Rules



Galaxy stranger

Registered: 2014-02-01

Offline

Posts: 85

User Karma: 1

AudioGames.net

New

Index

AudioGames.net Forum → General Game Discussion → First person shooter for the blind - working title "Nightfall"

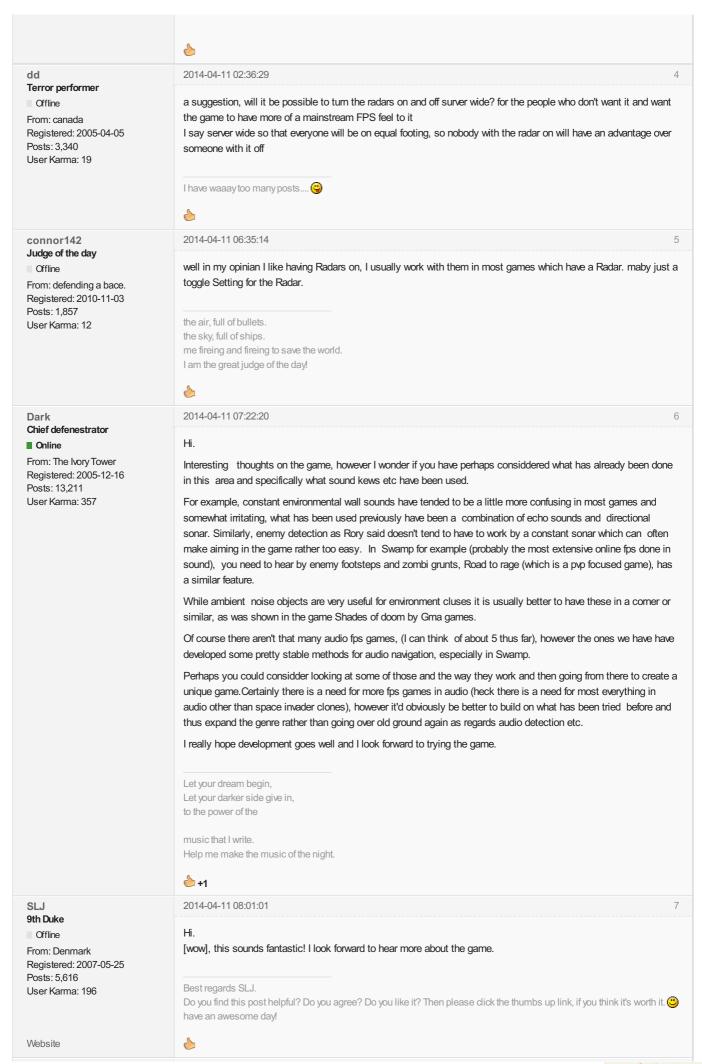
You must login or register to post a reply

Pages 1 :≡ Posts: 20 Topic RSS feed **PTruscott** 2014-04-10 22:57:10 Shades of newbie I am developing a multi-player first player shooter based purely on sound prompts. It will be created in a similar Offline style to Doom, and as soon as possible expanded to include competitive multi-player matches. Registered: 2014-04-10 Posts: 3 The basic game design is as follows: The first point is that the game has no y-axis; you cannot look up or down. This simplifies the development and hopefully reduces confusion and problems with aiming. Situational awareness: To work out your position in relation to others, there is a wide variety of audio prompts. 1. The radar. If an enemy is in front of you in a 30' arc then a pulsing sound is emitted. At the fringes of the arc the sound is deep, and it slowly rises in pitch until the enemy is directly in front of you. The further away the enemy is, the further apart are the pulsing sounds until melee range where it is a continuous noise. 2. Directional sound effects. There will be footstep sounds and gun sounds which will be directionally based, this should help you navigate towards the enemy. There will also be coughing sounds when stationary to discourage hiding in a corner until someone walks past you. 3. Walls emit sounds. Walls hum in a way similar to electrical appliances when you are close to them. If you are walking into one, the sound should be very loud to notify you of this. This sound is also directionally based so you should be able to keep walls at a specific side of you to help you navigate. Right now there is only one type of gun, the assault rifle, which has a medium rate of fire and fairly large damage per shot. This will be expanded to a close range, low damage, high rate of fire SMG as well as a shotgun. There will be a few gamemodes including: Team death match and free for all: Simple score points for kills. Co-op against Zombies. Originally to test collision code, the zombies will be expanded to introduce a variety to game play. Thank you for your time reading this, and I would like to ask if you would play this game or a similar one, and are there any ideas or improvements you would suggest? Thank you. 2014-04-10 23:04:15 Haramir **Business monkey** Hey there. I would try the game for sure. I can not give suggestions though since I don't know what is done and how Offline is the current stuff working besides your description. I'll give you feed back as soon as you direct us to a testing From: Brazil Registered: 2012-01-30 client of some sort Posts: 497 Best regards, Haramir. User Karma: 29 The true blind is the one who refuses to see 2014-04-11 02:21:58 Rory

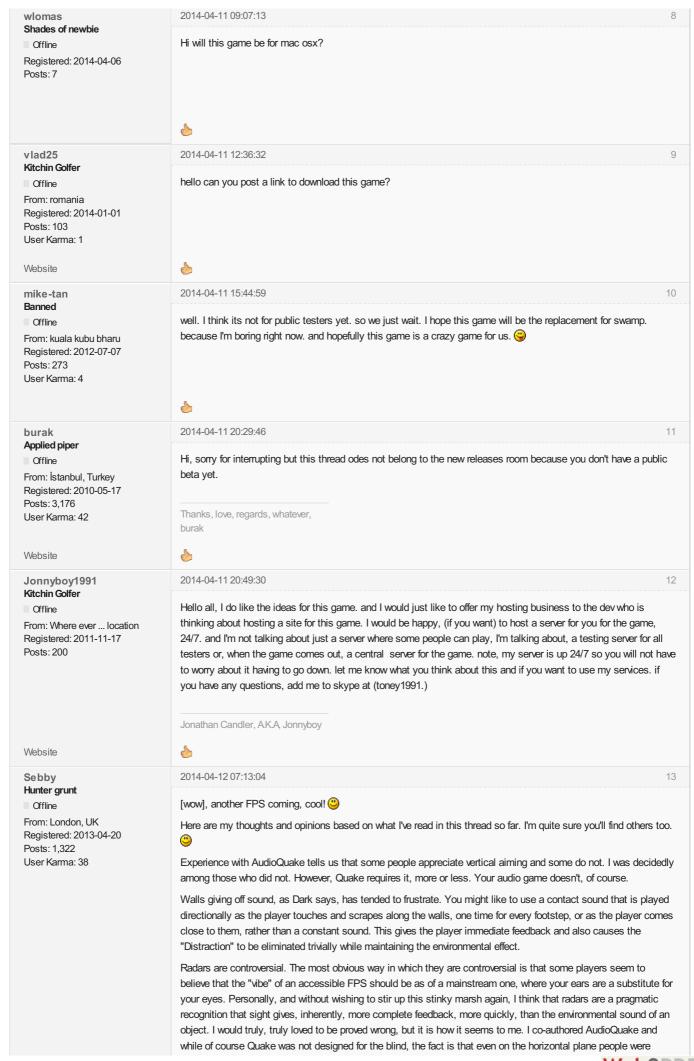
Hi. Oh crap this sounds cool! Will there be a chat feature so we can sware at the people who just keep killin us?

Lol. Also can you make it output to jaws if possible? I have horrible problems with rtr, and can't get any speech to

play. Also when do you think this will be finished? Thanks, rory.





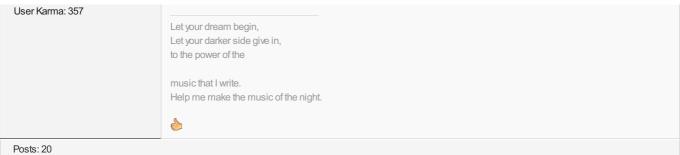




struggling to aim straight. About the best we could do was limit the angle of the radar, to make things a little bit challenging; even then the rapid beeping was difficult to centre for some people who struggle to orient a highfrequency sound. Still, make it an option to please both camps. Navigation has been handled in lots of ways, but I think the "Easiest" of these ways so far has been the earliest, as implemented in Shades Of Doom. Here the maps can be navigated on a 2D grid aligned to the compass directions. You provide controls that snap you to the compass points, and a command to give the facing direction. This of course limits the geometry of the maps and causes freeform movement to be essentially unnecessary except in battles, but if battles are what this is about, then sure, it could work. You can use environmental effects to make the game varied, rather than map geometry. Personally, again, I would very much like to advance the state of play by moving to a freeform model of navigation where the need for explicit "What is in the room?" and "Scan for interesting objects" commands are no longer necessary because they inherently limit the map dimensions and what can actually be described, but I accept that this is challenging. Just myself, as usual. Website 2014-04-12 10:50:19 14 bradp Entombinator Offline I agree with the radar. All mainstream FPS games have a minimap. It shows team mates in green or yellow or what ever color and enemy in red. It helps them locate the enemy quicker. and when they aim there guns, some have a Registered: 2012-02-07 Posts: 501 scope which allows them to see through certain objects for example windows or even walls with an upgrade. User Karma: 11 I dont no how hard something like that would be to impliment but I dont like the idea of a constant beaping radar. but I dont no. nappy to help out with games and the like... maybe 2014-04-12 21:50:41 fatih 15 Entombinator Offline I'd certainly play this game. It'd be cool. From: Turkey, İstanbul, Bayrampaşa Registered: 2010-05-22 Posts: 742 User Karma: 8 Website dd 2014-04-12 23:02:08 16 Terror performer the thing with the radar though is that if it was a local option that would mean everyone with it on would have an Offline advantage over everyone who had it off, simply because of the distinct beeping sound it makes From: canada Registered: 2005-04-05 that's why I suggest it be made a server side toggle, instead of local Posts: 3.340 User Karma: 19 I have waaay too many posts.... **PTruscott** 2014-04-13 11:53:31 17 Shades of newbie Offline 77 dd wrote: Registered: 2014-04-10 Posts: 3 a suggestion, will it be possible to turn the radars on and off surver wide? for the people who don't want it and want the game to have more of a mainstream FPS feel to it I say server wide so that everyone will be on equal footing, so nobody with the radar on will have an advantage over someone with it off That will definitely be an option. " Rory wrote: Hi. Oh crap this sounds cool! Will there be a chat feature so we can sware at the people who just keep killin us? Lol. Also can you make it output to jaws if possible? I have horrible problems with rtr, and can't get any speech to play. Also when do you think this will be finished? Thanks, rory. Talking isn't planned to be implemented any time soon and will definitely be togglable because it will be a severe distraction. Right now it is a fairly long way off due to it being a side project for a truly tiny team. I plan closed beta



by July, open beta by August, and full release just before Christmas. This is a bit in the air though depending on if things come up. " wlomas wrote: Hi will this game be for mac osx? It should be able to run on it. " burak wrote: Hi, sorry for interrupting but this thread odes not belong to the new releases room because you don't have a public beta yet. Apologies, I am new to these forums. Can you suggest which one it should be in and how to move it please? " Sebby wrote: snip for space Thanks for your feedback. I'm hoping the wall sounds won't be too in your face to be irritating, I've played SoD, and it took me far too long to get the grasps of that wall sound systems, the footstep sounds were too subtle and the sounds of bumping into the wall was not only annoying, but pretty unhelpful as to which direction to turn. Hopefully my system won't cause that, but if it does I'll likely change it. I'm not sure what you mean by the movement "grid". Could you clarify a bit? Or did I miss a trick when playing SoD... 2014-04-13 14:37:07 **Aprone** 18 I think I've successfully moved this topic into General game discussion. It's the first time I've ever moved a topic, so we'll see if I did it right. PTruscott, this game sounds like a lot of fun! I wish you and your team luck on the project, and I hope it turns out how you've planned. Have you written any other games that people can check out? I'm not sure if other people Moderator here already know you, but since you're newly registered to the forums it might be cool to have a little background info on you. 😃 Offline From: United States Registered: 2010-10-29 - Aprone Posts: 3,686 Please try out my games and programs: User Karma: 388 Aprone's software **PTruscott** Today 11:33:46 Shades of newbie Offline 77 Aprone wrote: Registered: 2014-04-10 Posts: 3 I think I've successfully moved this topic into General game discussion. It's the first time I've ever moved a topic, so we'll see if I did it right. PTruscott, this game sounds like a lot of fun! I wish you and your team luck on the project, and I hope it turns out how you've planned. Have you written any other games that people can check out? I'm not sure if other people here already know you, but since you're newly registered to the forums it might be cool to have a little background info on you. Apologies for the long reply. stuff got really hectic really quickly. 😌 I'm new to audio games and this is actually my first project I am heading, so I will be incredibly surprised if people knew me! It's progressing well, slower than I would of liked but still at a reasonable pace. Today 11:40:50 Dark 20 Chief defenestrator @Aprone, Obviously moving the topic worked, however PTruscott Online , when you have something playable feel free to report in new releases. From: The Ivory Tower Registered: 2005-12-16 glad to hear things are working. Posts: 13,211



Pages 1 $\label{eq:audioGames.netForum} \textbf{AudioGames.net Forum} \rightarrow \textbf{General Game Discussion} \rightarrow \textbf{First person shooter for the blind - working title "Nightfall"}$

You must login or register to post a reply

Krell Audio in Florida

n highperformancestereo.com





General Game Discussion

Powered by PunBB, supported by Informer Technologies, Inc.

Currently installed 7 official extensions. Copyright © 2003–2009 PunBB.

Theme **Urban** by Kushi

