We are : Team roles and responsibilities :

Niklas ‘Manager’ Burrichter: Manager Level design Implementation of art assets Power up design & programming Audio design & programming

Daniel Bosselmann: Character & enemy programming Menu programming Visual effects design & programming Level design

Emila ‘Elliot’ Nilges: Tileset design Character & enemy design Visual effects design & programming

Niklas Weber: Vision keeper Narrative design Character design Background design Audio design

And our game is Cocotona : Press Start : logline :

Logline: Travel as a robot or his companion drone through old mountain ruins and futuristic cyberpunk cities to reach your goal and find your one true destiny.

Backstory :

Backstory : In an alternate cyberpunk future set in the Aztec mythology once again the powers of the world have shifted: A new god rose to power and like always destroyed everything in its wake that came before.

Now he holed himself up under his almost impenetrable dome to start a new creation of his very own…

The war of the gods is over.

But not everything outside is dead. Outside there still are some lesser gods stumbling after their defeat. And even more important there still are some ingenious human beings alive. These humans band together and seize their opportunity to break the cycle of destruction: they weld small parts found on the battlefield together to create a behemoth of their own to send against the remaining gods.

Weakened by the war before one after another god falls victim to the new god of the human race.

At last they made it to the dome. The Humans attacked it with all their forces and a huge battle began. In the heat of the battle the behemoth smashed the dome with all its might but while the behemoth shattered the dome only fractured ever so slightly.

But a small part of the behemoth still got inside and is as determined as ever to bring an end to the cycle of destruction.

Demo : Play-through :

level 1: - A lot of free space in the direction the player should move in

* Second jump teaches player holding jump -> jumps get higher
* First encounter with the blocks to see they disappear after touching
* Player clearly sees where he needs to go but can’t reach it so he explores the area and finds the drone.
* Drone can help him now to get further.
* And right before the exit a test to make sure the player understood the interaction between the drone and the robot.

level 6: The introduction level for moving lasers.

* Made sure the player can see what the lasers do before he has to interact with them
* this level vastly rewards exploration but only after it developed through development
* this is the reward for a lot of playtesting

level 7: The introduction level for rockets

* Best advice for how to make any game better by Jonata Söderstöm, the creator of Hotline Miami: make your explosions bigger!
* To make the game fair we tried to reuse scenarios the player already knows but then throw in some new twist so we can ramp up difficulty step by step

Gameplay: You run, jump and evade obstacles to reach your goal. While being very hard for you alone luckily you have a friend along with you for the journey. He /She can build platforms over canyons or shelter you from rocket attacks, can stop laser beams from harming you and like a true friend will always catch you when you’re falling.

As you have seen : genre : theme :

Genre: Jump ’n’ Run

Theme: Cyberpunk

Platform: Target platform is Windows only.

Audience: Our target audience is age 12+ and games avid.

the Core Gameplay Loop :

Core gameplay loop: The smallest core gameplay loop is the interaction of both players by jumping and building blocks: Player 1 jumps into the right direction -> Player 2 needs to catch him -> As soon as Player 1 lands on a block it starts to disappear -> Player 1 jumps …

The idea behind it was 4-2-1 :

Project Vision: The Idea was to take the subject “4-2-1” as a metaphor and translate it into two players have one goal within the four edges of the screen. And then to make the cause for their conflict their common goal.

We used : Game Maker : Studio and Photoshop :

The visuals came to be :

Overview visual conceptual development

Production schedule and overview :

How would we extend the game: bosses, animated intro & outro,

Lessons learned :