# Dawn of time

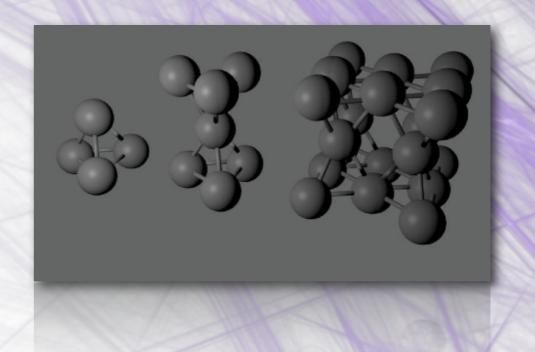
Romain Prevost, Mattis Paulin, Marco Zimmermann

Game Programming Laboratory 2012

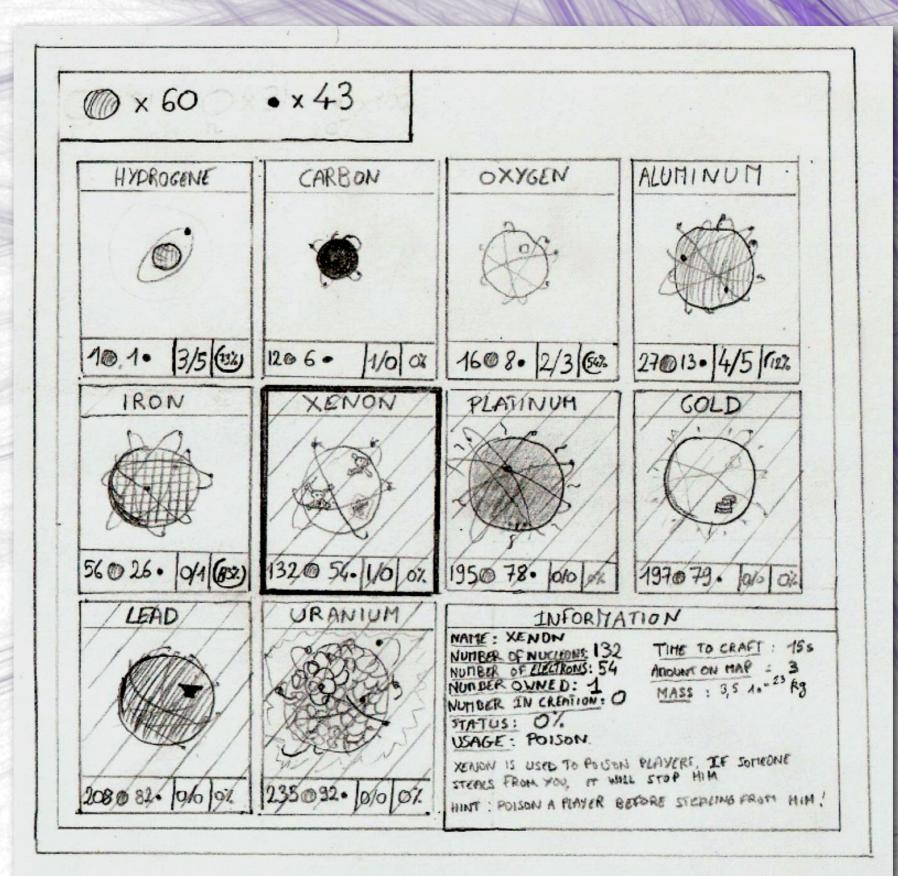
# Story

- What happened in the first 10<sup>-32</sup> seconds of the universe?
- You are an Architect of the Universe fighting the evil Dark Architect!

### Atoms

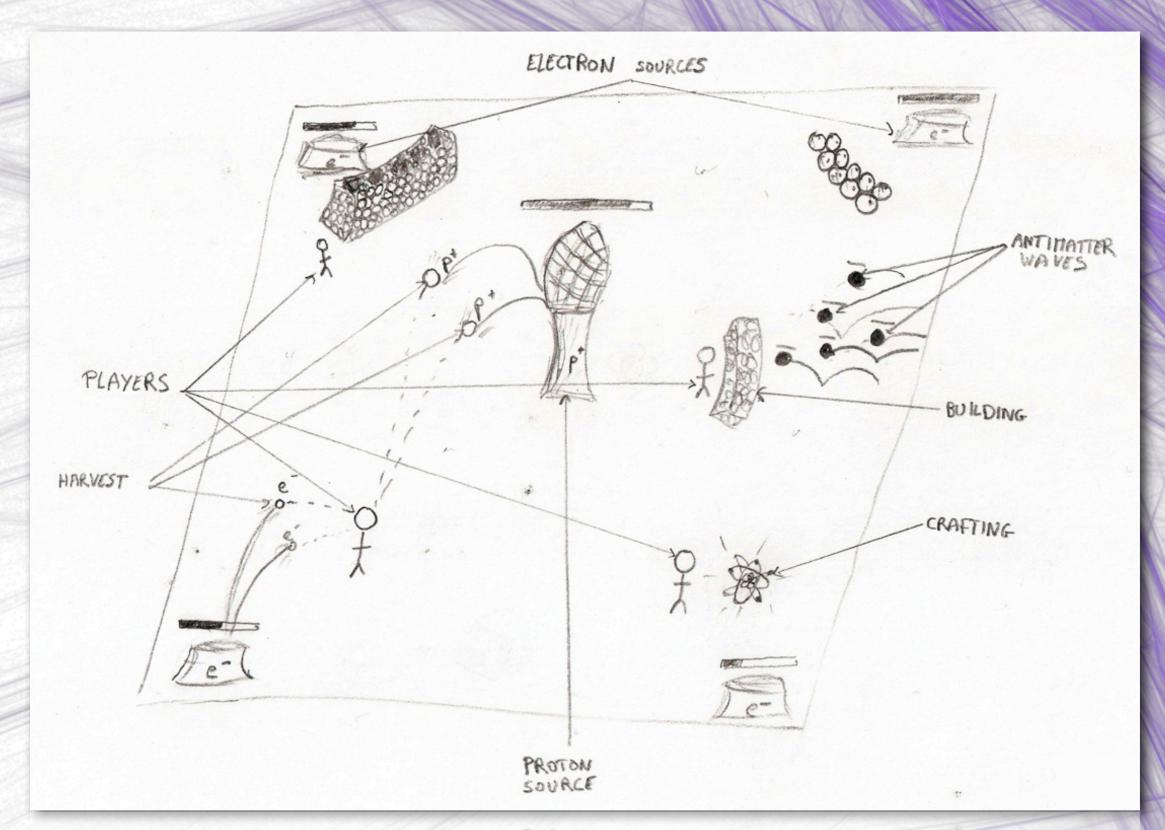


- Players will be given nucleons and electrons to craft basic atoms
- They need to construct defense structures to resist the antimatter waves of the Dark Architect



## Two-fold gameplay

- Players need to cooperate in the first part to protect the shared nucleon source
- At some point, the Dark Architect realizes that he has to crush the Architects and aims his antimatter waves at the individual electron sources
- Anarchy begins! You have to destruct and steal from the other players, the last men standing wins!



PROTON

### Attraction

- nucleons + electrons are combined together due to electromagnetic attraction (building blocks of your defense structures)
- whether you're structures are powerful enough depends on inter-atom attraction
- matter and antimatter attract each other

### Technical elements

- construction framework
- physically-based structural analysis

# Big ideas

### Construction vs. Destruction!

### Cooperate but don't be a fool!

# Questions?