Solve'n Slide

Game Prototype

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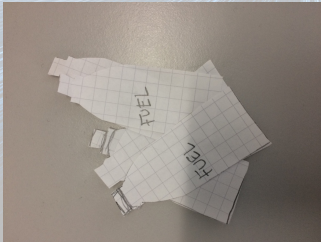Stefan Aicher

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Game Idea

- Two phases
  - Manipulation phase
  - Action phase
- Manipulation phase
  - Deform terrain to create hills and valleys
  - Think strategically
  - Place helpers e.g fuel tanks
  - consider charges
- Action phase
  - Slide along self made hills
  - Take care of obstacles and surfaces of the terrain

Prototype - Elements

- Character represented by a marble
- Terrain as a sandbox 75x25x18 cm
- Fuel tanks made of paper
- Pens marking start and goal point
- Using paper as walls
- Computer player by one of us

Prototype - Initialization

- Game is initialized with a default terrain
  - Could already have hills, walls and several obstacles
  - Start and goal point is set
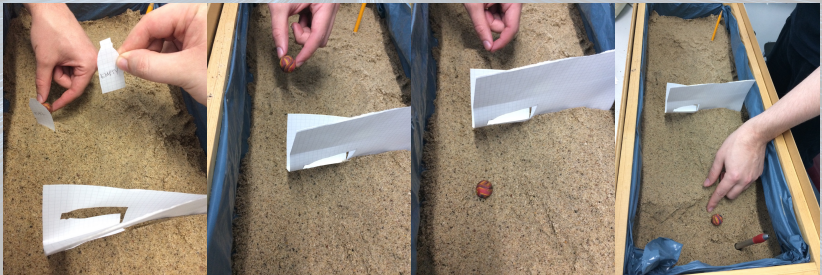 - All defined by the whole group except one of us

Prototype - Manipulation Phase

- Player gets the information of how many charges and helpers he gets
  - He will get a certain amount of fuel tanks symbolized by paper
- Then he starts with the actual game by entering the manipulation phase
  - Infinite time to think about how to deform the terrain to his advantage
  - He picks the place where to raise the terrain and tells it to the computer
  - Computer executes decisions of the player
  - On the side player culls spots to player fuel tanks

Prototype - Action Phase

- After manipulation, the player enters the action phase
- Player/Computer controls the marble
- Difficult to simulate momentum and speed
- Had to estimate where the marble could land after rolling down a hill
- After applying a fuel tank, it was replaced with an empty one

Why a Sandbox?

- Manipulation phase almost represented perfectly
  - Sand easy to deform
  - Hills and valleys can be created very flexibly

- Action phase was a bit difficult
  - High friction decelerated the marble
  - Only a good estimate when terrain is made of sand in the game as well

- But taken as a whole the sandbox was still a good choice since estimating the movements during the action phase would be enough

Experience

- Touching the game idea gives a better feeling of how well our game idea and structure was considered so far

- Level design is complexer than we thought
  - Design took long
  - Playing took longer

Thanks for your attention.