

Kari Green, Dave Vader,
Alex Turner, Michael Scheible

TEAM INFO:

TITLE: Magician's Heist

MEMBERS: Kari Green, Dave Vader, Alex Turner, Michael Scheible

CREATIVE PROCESS:

This sprint began at the creation of our team in the 494 class on Wednesday the 22nd. It was originally based off Kari's idea around a game where players were the North Campus Turkey and trying to evade capture. In this idea, the turkey was able to evade capture by wearing disguises it stole from students/staff. We further flushed out this idea and came up with the idea of the player morphing into objects to be able to hide; which continued to evolve into the idea that the player would be able to morph into objects to change how the player interacts with the level.

Over the course of the sprint, we added several aspects to make our game more interesting and fun. The first major change that we made was that we decided that we wanted the game to be cooperative, which was inspired by the game Monaco. Making the game cooperative allowed us to completely change how the characters function when they are turned into an object; the players often need to work together in order to use an object to its full ability (for example, a player picks up the taser "object" player to aim it while the "object" player shoots the taser). With all of these objects that players can turn into, Dave suggested that we allow guards to interact with them.

DEVELOPMENT:

As we came up for new ideas for the game (such as making it cooperative, allowing the guards to interact with objects) we needed to adjust certain things about how the game functioned. For example, Alex was inspired by the lighting style in Monaco and the rest of the

team agreed that the limited field of vision really added interest to the game. Alex then prototyped a similar lighting system and tested it in a simple environment. We all thought that this seemed successful and worked to integrate it into the game.