

Konzept für ein 3D Spiel

Spaceballs

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Vorgelegt am: 23.02.2018

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1 Concept 1

1. Concept

1.1 Description

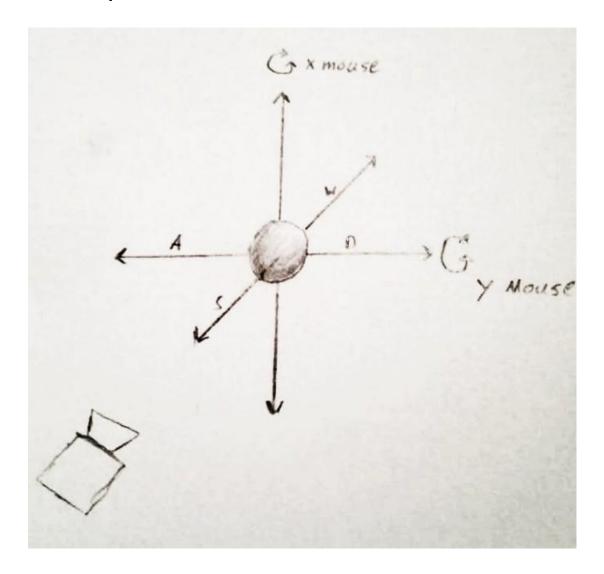
Goal of the game is to be the biggest sphere in a 3-Dimensional room with other spheres. The player himself is a sphere. He can control it with mouse and keyboard.

To win the game the player has to absorb nearly all the other spheres. A sphere can absorb another sphere only if it is the bigger one. To absorb a sphere the two spheres have to touch. The volume of the smaller sphere gets then added to the bigger sphere.

The random spheres move on a random basis through the space and can absorb each other as well. If the own sphere is absorbed the Player loses. Also the player loses if he can't win anymore.

2 Mockup 3

2. Mockup



4 2 Mockup

