martin Filipp, 01/5047517

Assignment of tasks	The overall aim of the research is to develop a finished game, in which the topics of the individual works are incorporated and considered. For example, all players should have the same chances of winning, the art style should be appealing to the majority and the audio design should be coherent. The topic of equal opportunities should be supported by the sub-work which analyses and evaluates player behaviour.

Realisation	The goal is a complete, local-multiplayer arena-brawler. A vital aspect is the iterative testing of the project with third parties, since the individual sub-works are strongly related to the analysis of player behaviour, or to the opinions of the players on the project. The core aspect of the game must not be neglected, namely that the game should be fun to play in a group.

Results	Playtests have shown that the game is well received by third parties. The players feel addressed, regardless of player type and age, both visually and audibly. Furthermore, it could be observed that players quickly became emotionally invested without showing negative feelings. Often players did not want to stop playing, which underlines the replay factor.

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Illustrative graph, photo (incl. explanation)	The image shown above displays a typical situation in the project. One can observe how to the players are attempting to hit one another, in order to win the game. Furthermore, one will note the user interface (UI) at the bottom edge of the screen. This UI denotes the current health points of the individual players and can be matched to a player via their colour.

Participation in competitions Awards	Submission to *Prix Ars Electronica „u19 – create your world"*

Accessibility of diploma thesis	Yes

	Examiner	Head of College / Department
Approval (date / signature)		