

Solo Prototype Justification Document (Project 3)

Game Title: Fuel Duel

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The initial concept was a fusion of Tron and flight sim to create a new game where multiple players fly around leaving trails, attempting to knock the other players out of the sky. The initial prototype attempted to mimic flight controls from GTA V, but getting the same feel proved to be quite difficult and was later changed. The initial idea came from a brainstorming session with a friend of mine, just bouncing ideas back and forth and building off of each other.

After completing the initial prototype, I quickly realized that the game would take forever to fill up enough space of the arena to effectively trap the other players. This wasn't the effect I initially was going for - I was hoping more for a shorter, fast paced game that could be played multiple rounds in one sitting, perhaps with players swapping out in between rounds. To obtain this style, I realized I had 2 options - either severely restrict the playing area (which would be harsh to newer players) OR add some sort of new mechanic to attract players to an area. I described the concept of the game to another friend and discussed the problem for a bit, and I eventually came up with the idea of adding a fuel system with a designated area to be able to refuel. This allows the players to explore more of the arena, but also create a zone of more player interaction and chaotic gameplay.

After playtesting the game with a friend, I realized that the trails of the planes were difficult to see. He suggested adding transparency, but after playing around for a bit, I decided that a cel-shaded look on the trails worked to give a sense of depth while maintaining the awesome bright color look I wanted. Another issue we realized was that player 4's blue color and trails blended in very well with the environment, giving him a significant edge over the other players. This was remedied by simply swapping the blue player out for a white player.

Finally, the planned power-ups were scrapped due to a combination of a lack of time, as well as playtesting finding them unnecessary. The game is already fun (subjectively speaking), and adding something like power-ups could increase the complexity and cluttered-ness of the UI and gameplay in such a way that it actually becomes less fun.