

Last Pick

Prototype 3 - Evolution Document

The brief for this prototype to create a mini game or game mechanic that could possibly implemented in the Koi Digital's project T.O.A (Titans of Aotearoa). The game is based around Maori mythology and legends.

Our game will be a rhythm game where you control a 'waka' that can
The idea is that TOA is leading a waka that is chasing and fighting mythical marine creatures such as the giant fish that turned into the North Island that Maui killed.

The initial idea was mainly to have a rhythm mechanic like in Guitar Hero but with only one lane. And the game would be in the same vein as Patapon.

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Clint's Input:

- Controller Input
- Boat Movement
- Obstacle Spawning (still need wave sprites)
- Wave Animations
- O/X/Triangle/Square buttons
- O/X/Triangle/Square movement

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We were one man down for half of the process, though Clint did have significant input at the start of the project.

The game we currently have is a top down side scrolling game with a rhythm game mechanic at the top the screen. Sound was supposed to be a big part of the game. But due to time constraints, we might have to rely on visuals as of now.
Maybe some sound queue.

Two main mechanics

- Moving boat
- Rhythm Game mechanic

Boat movement and the rhythm game mechanic may be way too much for a player to handle.

Instead of being faster every beat or rhythm, it should slow down as you are dodging rocks.

Maori culture does not have a percussion instrument

We nerfed the game

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Getting the rhythm right prevents rocks from showing up. Missing one will spawn a certain amount of rocks. It's almost you are chanting to the gods, and when you get it wrong they punish you. In this edition, the rocks are bigger, but you control the frequency in a way. The frequency of the rocks is determined by how much

Random ideas for future dev:

- A storm makes your screen go black, so you have to memorize the oncoming buttons.
- Earthquake
- Two players? One is moving the boat and one playing the rhythm game.

Post feedback

- Stamina bar was suggested before pitch, but as we only had one programmer, the bar was not made.
- A progress bar is suggested to show when player will reach the ending. We had a think about it, and decided that it wasn't really needed as other rhythm games don't include this.
- Visual tweaks and animation to make the game more presentable, eg. fonts, animation of the boat, panning of water background
- Some sound should be implemented, at least some clapping or ambient sounds like the sea wind.

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