Final Project - Round Table

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EXPLORE & CREATE

God Finger

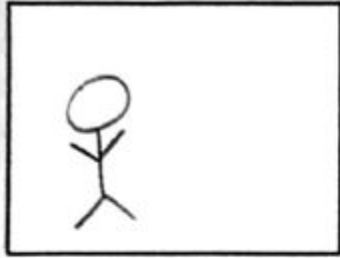Doodle God

?

STORYBOARD
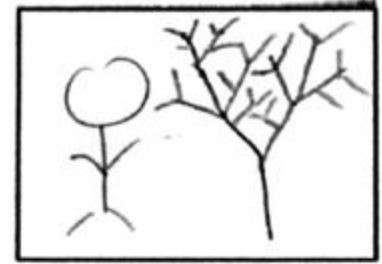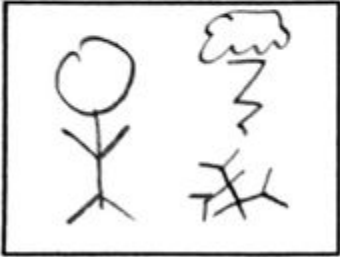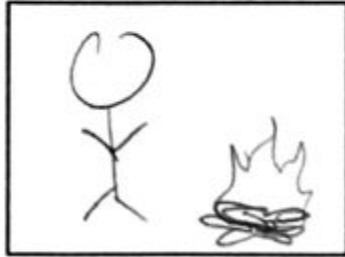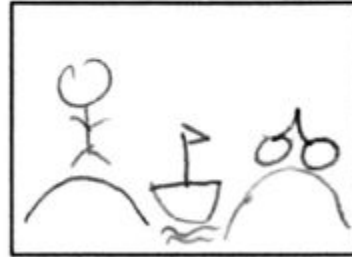
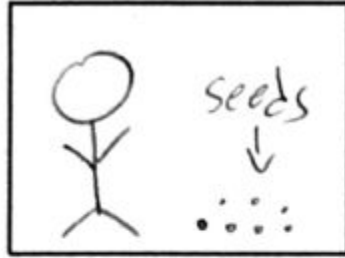# DESIGN

- Perspective
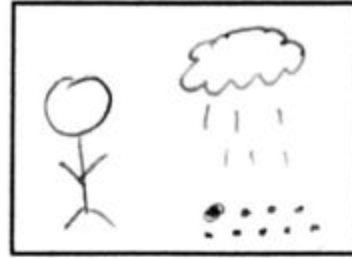 - First-person
  - Third-person
- Gameplay
  - Mouse interaction to create resources
  - Different scenarios = different resources created
- Goal
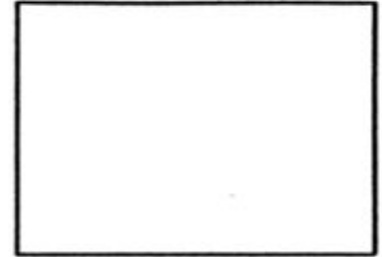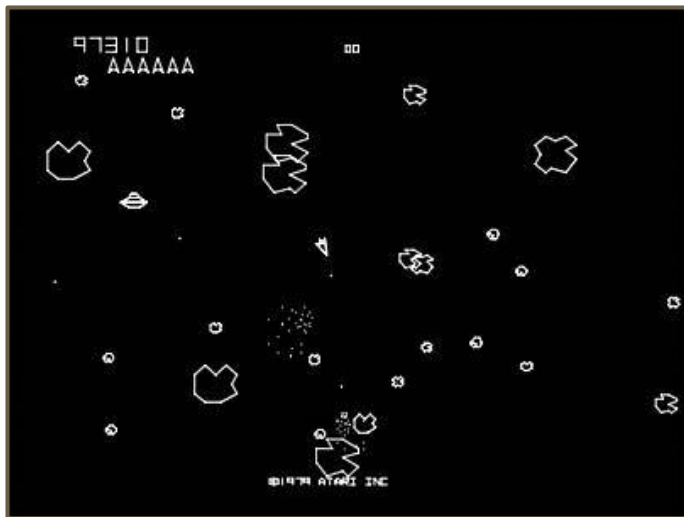 - Create resource xxx
- Human
  - Player controlled
  - AI controlled
  - Mouse controlled (click, pick up, drag, drop)
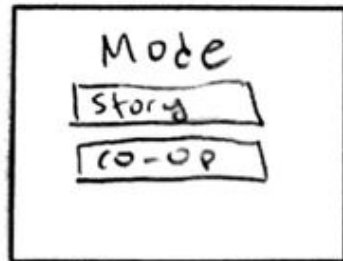
2D SHOOTER

Atari: Asteroids

Capcom: 1942

Box Head

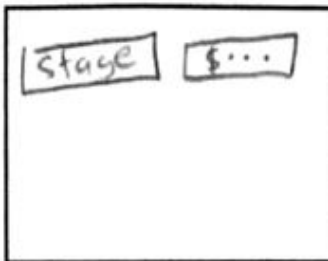# STORYBOARD

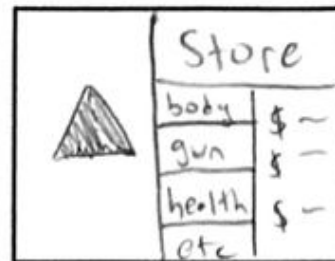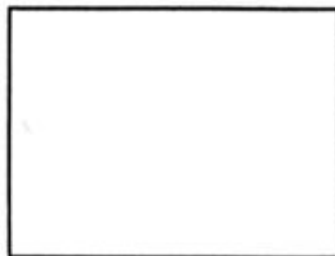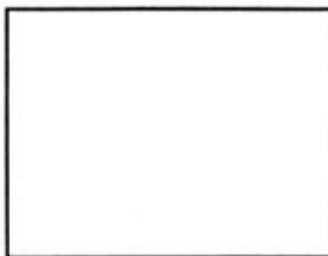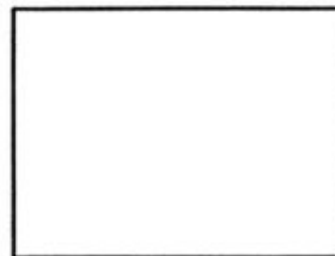# DESIGN

- Modes
  - Solo
  - Co-op
    - Friendly fire?
  - Difficulties?
    - Less money / more enemies / stronger enemies
- Upgrades
  - Money system
  - Level up skill points system
  - Both
- Movement
  - Vertical Scrolling
  - Horizontal Scrolling
  - Unrestricted
  - Mouse vs key
- Enemy Movement
  - Random
  - Seeking
  - Shooting

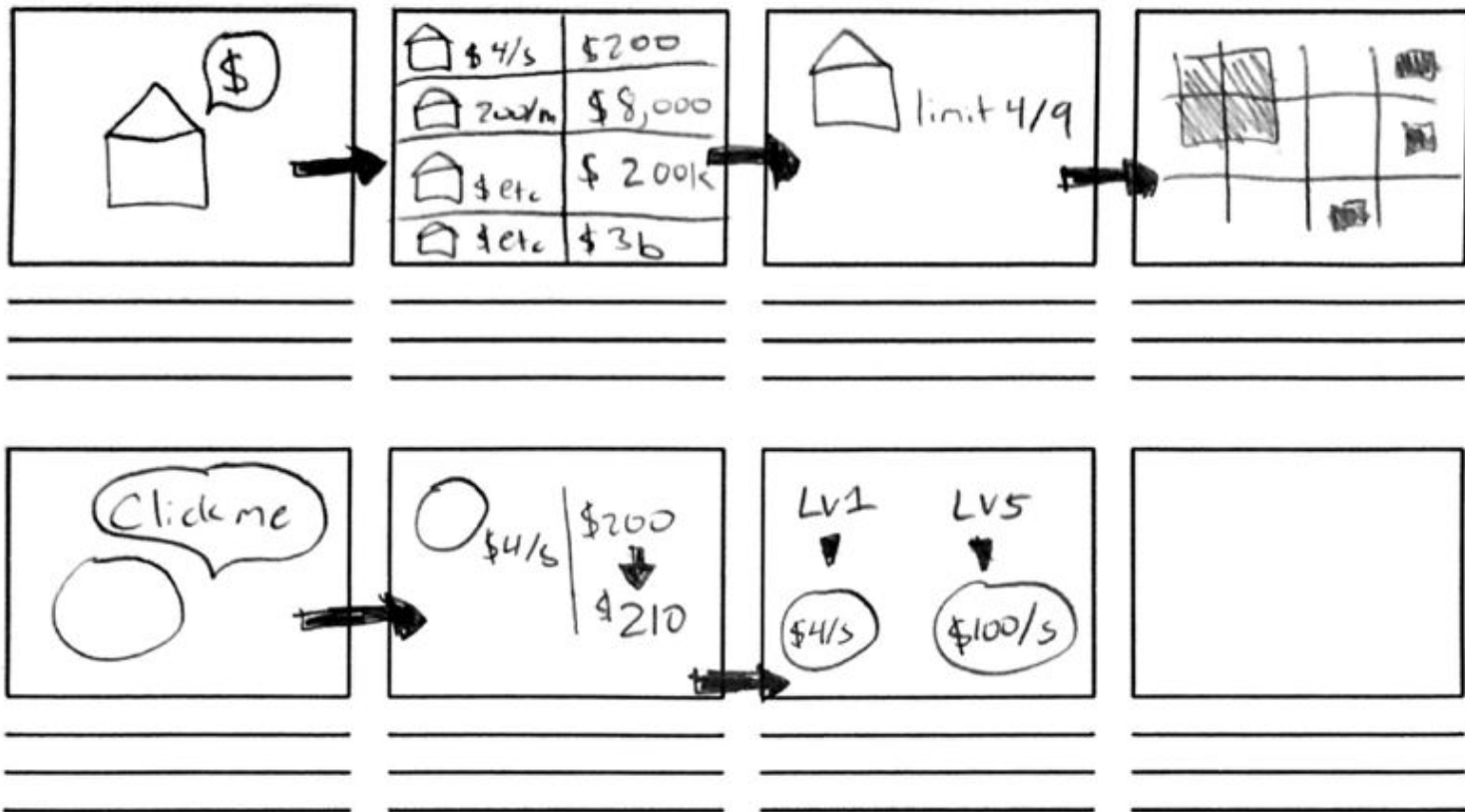# TIME-MANAGEMENT/IDLE

FarmVille

Cookie Clicker

STORYBOARD

DESIGN

- Assets
  - Money
  - Resources
- Limitations
  - +Cost per buy
  - Space capacity
  - Limited amount
  - Experience/Level
- Income
  - Automatic
  - Interactive