



## Interim Demo

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# Current Status

We could fully implement the functional minimum, a big part of the low target, and parts of the desirable and high target stage.

## Implemented Features

### Functional minimum ✓

- Single Player ✓
- One playable avatar ✓
- Basic player controls (jump / move) ✓
- Basic Rigid Body Physics ✓
- Simple Collision Detection ✓
- Simple catastrophe scenario ✓
  - Meteorite (RB) falling from the sky ✓

### Low target

- Multiplayer ✓
- Player characters evolve ✓
- Particle System ✓
- 2 More catastrophe scenarios (particle based), for example:
  - Blizzard ✓
  - Food ✓
  - Lava

### Desirable target

- Multiple start avatars to choose from ✓
- Every start avatar has a different special ability ✓
- Every start avatars has different evolution possibilities
- Add 2 more catastrophe scenarios, for example:
  - Odyssey
  - Overpopulation

### High target

- More catastrophe scenarios
- Random avatar generation
- Evolution of animal is decided by player game style ✓
- Add more player interactions, for example:
  - punch
  - climb
  - grab

### Extras

- Additional Game Modes (2 vs. 2)
- Manually configurable animals

# Progress

Since our last demo we added a particle system, replaced the geometric forms with avatars, refined the gameplay, added graphics and created better levels.

Avatars: We defined 4 Avatars, the player will start with at the beginning

# Challenges

## **What has proved to be harder than expected:**

Good level design and balancing the challenges is taking us more time than expected. It makes a huge difference to the difficulty and feel of the game whether the falling speed of the meteorites is 0.5 seconds faster or slower.

Finding/implementing a suitable collision particle system is taking us a while.

## **Were there aspects that you wanted to build but were unable to do so?**

It was difficult to implement a suitable particle system. A particle system to simulate water is still missing.

## **Design revisions as a result of what we've learned**

Gameplay: Players can now collect "group lives" in the levels (this expands play session length and lower difficulty)

## Screenshots

