Alpha Release: Atomic Race

Gameplay

As we have discussed in our interim report we mainly worked on the "fun" part of the game. Based on feedback from friends, we changed major parts of the gameplay:

Singleplayer

We decided to drop the single player mode completely because it would be a whole other game which we would have to implement. Just playing the multiplayer game with a single player is not fun enough to keep it.

Movement

We decided to change the style of movement. Now there's only a limited boost time available that is reloaded on every timestep if it is not used. Actually this boost is the only direct way to accelerate your atom besides polarity and flow field forces. There is no "direct control" any more. This change makes the controls harder because you have to watch your boost charge in order to be faster than your opponents.

Player

The player is able to collect mass by collecting protons. This mass has an impact on the size of the player and also affects his fire mode e.g. gun type. For example the lightest atom class has a simple single fire gun where the next class has rapid or even a multi fire shotgun.

Weapon System

We also found that ejection of protons and electrons doesn't provide enough fun during the game. Therefore, we implemented an ability based weapon system. The player is able to gain an ability by collecting the corresponding ability item. Each ability can affect the player in a unique way.

Example abilities:
- Impulse
- Shield
- Stun
- Polarity
- Shrink
- Mine

Depending on the mass of the player (amount of protons), different gun types are available. Gun types are in the order of awesomeness:
- SingleShot (Just a single shot / launched separately)
- RapidFire (High fire rate / launched automatically)
- Shotgun (Multiple SingleShot Bullets)
- ReflectingBullets (Reflect on level walls)

- SeekingBullet (Seeking rocket style bullets)
- ClusterBomb

We understand, that balancing the gun types requires a lot of work.

Controller Assignment

Project
Besides implementing the main gameplay, we also invested a lot of time in the creation of game elements such as;
- Visualization of the weapons
- Visualization of the items

- Visualization of the game hud.
- Sound effects

Current Progress

The central game mechanics have been implemented.

Functional minimum	**achieved**
Simple Single-player	achieved
Simple Graphics	achieved
Fully functional controls and game mechanics	achieved
Trivial level design, no obstacles	achieved
Low target	achieved
Simple Multi-player	achieved
Simple obstacles	achieved
attraction and repulsion poles	achieved
vector flow fields	achieved
Desirable target	achieved
Full Multi-player	achieved
Appealing graphics	achieved
Complex levels	achieved
High target	**started**
Full Single-Player	dropped
Special graphic effects	partially achieved
Various obstacles	not started
Co-op multi-player mode	not started
Extra	partially achieved
In-game help structure (like tutorial levels, etc)	partially achieved
extra graphics	not started
story	not started
The concept of heat	not started
Molecules	not started

Further Work

In the coming weeks we need to fine tune the gameplay and create a more comfortable environment around the game including a nice game ending, a better start and more special effects.