
Theory Defender | Battle of Origins

[Awesome picture]

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Game description

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- 1 to 3 pages detailed description
- 3 pages sketches / sample images
- Highlight and justify design choices }

Storyline

There has always been a fight going on where exactly we come from and how we got to be the way we are today. While most religions teach us that humanity was created the way we are now, evolutionists believe we have started at as a less complex species and evolved over time. Our game should settle this fight once and for all.

Gameplay

Before the match begins the player may choose a belief. Either *religious* or *evolutionist*. The main aim of the game is to convert the entire opposing team to your belief.

The teams will consist of 30 people each. Non-human players will be controlled by an artificial intelligence. Each player is able to stun players of the other team making them temporarily unable to move. To convert the opposing player to your belief a big wonder must be casted. A big wonder can be generated by standing together as a group from the same team. Standing together will fill the big wonder progress bar. The speed of the progress is determined by two factors:

1. The size of the group:
The more people standing close to each other, the quicker the progress bar will increase
2. The creating wonder skill of each player that is currently in the group (see subsection Evolving Upgrades)

Once a big wonder is generated it is indicated by multiple visual representations:

- The progress bar is full (visible to all players)

One player is now in possession of the big wonder (see subsection

- Visual Difference to see visual representation)
- A sound lets every player know that a big wonder is ready

The player who is in possession of the big wonder can now cast this whenever he wishes. While he is in possession he cannot be converted by a big wonder of the other team. Once the big wonder is casted, the player becomes immune to all types of attacks (main attacks, big wonder conversion) and he is able to control the big wonder's area of effect. Any opposing player who is in the area of effect will be converted to the own team.

If a user controlled player is converted he takes control of another computer controlled player of the original team, as long as there still exists one. If no computer controlled player is left in the team the player enters spectator mode until computer controlled players are available again.

Evolving Upgrades

Players will evolve on the fly while playing. They will not have the ability to choose an upgrade themselves. The more they perform a specific action, the better they will become at it. Following is a list of automatically evolving skills:

- Running Speed
- Power of main attack
- Precision of main attack
- Contribution to creating a big wonder
- Immunity against attacks

The visual difference of each upgrade can be seen in subsection

Visual Difference

Visual Difference

Although the each player has the same power and tools, they are visually and audibly different depending on the chosen belief. Here is a table of what each part will look like

Main Game Aspects

	Religious	Evolutionist
<i>Main Weapon</i>	Insult	Stun gun
<i>Main Weapon (upgrade)</i>	Curse	Stun cannon
<i>Main attack</i>	Curse	Shoot stun gun/cannon
<i>Big Wonder</i>	Rays of god	Rain of books
<i>Creating Big Wonder</i>	Praying	Studying
<i>Big Wonder finished creating sound</i>	Angels singing Aaaaah	Pen on paper scribbling
<i>Possessing wonder</i>	Wings	Carrying big book

Character Upgrades

	Religious	Evolutionist
<i>Shoot better</i>	Glove colour (white → red)	Gun size (small → big)
<i>Quicker running</i>	Bigger feet	
<i>Big wonder skill</i>	Size of hands (small → big)	Size of head (small → big)
<i>Immunity against attacks</i>	Skin colour (white → silver)	

Important Aspects

1. Fair Teams:
We want the teams to be equal in the sense that both possess the same offense/defence. Therefore, winning merely depends on the strategy and the aiming skills of the player
2. Unique Gameplay:
We want our game to be extraordinary, but still playable by common users, without directly fitting into a game category
3. Cartoony/Non-Photorealistic Rendering:
Since we are touching a controversial topic we blind out some seriousness by making the characters and surroundings cartoony
4. Visually stunning and self-explanatory:
A player should be entertained by simply watching the game. Furthermore it should be self-explanatory without the need of long tutorials

Development schedule

Layered task breakdown

1. Functional Minimum
 - *Minimal items to make something you might call a game*
 - Players from two teams running around
 - Stunning each other
 - Counting hits
2. Low target
 - *The least possible to feel sort of “ok” about result.*
 - Creating a wonder by standing together. Will convert entire team after successfully created for now.
 - Characters visually recognizable
3. Desired target
 - *This is what you’re aiming for, if things go reasonably well.*

- Wonder is possessed by a player
- Wonder can be casted
- Wonder will convert other players when in area of effect
- Wonder visually recognizable

4. High target

- *You might get this much done if things go extremely well.*
- Other players are controlled by an advanced AI
- Player controls free AI when being converted
- Players evolves visually and numerically according to their actions
- Power-ups can be collected during a game session

5. Extras Tasks

- *You know won't fit into this semester, but you might add later.*
- Online multiplayer
- Procedural, automatic level-design (each level is different)
- Classes of characters (specialized for praying/studying or shooting)

Task allocation

Task	Description	Who	Hrs	Actual
1	Brainstorming Design	All	5	7
2	Character Modelling	Pat, Gregory	1	1
3	3D character modelling	Ruben	1	1
4	Paper prototype and Rules	Jacqueline, Ruben	3	5
5	Level design (terrain and obstacles)	?	10	
6	Scene set up, properties, camera	?	1	
7	Entire Game	Ruben	666 :-)	
8	Lighting	?	2	
9	Physics	?	8	
10	Rendering/ Shaders	?	3	
11	Animations	?	15	
12	AI	?	10	
13	Audio	?	8	
14	Particle Effects	?	5	

Timeline

Detailed timeline, milestones, task accounting, deliverables

A = All, P = Patrick, R = Ruben, J = Jacqueline, G = Gregory

Task	Wk1	Wk2	Wk3	Wk4	Wk5	Wk6	Wk7
1	A						
2		R	R	R			
3							
4			R, J				
5							
6							

7								
8								
9								
10								
11								
12								
13								
14								

Assessment

Strengths, appeal, criteria for success...

Our game shall stand out in several ways. We want to create a funny, cartoony, visual stunning gaming experience that fascinates someone by only watching another person playing the game. By “funny” we mean that everything from design over physics to sound will be produced with always keeping humour at the back of one’s mind. For example, if a character gets hit by an enemy’s shot, it will fly through the air far away from real-world physics. Also, we want to include a dimension of “cuteness” into our gaming experience by using non-photorealistic rendering and a cartoony overall look. We believe that the combination of cartoony visuals, a camera that shows a wide part of the action and a fast effect-overloaded gameplay will create a special form of appealing that will bring the player in a good mood and provides an experience of fun in every second of playing. By “visual stunning” we want to say that the player will see a battlefield with a lot of characters fighting each other and building pray/study circles, objects that are hit and therefore flying through the air, different looking characters according to their skills and a lot of light and particle effects caused by the weapons, power-ups or the skills of characters.

As criteria for success we elaborated our own “big idea bullseye”. On the one hand, our core idea consists of the effect-overloaded non-realistic cartoony styled fight over evolution including the “super-power” of converting enemies. On the other hand, our technical innovation is a shooter where you can’t kill enemies and where team play is crucial to win the game.