Caterpirate
Andreas Burch, Thomas Plüss, Remo Meyer
ETH Game Programming Lab 2010

Odysseus' Quest
Race to Ithaca

Prototype

Summary of game idea

- Odysseus and his 3 brothers
  - compete in a sailing regatta to Ithaca → **Odyssey**
- Checkpoint race
  - No predefined path
- Steering: Left, right, forward, but no backward/brake!
- Collect ambrosia (energy)
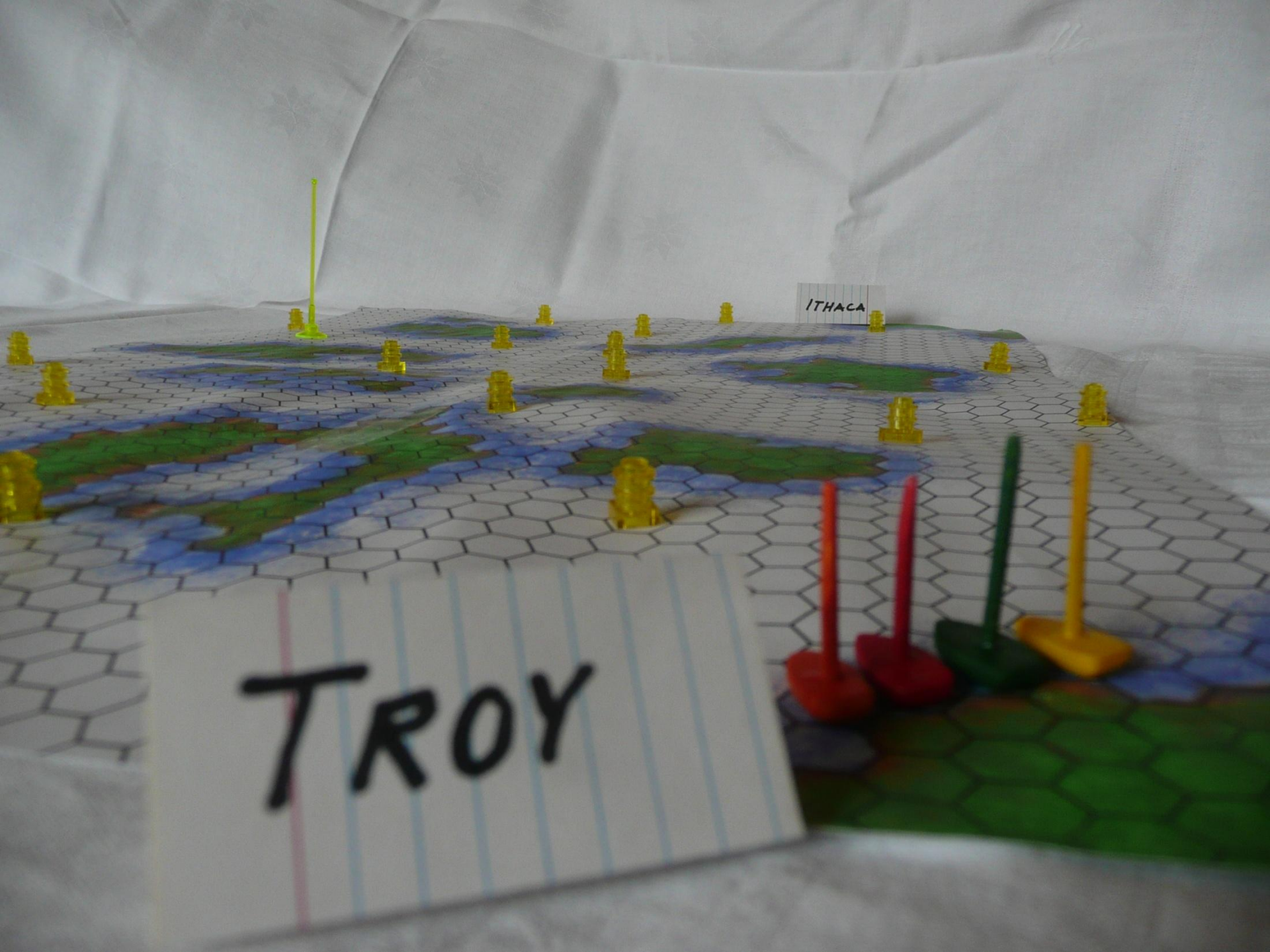 - Sacrifice it to make use of Olympic gods' abilities

- Play phase sketch

Prototype

- Turn based board game

- 2-4 players

- Hexagonal fields

  - Water

  - Islands

- No wind

- Ability cards

- Ambrosia stack

ITHACA

TROY

Rules

- In a player's turn, he can use the four actions
  - Moving straight
  - Turning on the spot
- Only "water"-hexagons may be sailed on
  - Except for 'fly'

HERMES
STEAL
Cost:
Max. Amount: 5
2

HERMES
FLY
Cost:
Distance: 7

ZEUS
REFLECT
Cost: 5

ZEUS
BLEND
Cost: 6
Duration: 2

POSEIDON
DIVE
Cost: 4
Duration: 2

POSEIDON
WAVE
Cost: 4
Duration: 5/5

ITHACA

TROY

CHRONOS
BLINK
Cost: 6
Distance: 4

CHRONOS
PARALYZE
Cost: 5
Duration: 2

God's abilities

ZEUS

REFLECT

Cost:	5

ZEUS

BLEND

Cost:	6
Duration:	2

CHRONOS

BLINK

Cost:	6
Disance	4

CHRONOS

PARALYZE

Cost:	5
Duration:	2
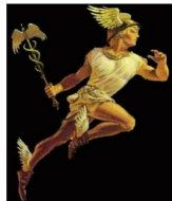
HERMES

FLY

Cost:	7
Distance:	4
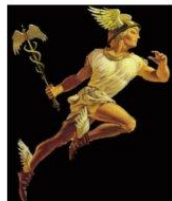
HERMES

STEAL

Cost:	2
Max. Amount:	5

POSEIDON

DIVE

Cost:	4
Duration:	2

POSEIDON

WAVE

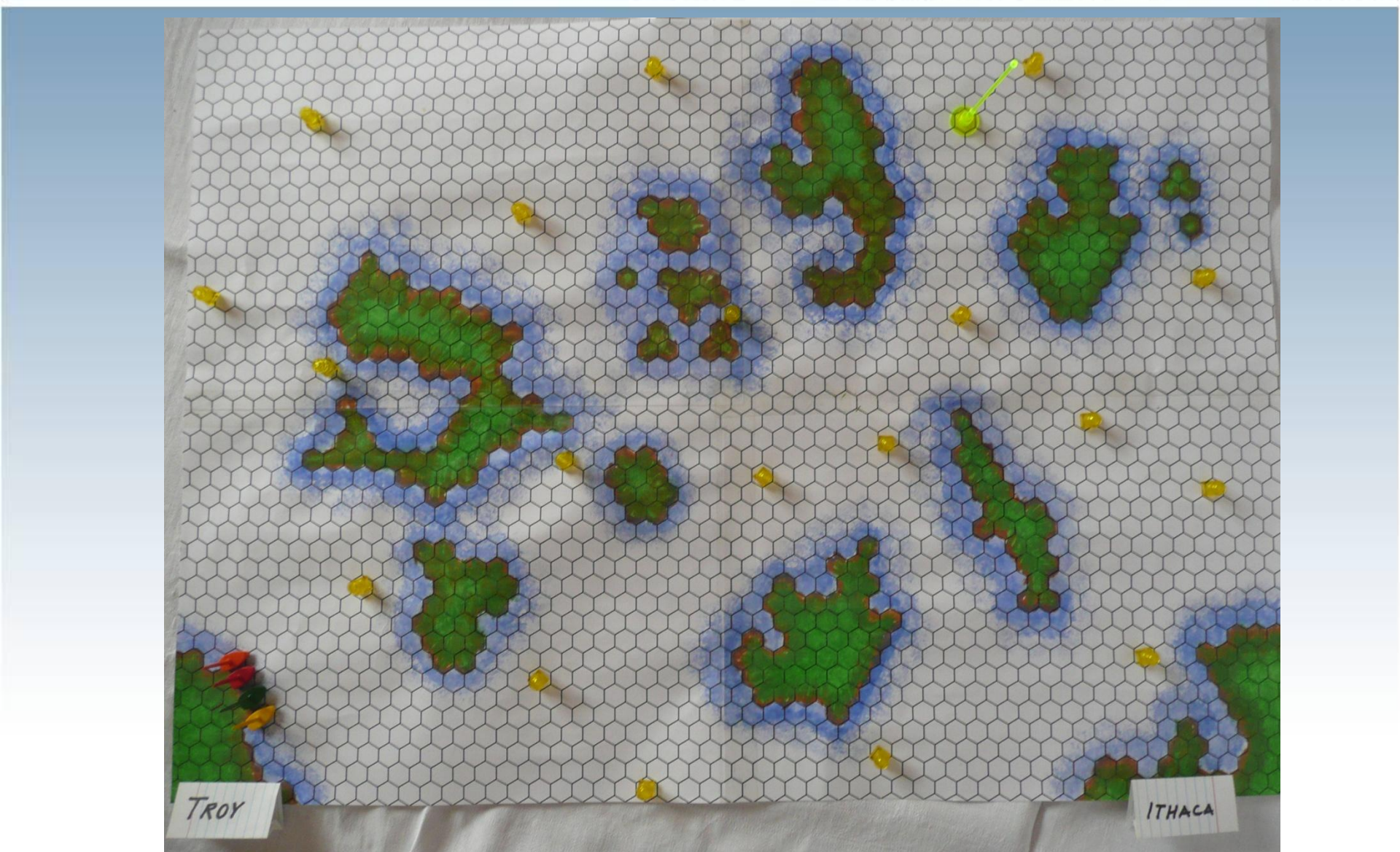| Cost:	4
Duration:	2
Effect:	5/3

Conclusions

- Checkpoints are main source of interaction
  - There have to be many!
- Ambrosia must be distributed cleverly
- Abilities with "area effect" didn't work always
  - → changed some to "missile" (auto-aimed)
- Coarse-scale balancing of costs and effects

Decisions

- Distant camera instead of split-screen works as well
  - Not yet decided
- Steering
  - Rah sail (square sail)
    - no tacking, i.e. sailing against the wind
  - Rowing corresponds to base speed
  - Global wind direction (changeable through pick-ups)
    - Additional speed relative to angle

Demonstration