

Battle Tinker

Pitch of the game idea



The idea – A Spaceship Simulation

- Build your spaceship
- Fight against other players

The idea – more detail

- 1. Construct/modify spaceship out of different kinds of structures
- 2. Assign controller buttons to engines and guns
- 3. Learn how to fly your ship
- 4. Shoot all other players
- 5. start over

Editor

Battle Arena

The Editor

Modifications left: 8 Total Modifications: 251 Balblabla98787 blbla ENTER ARENA

Help text
Press A to....
Use the left stick move the ship....
Use the right stick to rotate the ship...
Use....

3D!

center of mass

selected

Structure Details
Advanced Thrust Engine Ka3
Mass: 2928 kg
Thrust: 117 kN
Energy cons.: 87 MJ/s
Cost: 3 Mod
No. of junct.: 1
Assigned Button: none

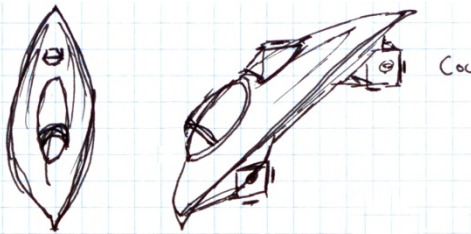
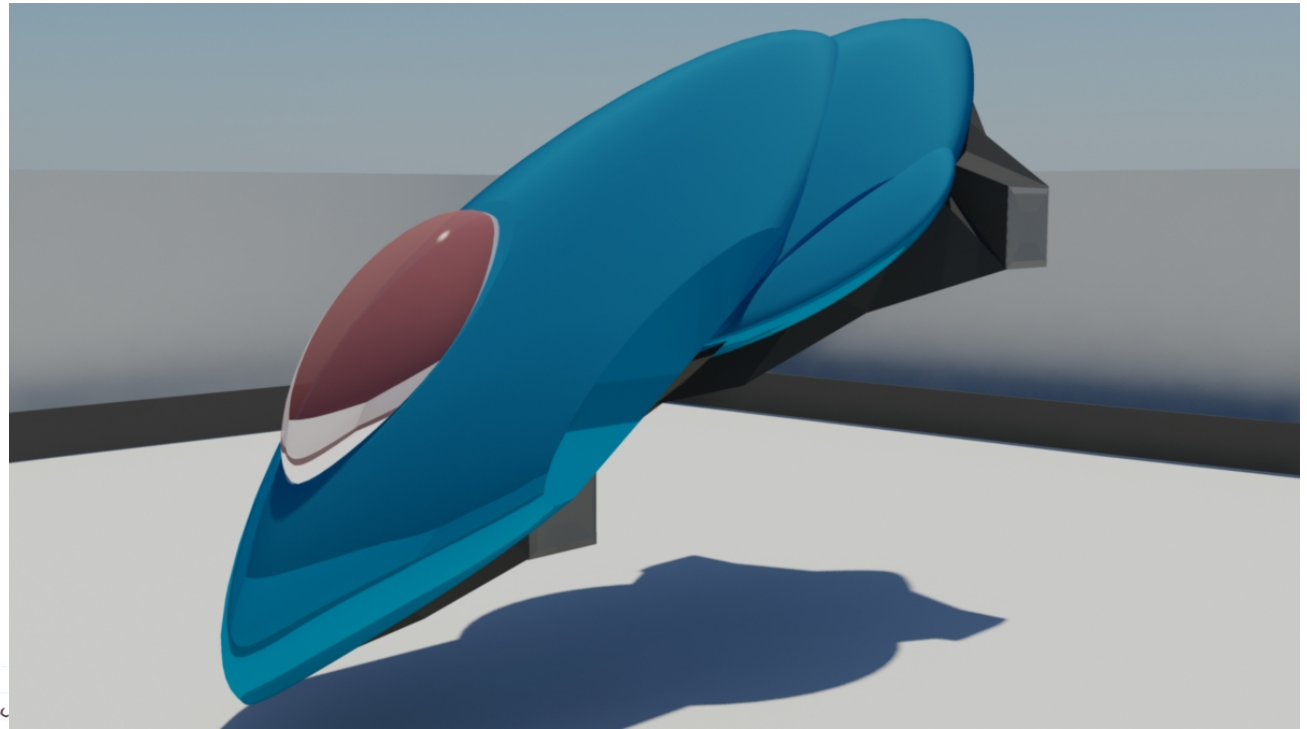
Bricks
Cockpit Earth One
Cube Small

Engines
Advanced Thrust Engine Ka3
Steering Engine Sa1

Weapons
Laser Turret PXr

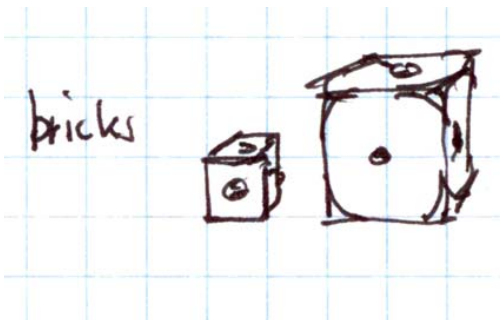
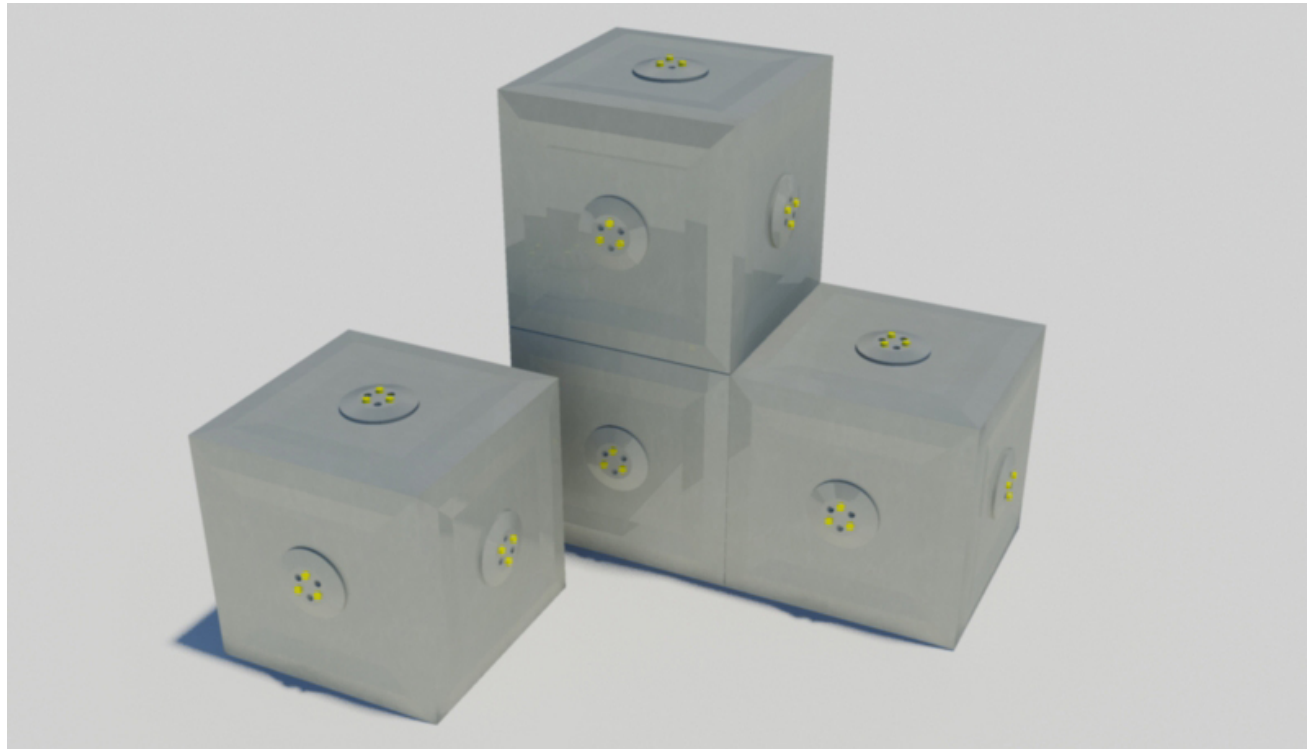
The Editor - Structures

- Cockpits



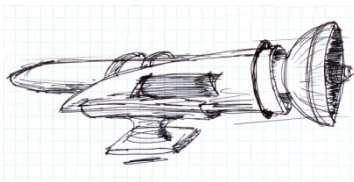
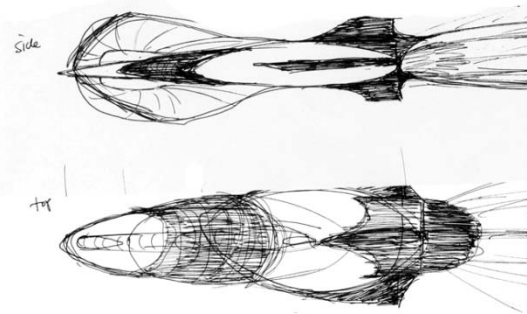
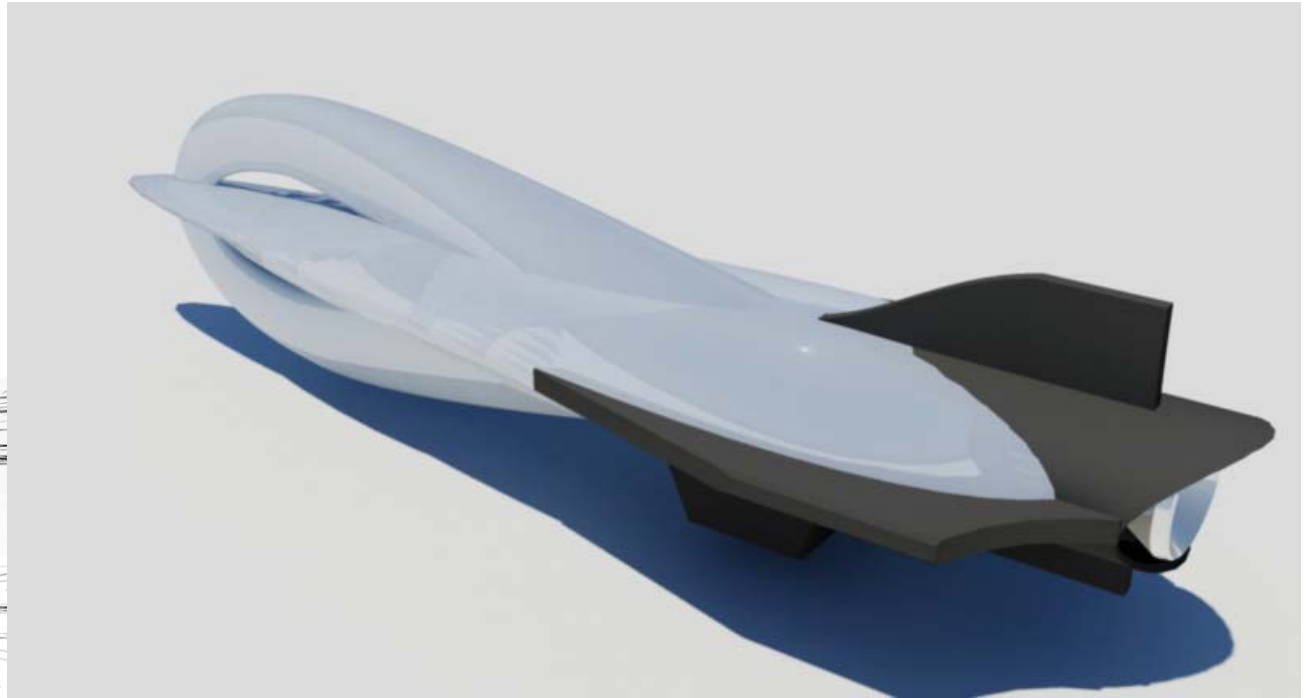
The Editor - Structures

- Bricks



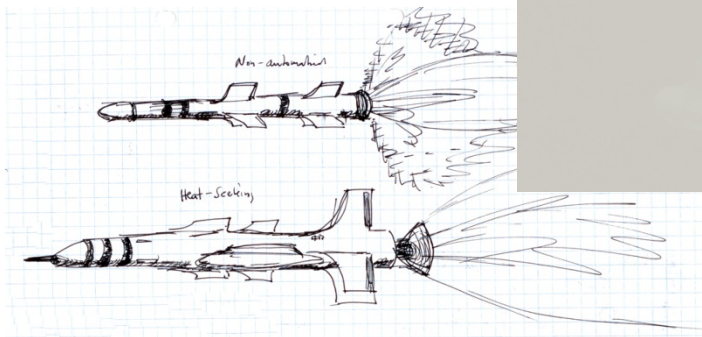
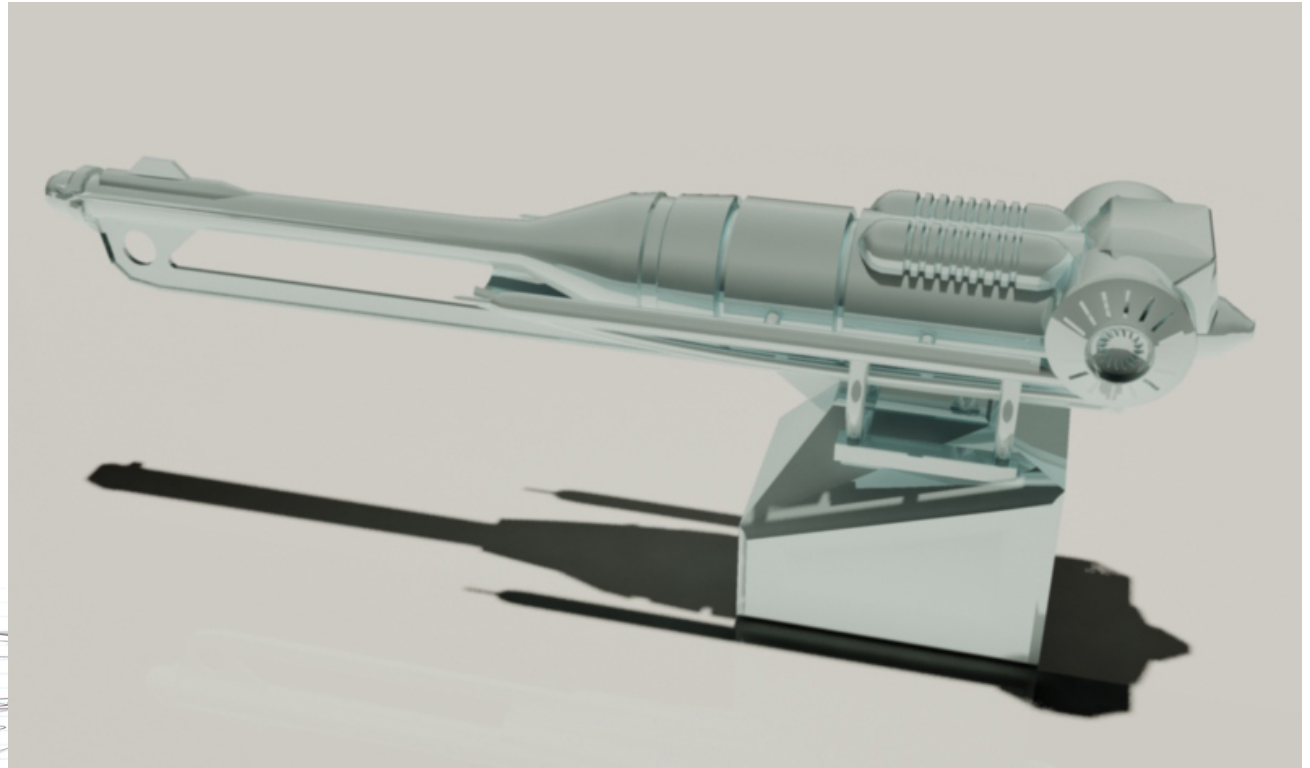
The Editor - Structures

- Engines



The Editor - Structures

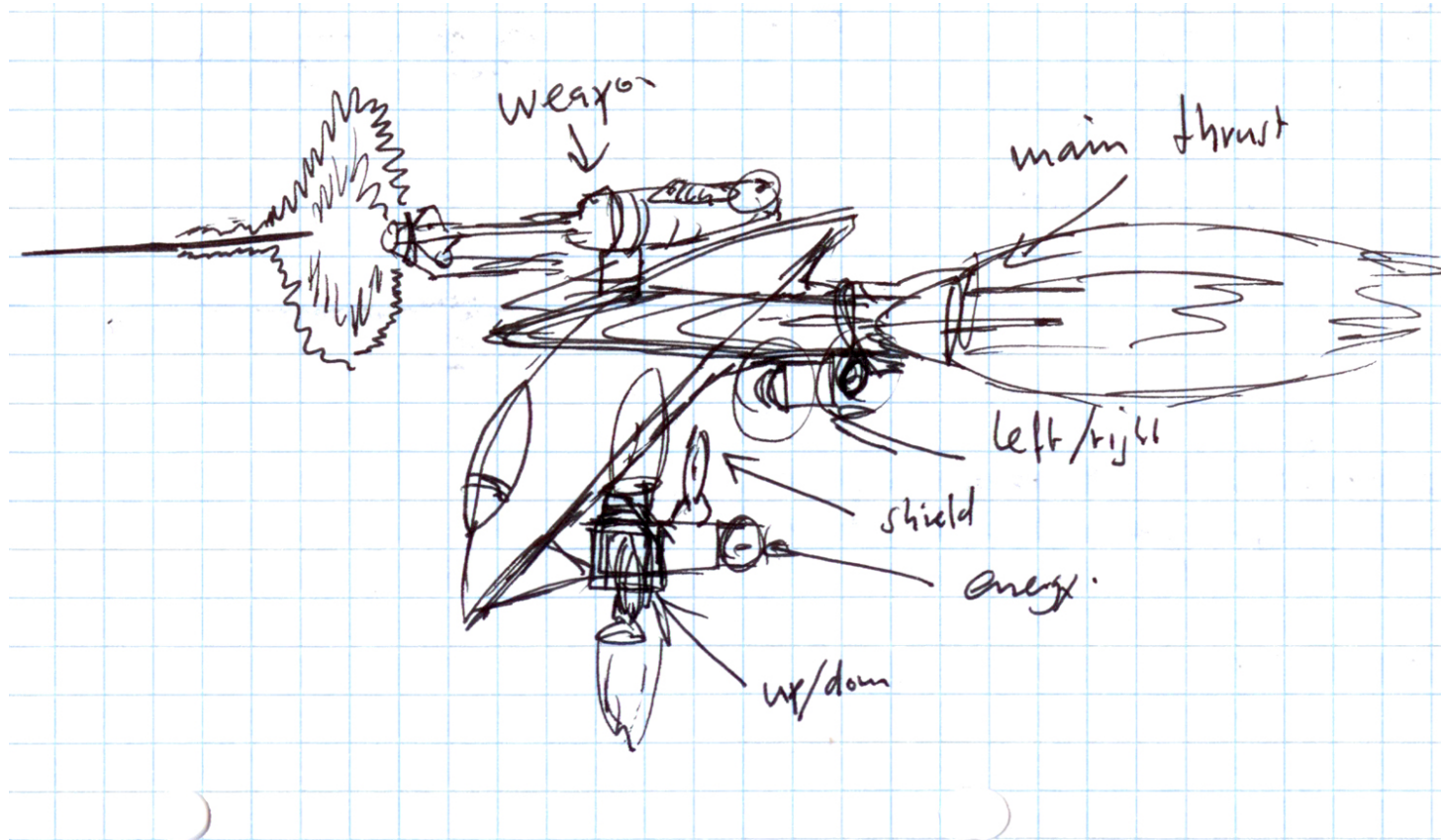
- Weapons



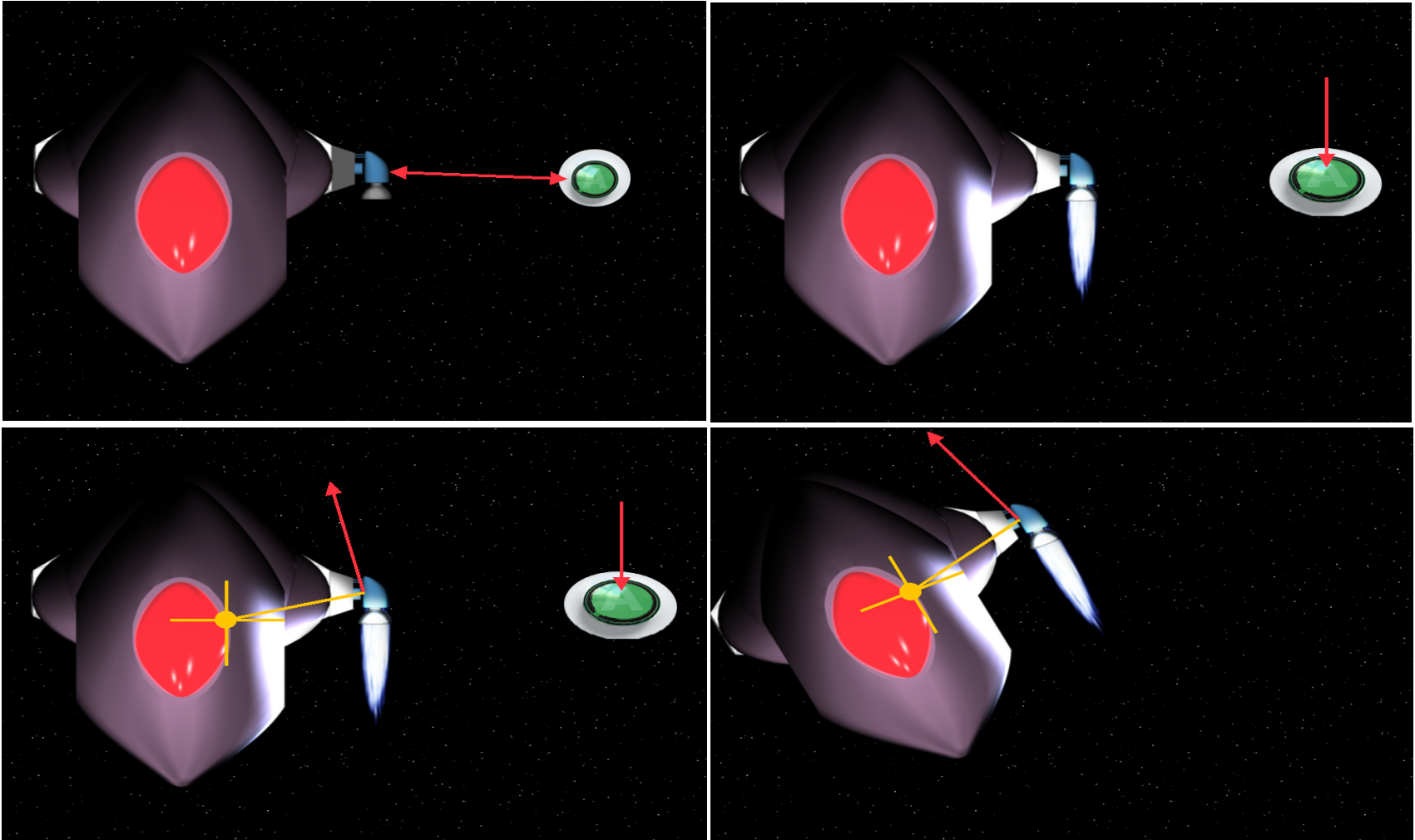
The Editor - Structures

- Energy Supply
- Defense Mechanisms
- Cameras?

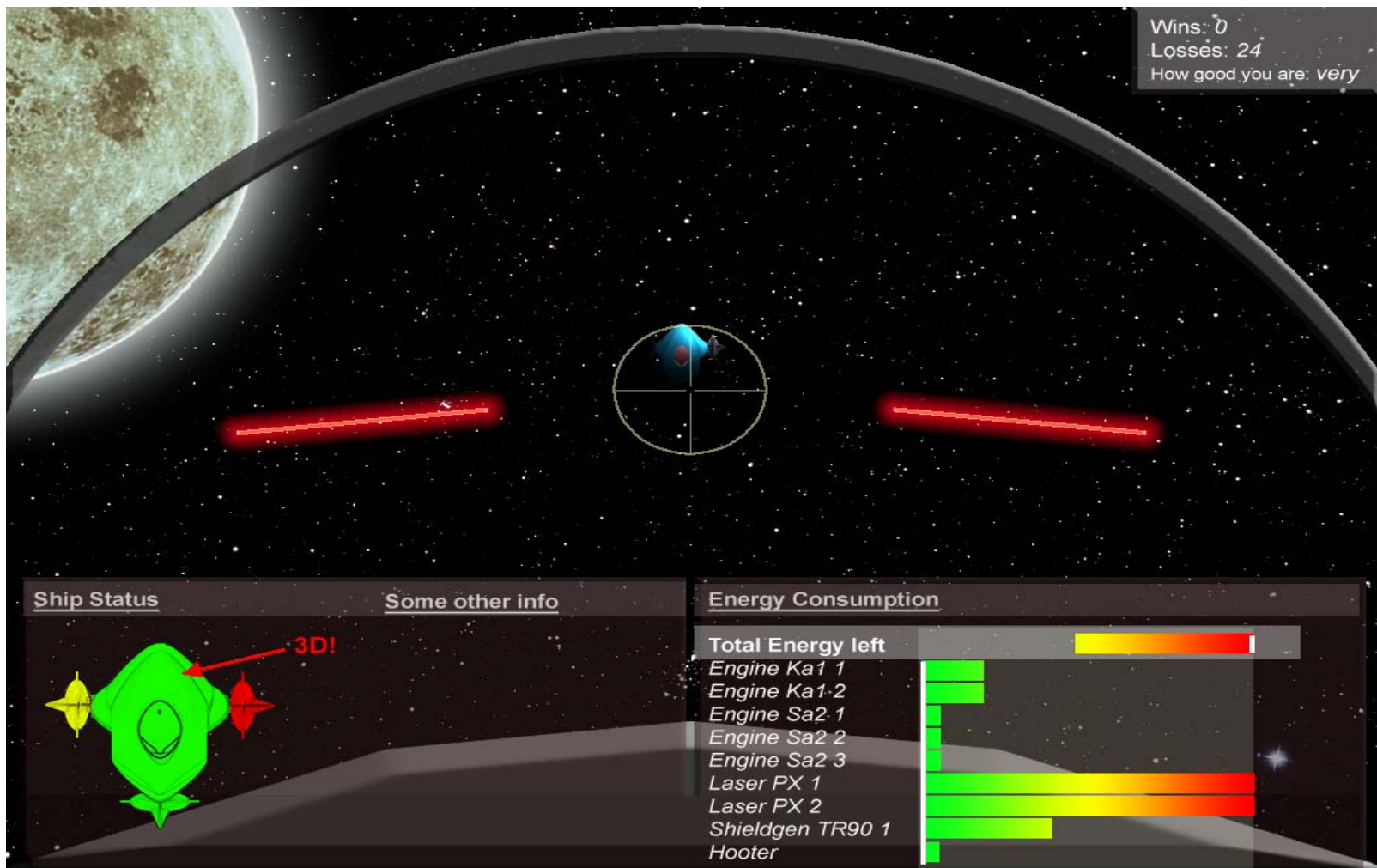
The Editor – Example Ship



The Editor – Assign Buttons



The Battle Arena



Main strength

- user can be creative and outsmart other users
- implicit paper-scissors-stone-principle

CG elements

- fire, explosions (particle effects)
- collision detection

Tools

- Programming:
 - Visual Studio 2005, XNA Studio
- CG:
 - 3dsmax, Combustion, Photoshop
- Sound:
 - Cubase, Sound Forge

Schedule

- Functional minimum:
 - Battle Arena
 - Basic structures
 - Basic physics
- Low target:
 - Editor
 - Collision detection

Schedule 2

- Desired target:
 - Texturing
 - Sound
 - Effects
 - HUD
- High target:
 - Doppler effect
 - Heat seaking missiles

Thank you

