

Solve'n Slide

Game Prototype

Hanieh Arjomand-Fard

Kevin Sawischa

Markus Ansorge

Stefan Aicher

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Big Idea Bullseye

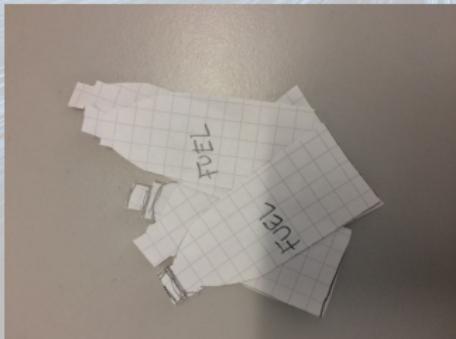


Game Idea

- 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 collects spots to player fuel tanks



Prototype - Action Phase

- Done with planning player enters the action phase
- Players controlled the marble
- Difficult to simulate momentum and speed
- Had to use intuition and estimate where the marble could land after sliding along a self created hill
- After applying a fuel tank the tank was replaced with an empty tank



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 aswell
- 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

The End

Thanks for your attention.