



# ATOMIC RACE

DON'T PANIC! ESCAPE SMARTLY!

## Conclusion Chapter

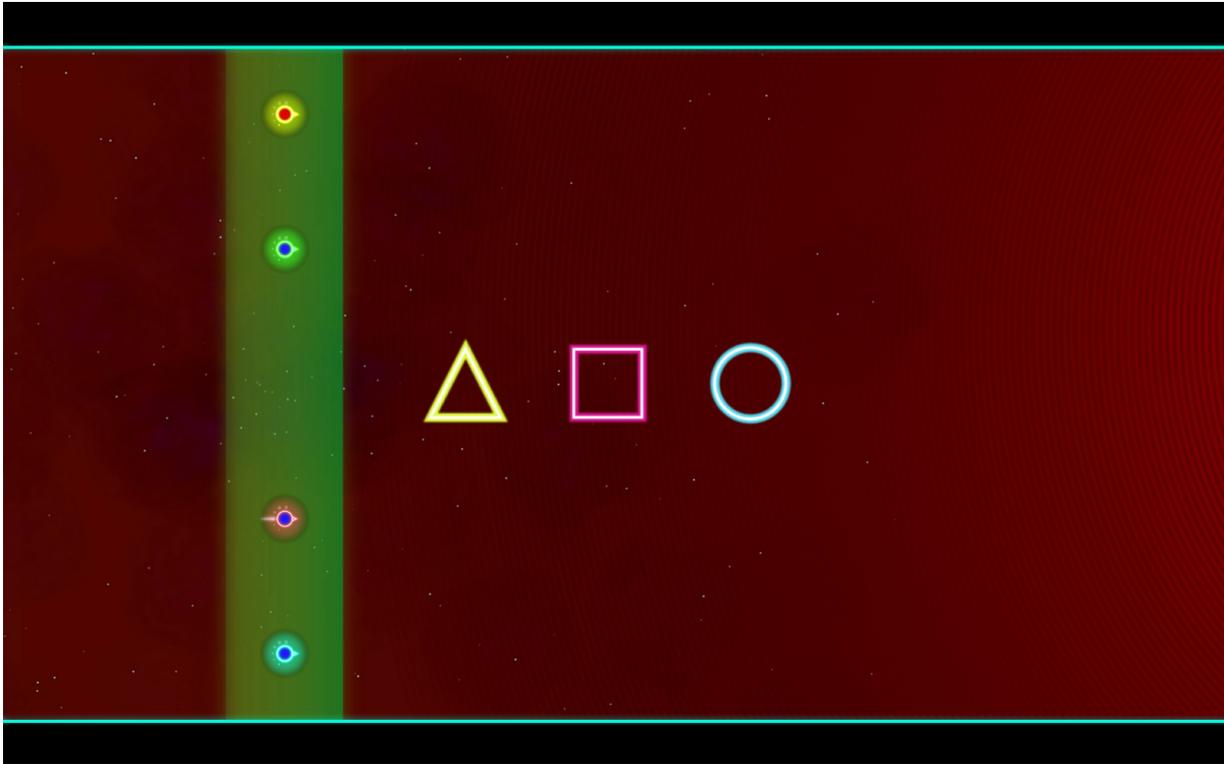
# ATOMIC RACE

Enter the Race

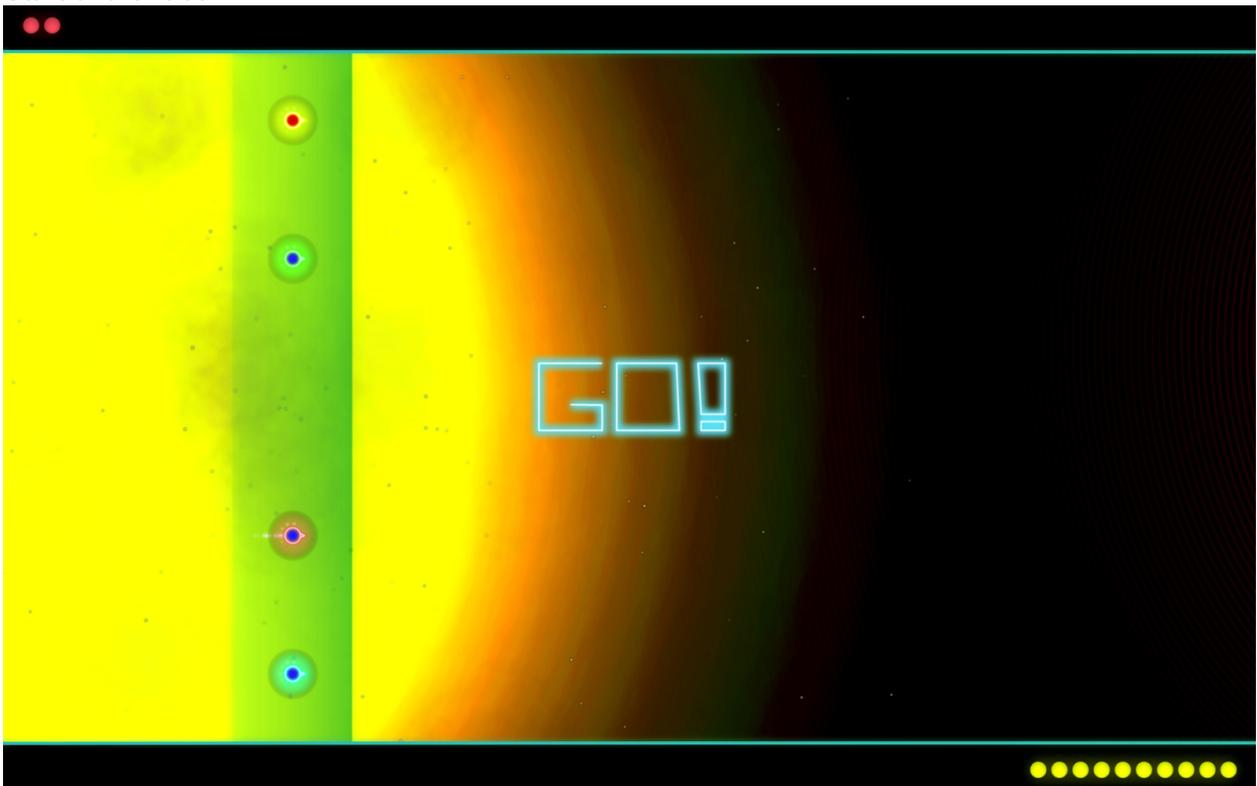
Help

Options

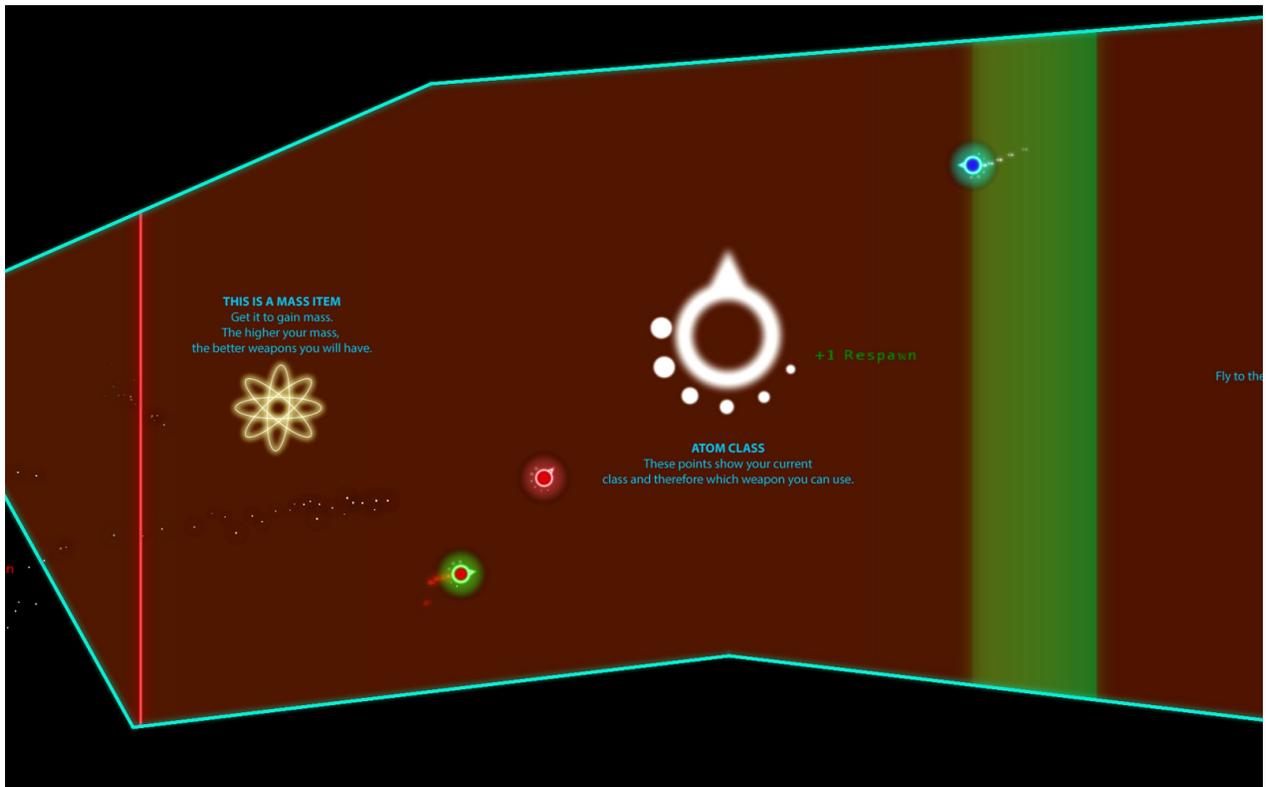
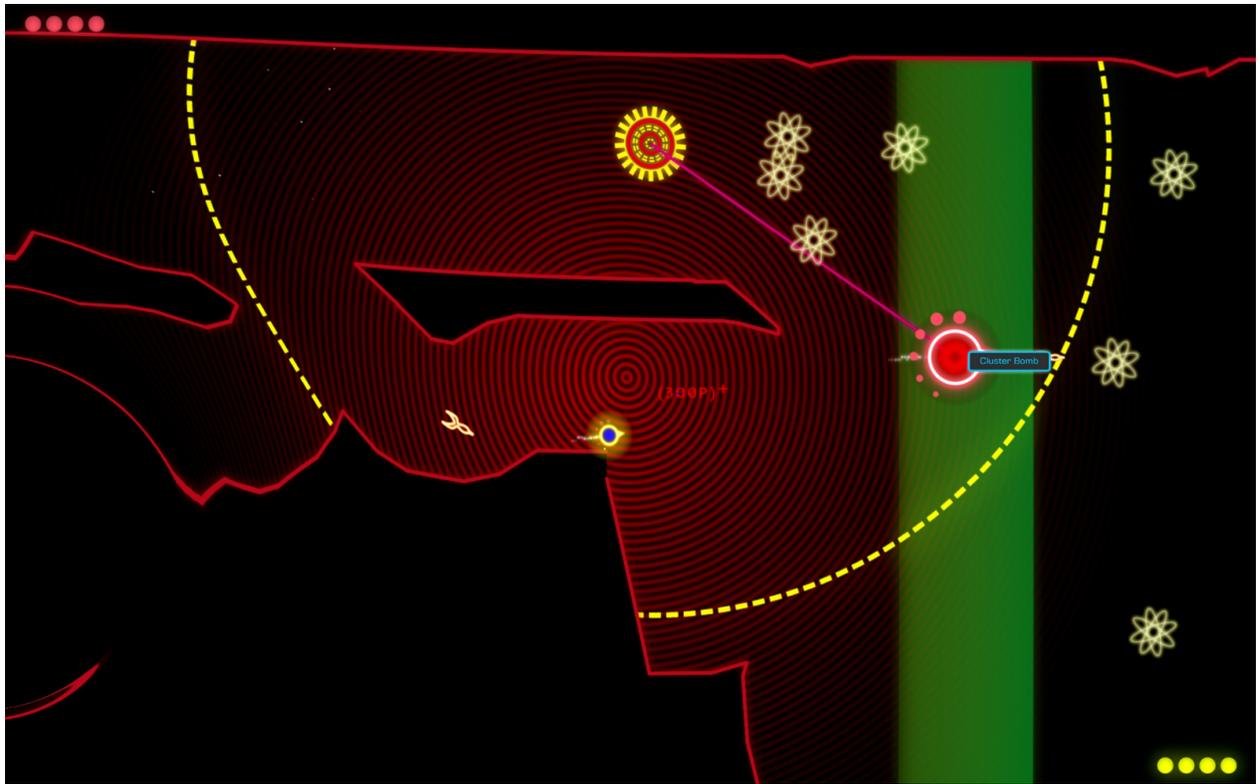
Exit



Start of the race







Tutorial

## Improvements

Since the alpha release, we improved a lot of gameplay mechanics:

- We simplified our weapon and item system. Since we felt that the different weapon items felt too confusing.
- We introduced a very comprehensive tutorial level into our game.

## Weapon and Item System

For simplicity, we have reduced our item system to three components:

- Mass items, which increase the size and mass of the atom and directly influences the weapon type. The more mass, the better the weapon. The weapon types stayed the same. But instead of having a stun item. The seeking bullet will now stun players for a limited amount of time.

We also balanced the order of the different weapons:

- Single Shot
- Rapid Fire
- Reflecting Bullets
- Shotgun
- Seeking Bullets
- Clusterbomb
- Shield items
- Mine items

## Graphics

We reworked almost all graphics for the different bullet types. Improved the look of the individual atoms to make them better visible and reworked all the item graphics. We also restyled the initial gameplay screen.

## Gameplay

We improved the control scheme to improve to give the game a racing feel. We also improved the balancing in the game and the behaviour of the black hole.

## Conclusion

We think that we managed to meet our expectations. Two weeks more and we would have added additional gameplay features like:

- Splitting atoms
- Lasers

We didn't deviate from our initial initial development schedule. But we realized relatively early, that we don't want to implement two different game modes:

- The multiplayer game
- Singleplayer

So we decided to remove the single player game completely from the game.

The biggest technical difficulty during the project certainly was the collision detection and the collision response of the physics engine.

The theme was too general. Every game has an attraction component, so we think that attraction might not have been a good choice.

No we think, guidelines are a good thing. It would be very awesome if we could integrate designers very early in the project like doing a joint project with the game design class at ZHDK. We invested a lot of time in redesigning the items and thinking about the overall look of the game.

The greatest success of the game was people liking our game and enjoying our gameplay.

## Progress

The central game mechanics have been implemented.

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