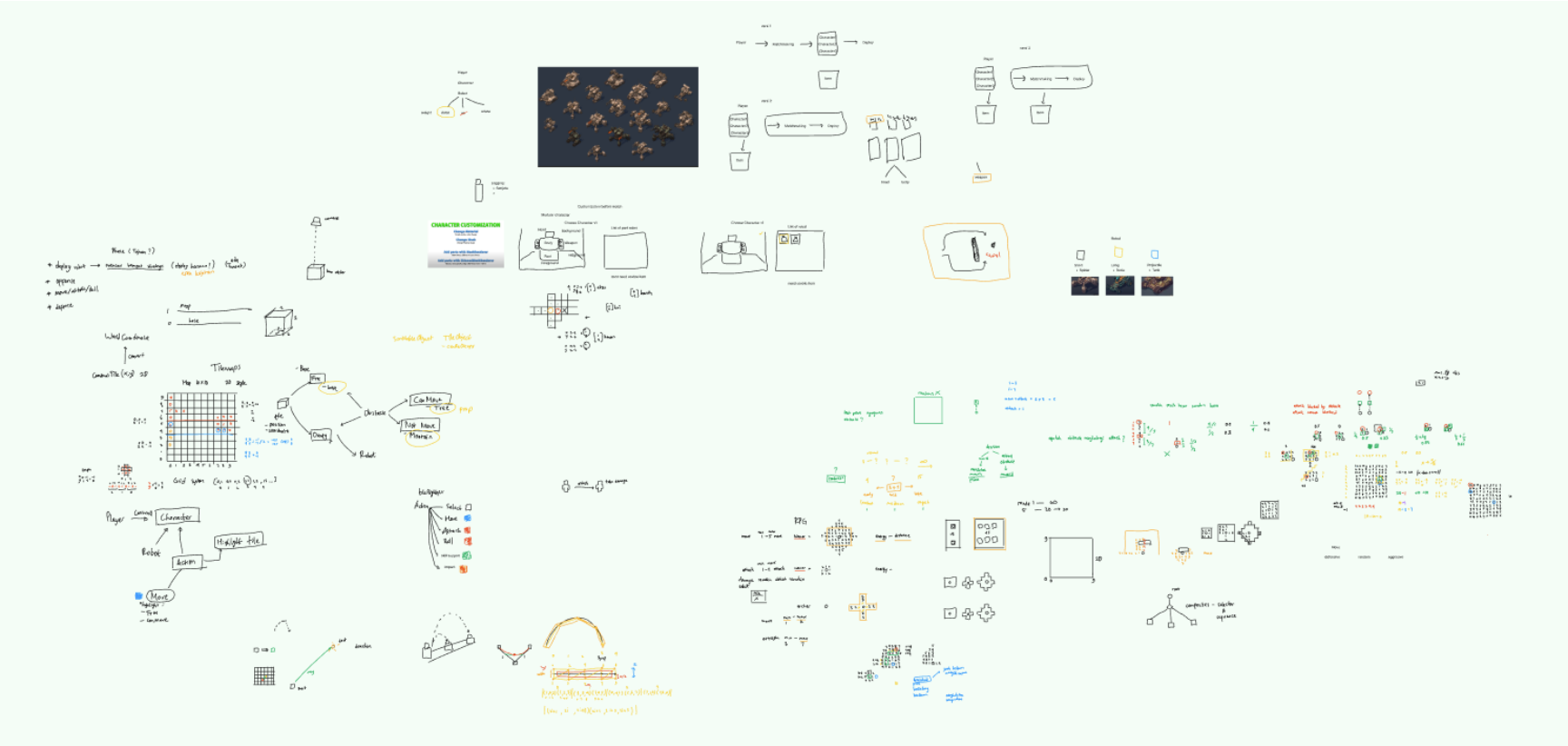
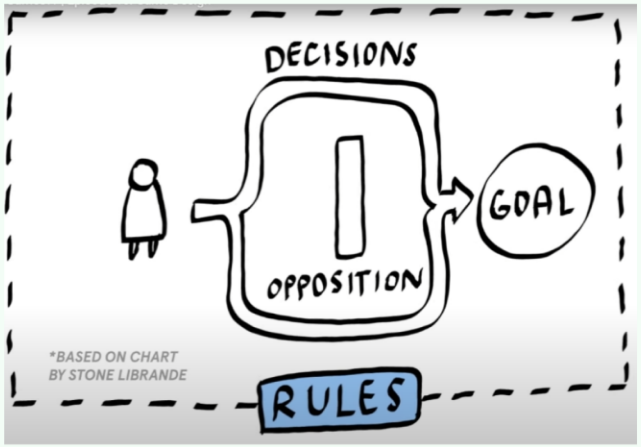
Brainstorming



Basic Game Design



Fun?

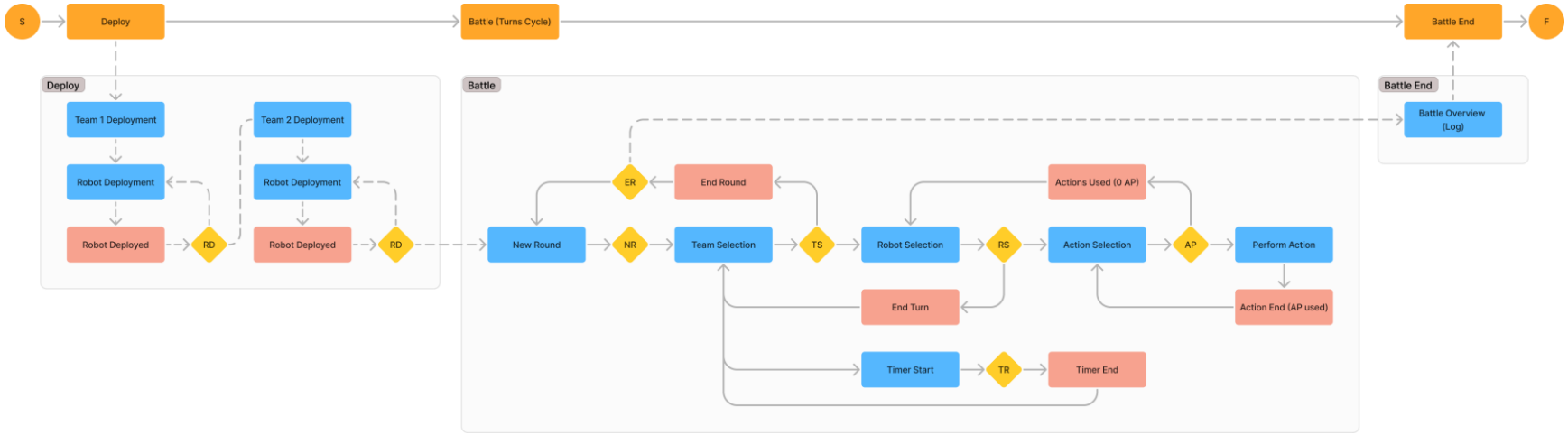
RULES
A framework around all this stuff that governs the whole experience.

DECISIONS
Way to surpass the opposition.

What is Game?

GOAL
Some objective that needs to be completed

OPPOSITION
Something that has to be overcome to complete that objective.


S
Deploy
Battle (Turns Cycle)
Battle End
F
Deploy
Team 1 Deployment
Robot Deployment
Robot Deployed
RD
Team 2 Deployment
Robot Deployment
Robot Deployed
RD
Battle
New Round
NR
Team Selection
TS
Robot Selection
RS
Action Selection
AP
Perform Action
Action End (AP used)
Actions Used (0 AP)
End Round
ER
End Turn
Timer Start
TR
Timer End
Battle End
Battle Overview (Log)

Flow Start to Masuk Battle

Current

Scene Flow

3 Weapon
3 Helmet
3 Armor

Splash Screen → Welcome (Loading) → Load/Download asset

Login → Success → Main Menu
Login → fail (wrong user & pass) still in login
Sign Up → Success
Stored Login

Main Menu → Store
Main Menu → Mission
Main Menu → Customization
Main Menu → Campaign
Main Menu → Multiplayer

Name currency = Aurich

Store → Featured (Event)
Store → Skin
Store → Card
Store → Spray
Store → Credit

Nanti di Skin itu jualan Material buat Prefab. Materialnya ada 2. Berarti yang dijual ada 1 material. Material bisa diterapin ke semua robot type.

Customization → Skin → Skin Inventory
Customization → Card → Card Inventory
Customization → Spray → Emote Inventory

Persistent Data Robot:
- Ref Weapon
- Ref Helm
- Ref Armor
- Ref Item (sebelum battle null)

Edit Team
Delete Team
Reset Team

Local Save
Berdasarkan Index 0 - 3 (MVP 1)

Persistent Data
Reference ke ScriptableObject

Custom Loadout → Robot Selection Per Categories → 3 Equipment Pool (Helmet, Armor, Weapon)

Robot Selection Per Categories: Model Robot
3 Equipment Pool (Helmet, Armor, Weapon): ScriptableObject Data

Robot Inventory

skripsinya Tito

MVP pake Template Default
- Short
- Long
- Projectile

First Time
Edit Team in index 0
with empty robot & equipment

Campaign

Multiplayer → Local match → 3vs3 → Start → (Matchmaking)
(Matchmaking) → Yes → Matching
(Matchmaking) → No → Setelah Click

Background

Deck Selection → Must n robot

mengambil inventory ScriptableObject Data
dan di save ke Persistent data deck choosing.

pre-battle

timer

ada system recommendation

Robot Inventory
Team Inventory

Map Selection
- Predifined
- Generated

Flyweight

Setiap map harus ada 1 Predifined

Preview → Inventory Pool
- Item
- Supporting

BATTLE

Economy Coin

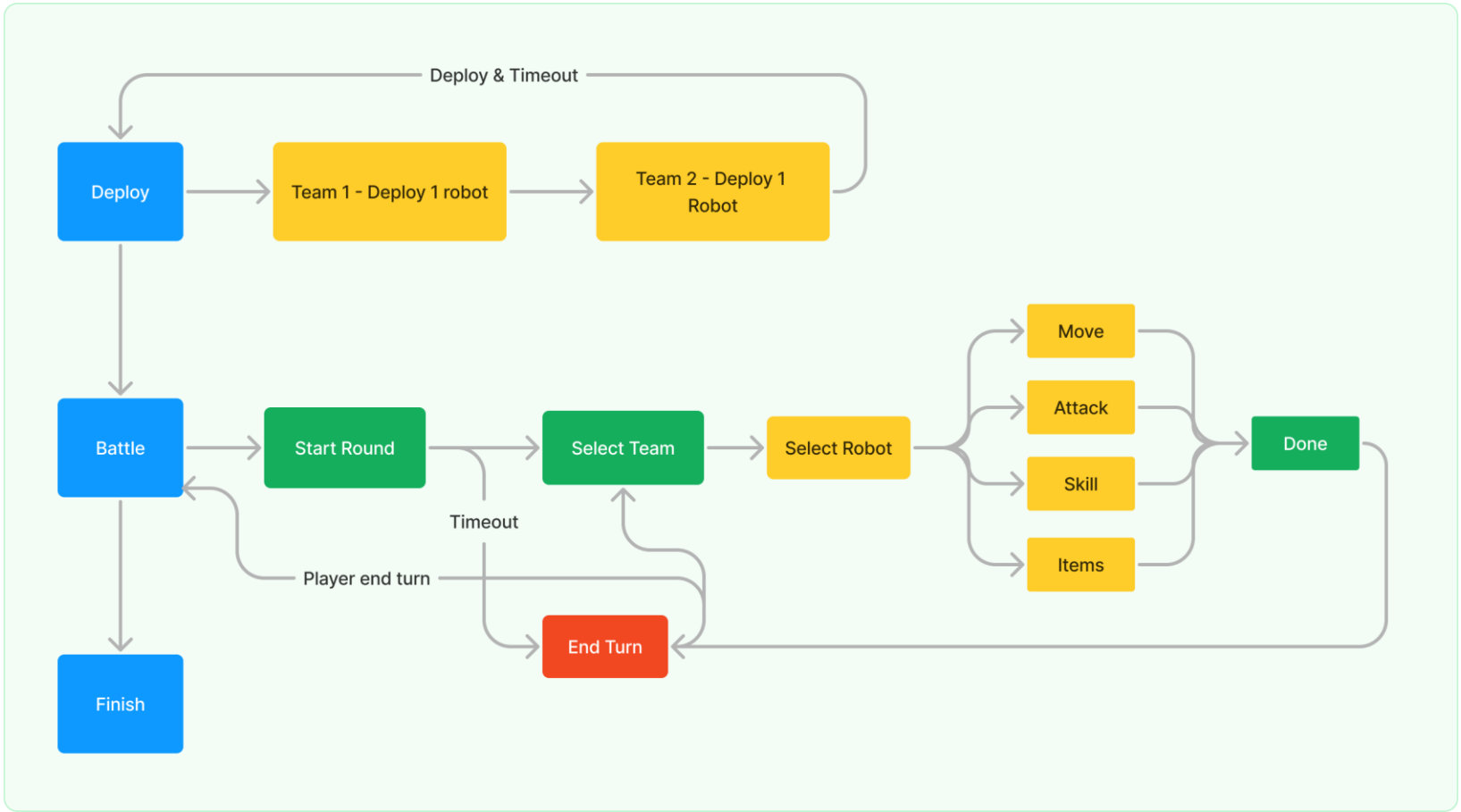
+ Win : 20
+ Lose : 5

- Melihat Map
- Melihat Enemy Status
- Menunjukan Ally Status

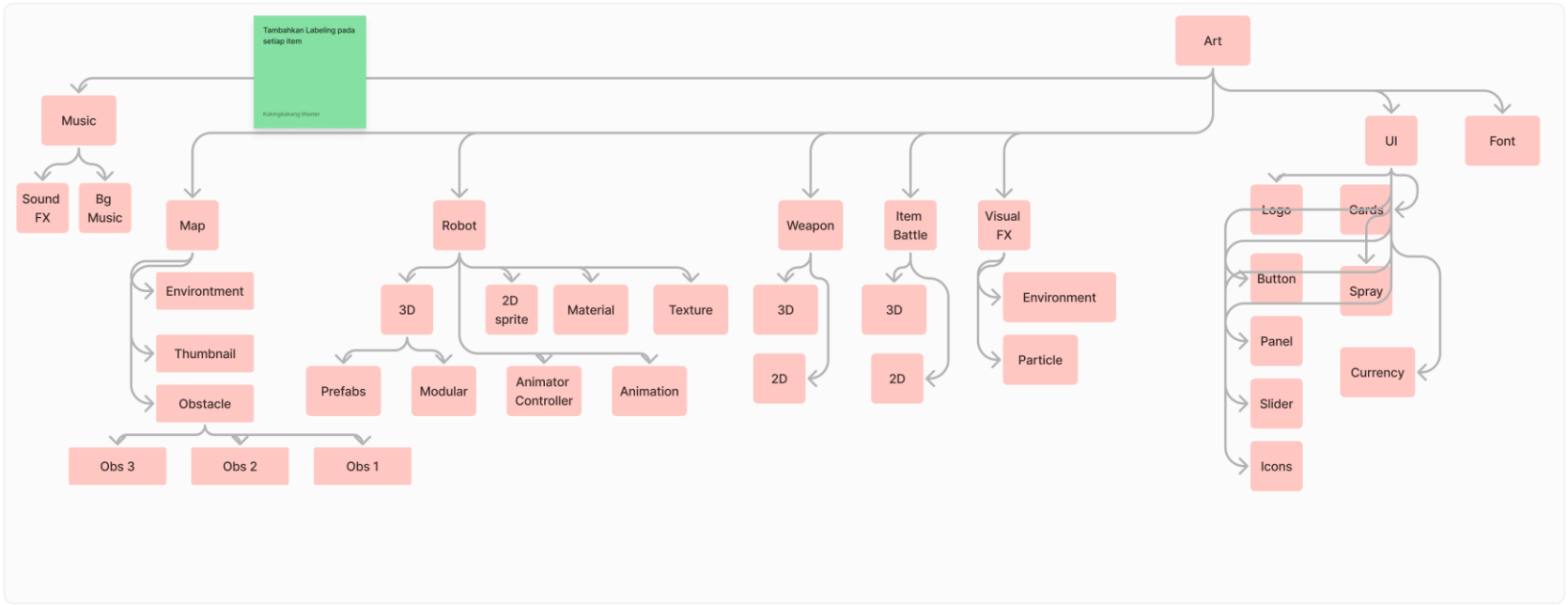
Multiplayer → Tutorial
Multiplayer → Practice
Multiplayer → 1vs1 → Loadout Selection → Weapon Pool Equipment Pool

R1
R2
R3
Map
R1
R2
R3

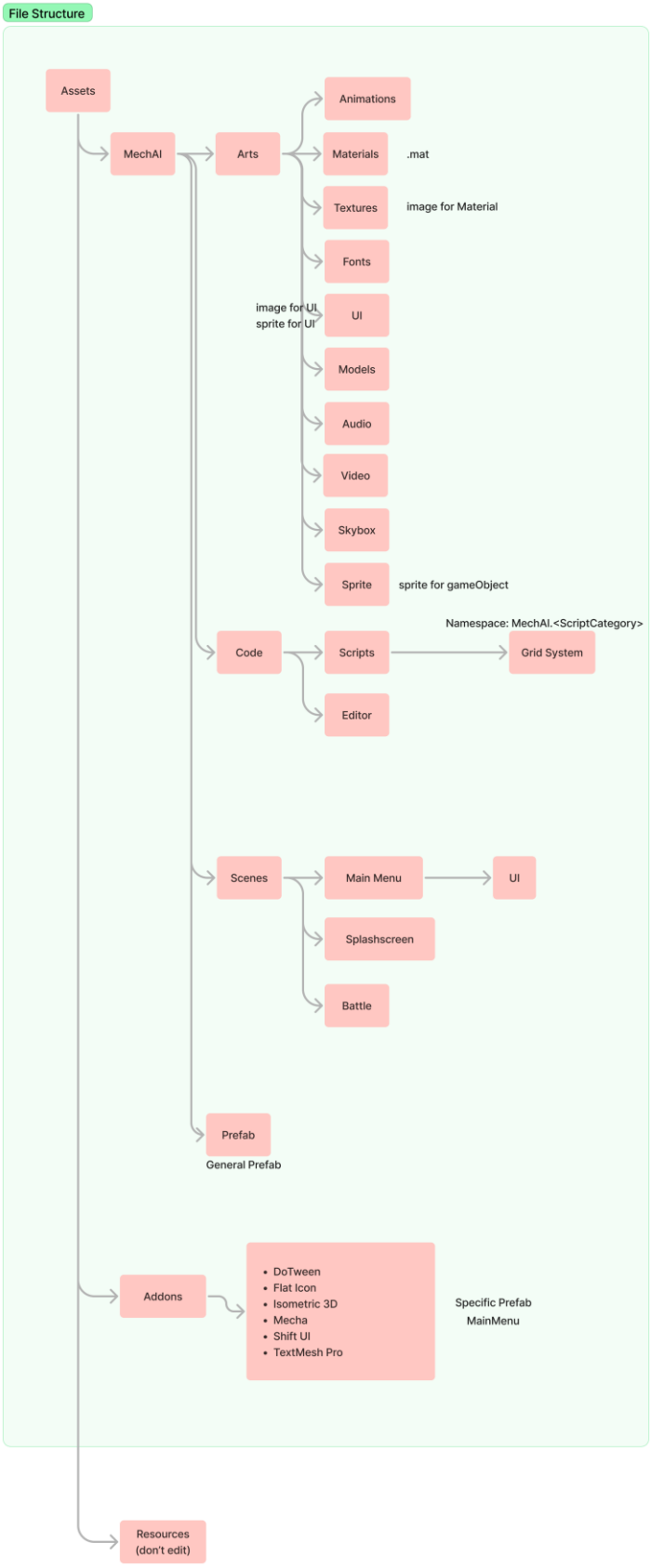
Battle Flow


Deploy & Timeout
Deploy
Team 1 - Deploy 1 robot
Team 2 - Deploy 1 Robot
Battle
Start Round
Select Team
Select Robot
Move
Attack
Skill
Items
Done
Timeout
Player end turn
End Turn
Finish

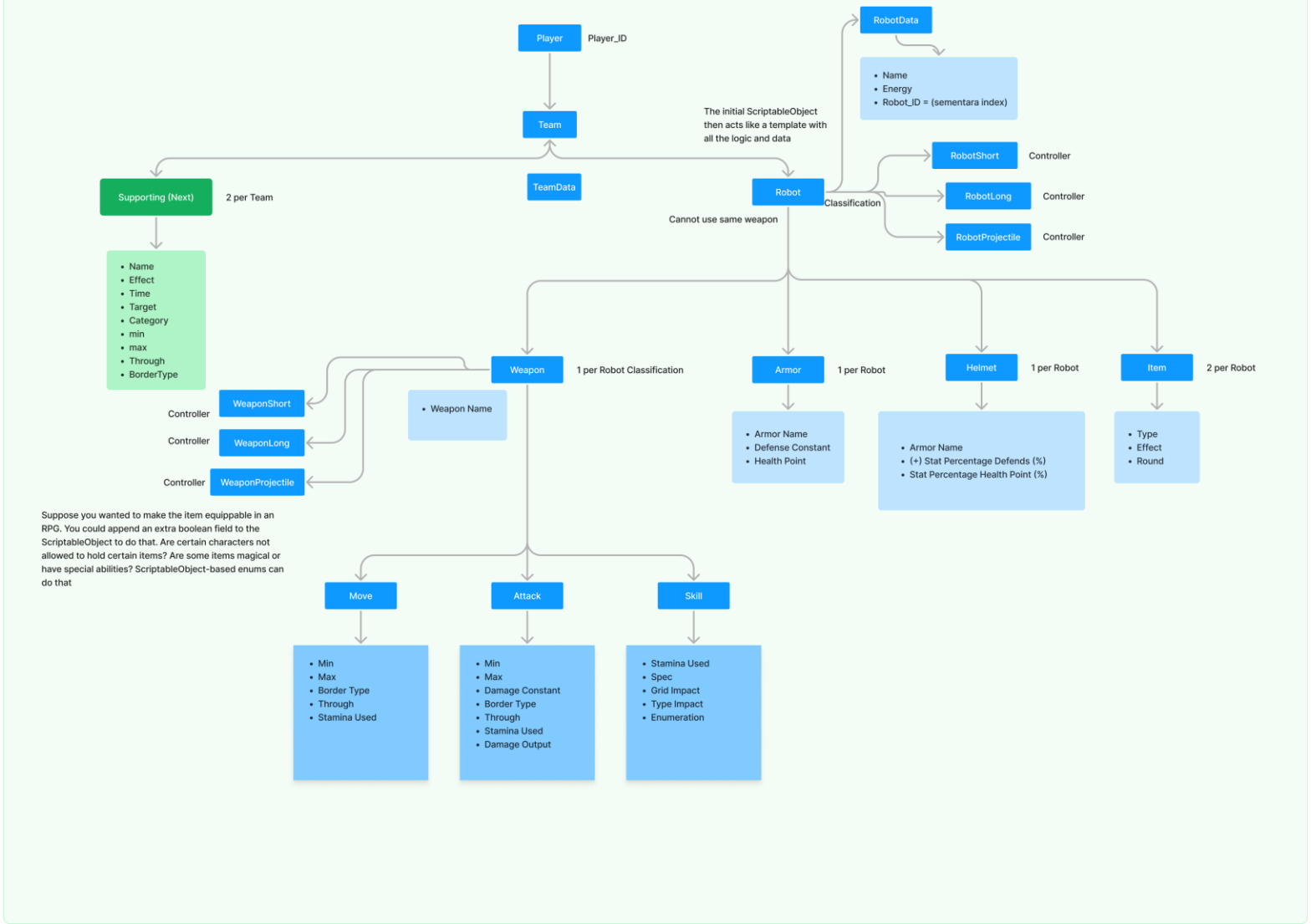
File Resource Management



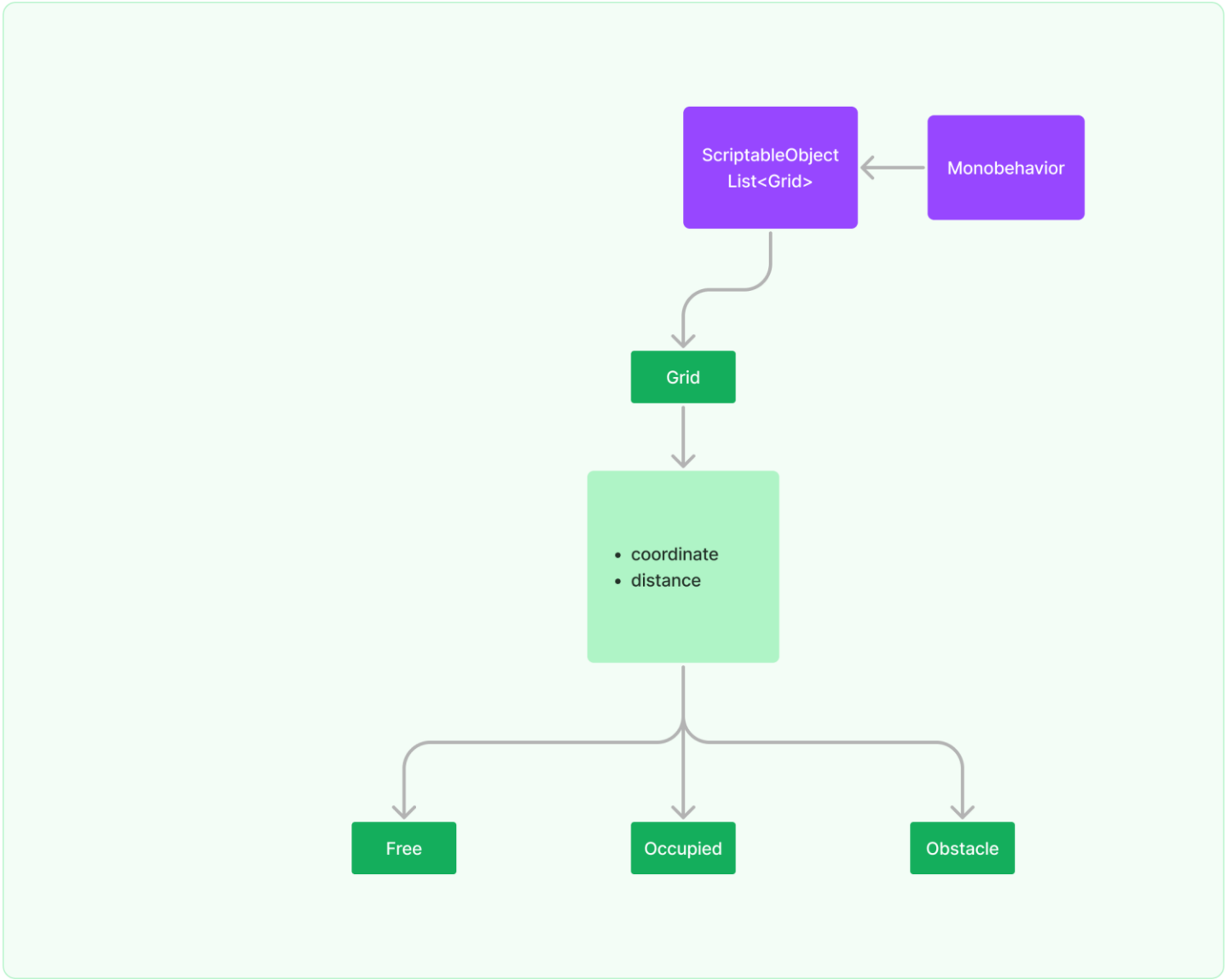
File Structure



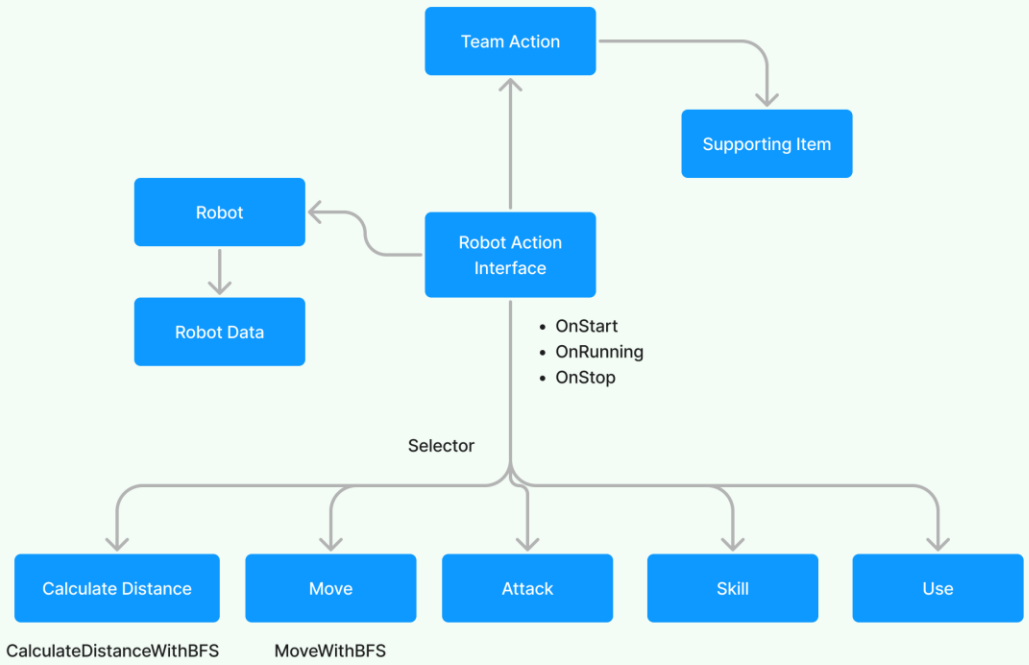
Team & Robot Architecture



Grid Architecture



Action Modular



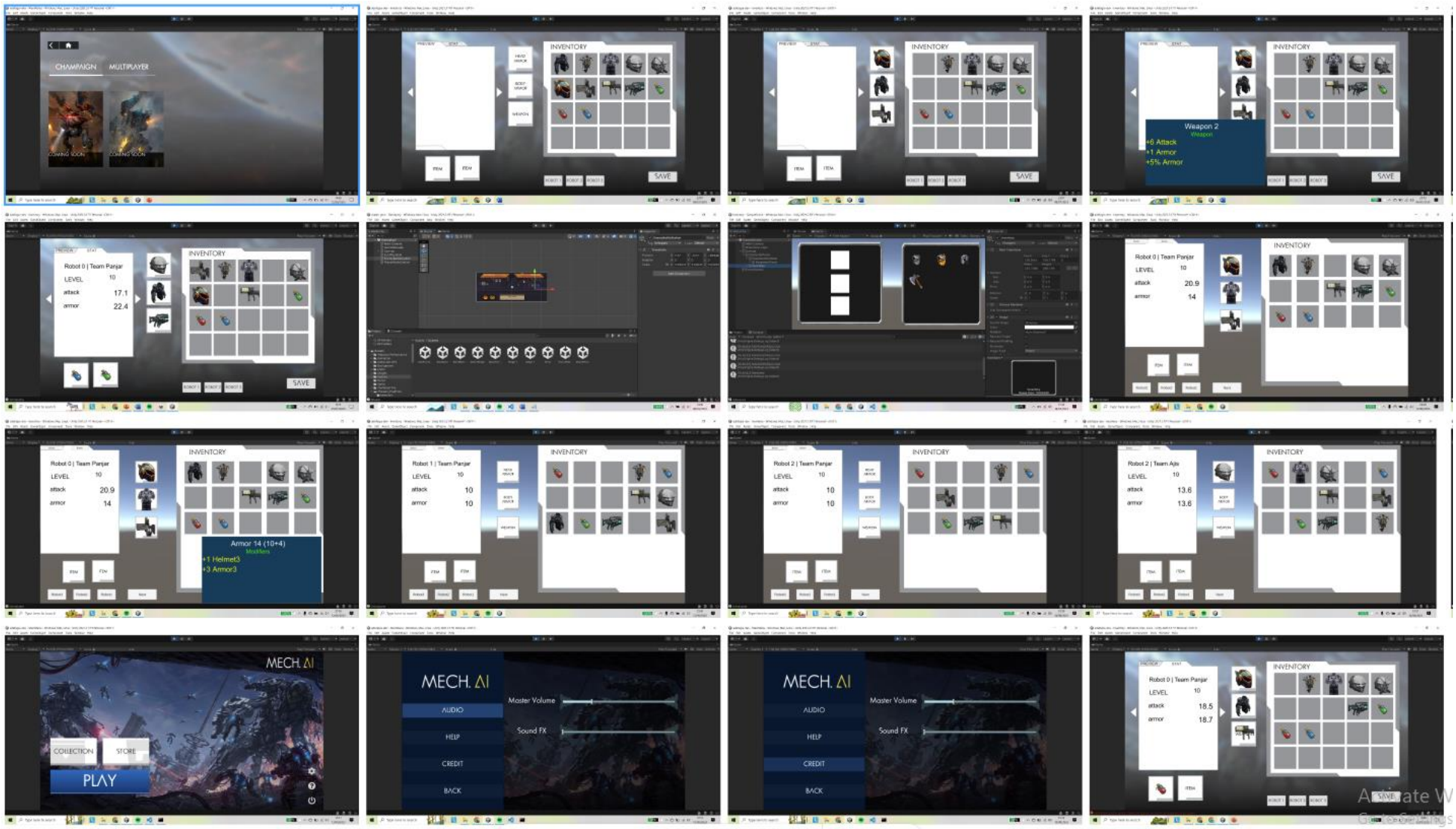
lowercase Log: **[{Team}]{Robot} - {Action}** {sisa}

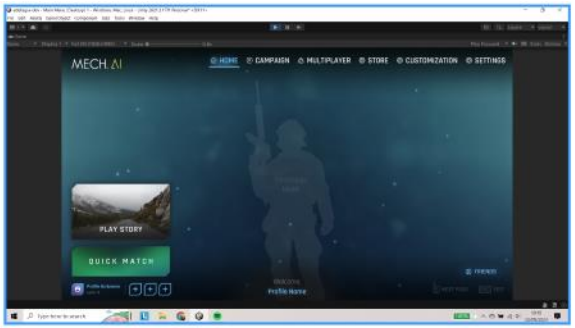
Dict<String, Action> {
Move: ActionMove
- sisa ⇒ “to grid(x,y)”

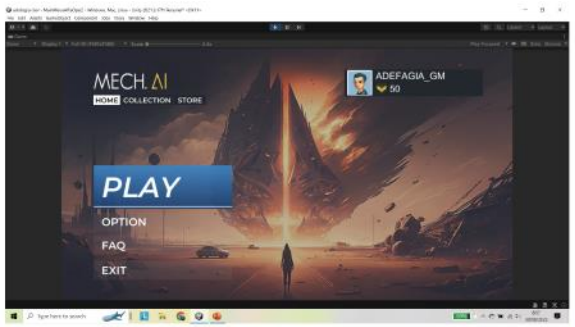
Attack: ActionAttack
- sisa ⇒ “to grid(x,y)”

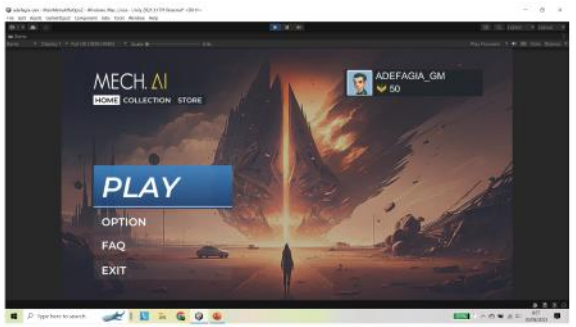
}

Compiled Mockup – MECH.AI




MECH. AI
HOME
CAMPAIGN
MULTIPLAYER
STORE
CUSTOMIZATION
SETTINGS
PLAY STORY
QUICK MATCH


MECH. AI
HOME COLLECTION STORE
ADEFAGIA_GM
50
PLAY
OPTION
FAQ
EXIT


MECH. AI
HOME COLLECTION STORE
ADEFAGIA_GM
50
PLAY
OPTION
FAQ
EXIT

MECH. AI
49:55
Free
Cancel
Move
Attack
End Turn

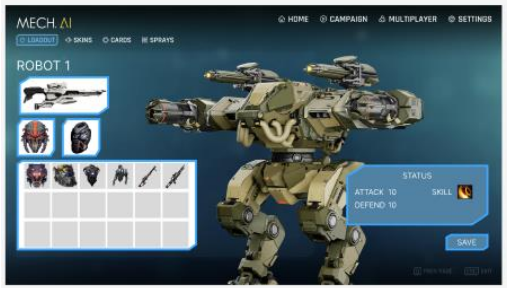
MECH. AI
49:47
Free
Cancel
Move
Attack
End Turn

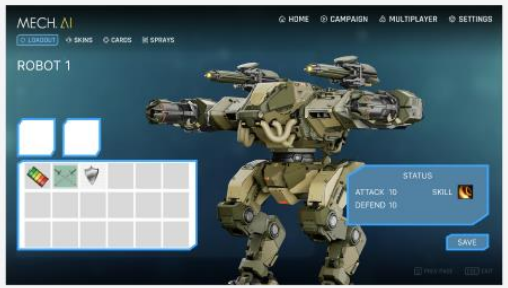
MECH. AI
49:57
Free
Cancel
Move
Attack
End Turn

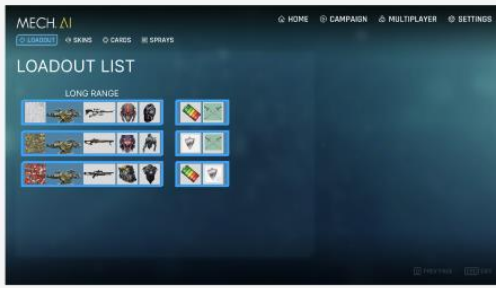
MECH. AI
HOME COLLECTION STORE
ADEFAGIA_GM
50
PLAY
OPTION
FAQ
EXIT

MECH. AI
HOME CHALLENGE COLLECTION STORE
ADEFAGIA_GM
50
PLAY
OPTION
CREDIT
EXIT

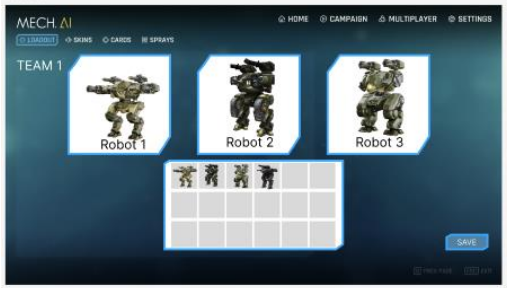
OPTIONS
ACCESSIBILITY
VIDEO
AUDIO
CONTROLS
FAQ
Language
Voice-over Language
Subtitle
Subtitle Language
Subtitle Size



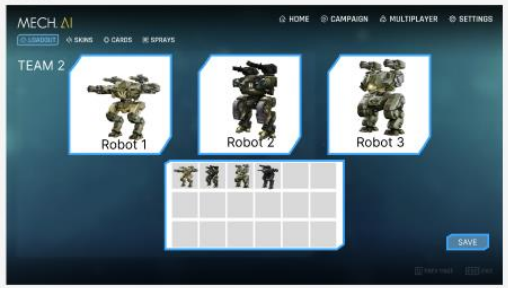




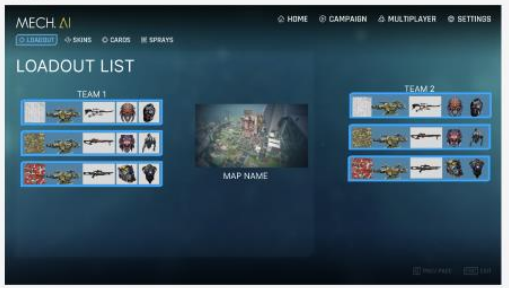
Stevan



Stevan_2



Frame 52



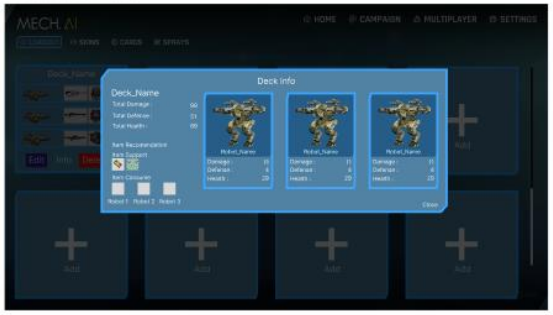
Item Support Pool

Player Profile

Player Match history

Deck List

Deck List (Pop up Info)



Player Achivement

Disclaimer: I work together with my students to create these mockups.