ConclusionChapter
"War for Quintessence"
Game Programming Laboratory 2008

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Contents

1 Final Result

1.1 Summary of the Game

1.1.1 GameModes

The choosable game modes in the final version are either a **One-vs.-One-Faction-Battle** or a **Two-vs.Two-Faction-Battle**.

1.1.1.1 One-vs.-One-Faction-Battle

It's a two player mode where each player has the same starting amount of quintessence and can choose one faction (see figure 1.1). Within this faction they can buy as much units as they have quintessence resource.

Figure 1.1: Choose your Faction.

1.1.1.2 Two-vs.Two-Faction-Battle

It's a two player mode where each player has the same starting amount of quintessence and can choose two factions. Within within these factions they can buy as much units as they have quintessence resource.

Watch figure 1.2 where each player can buy his units from the starting amount of quintessence.

Figure 1.2: Select your units you want to play with.

1.1.2 Factions and Units

See figure 1.3 on the next page to see all the units one can choose within every faction.

(a) Fire Units: Elemental, Efreet, Dragon (l.t.r.)

(b) Water Units: Elemental, Ooze, Hydra (l.t.r.)

(c) Air Units: Elemental, Griffon, Tempest (l.t.r.)

(d) Earth Units: Elemental, Troll, Basilisk (l.t.r.)

Figure 1.3: The four factions with the appropriate units

1.2 Specials

1.2.1 Changes since alpha release

- Camera is zoom-in/zoom-out enabled (see screenshot 1.4, where player one has a zoomed-in perspective and player two has a zoomed-out perspective)

Figure 1.4: Player one (left) has zoomed in. Player two (right) has zoomed out

- Models for the quintessence resource added (See figure **??**, where a resource got captured by a fire unit. The color of the particles of the captured resource shows the owner faction of the resource (**Red:** fire, **Blue:** water, **Grey/White:** air, **Green:** earth).

Figure 1.5: Quintessence resource captured by a fire unit.

- Statue representing the four elements placed in the middle of the map (see left side of figure 1.6 showing an in-game screenshot.
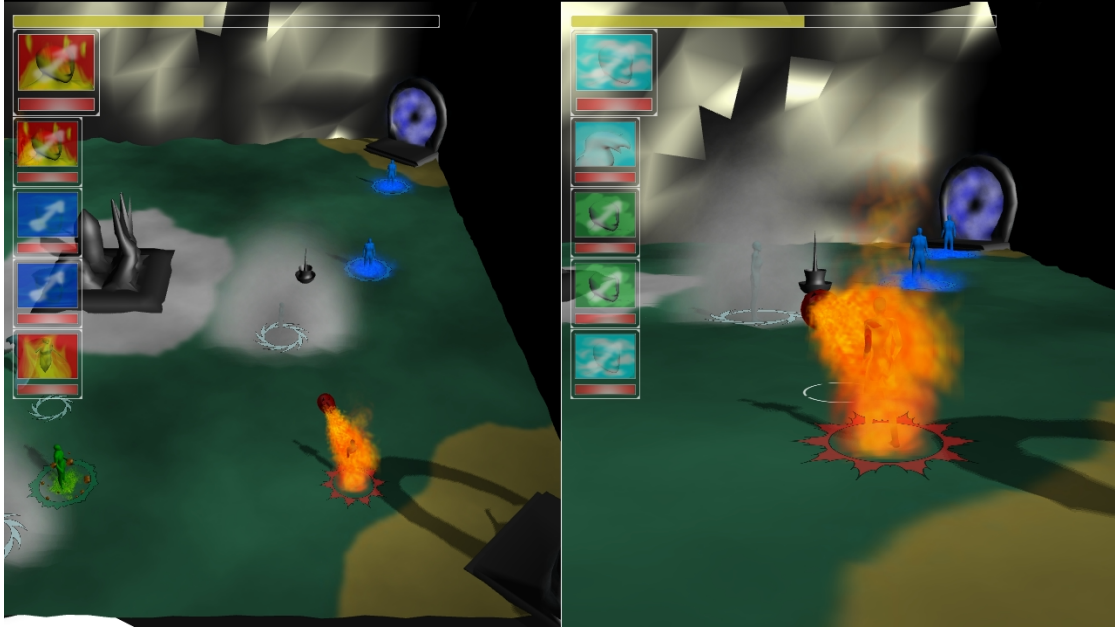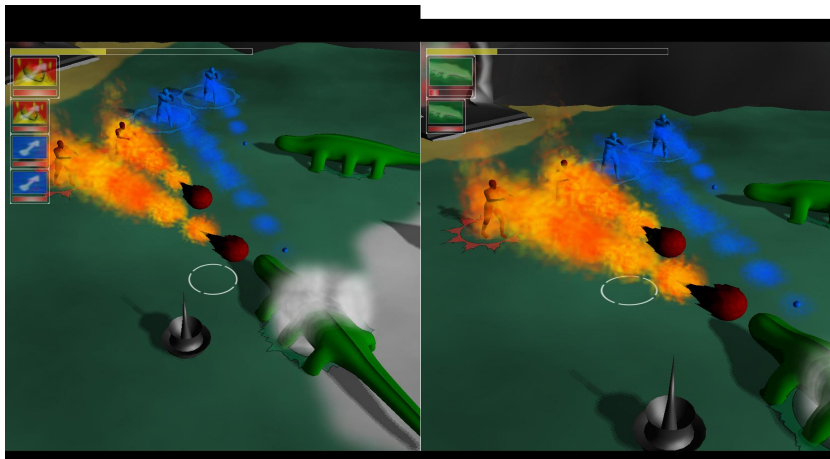

Figure 1.6: In-game screenshot showing the temple on the left side

- Spawn Portals added at each corner of the map

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- Visible ranged combats using projectiles (see figure 1.7)

(a) Projectiles: Air & Earth

(b) Projectiles: Fire & Water

Figure 1.7: Ranged combats using projectiles

1.3 Evolution of game development

It's nice to see that the final result represents a game playable based on our initial idea. It contains all the elements we imagined except that the networking does not work yet. This is due to the fact, that most of the gameplay (i.e. all the commands the players can do) came together towards the end of the course. Therefore we had not enough time to include all these commands into the networking (although the basic framework of the networking including the network protocols is developed).

1.3.1 Development schedule

Two weeks before the public presentation we still were a bit behind the schedule but we finally made it and put together a nice gameplay (at least that's our impression).

1.3.2 Influence of project structure elements

Our physical prototype of the game pretty much contributed to our final result. It gave us the whole overview of how the gameplay should be organized and how to balance the strengths of the different units.

The playtesting enabled us to adapt our final game to a more user friendly version and showed us some critical aspects which we couldn't think of ourselves.

1.4 Personal impressions

We all think that the course was a total success. We are happy and proud of our game in the sense that towards the end of the course we realized that the time was getting shorter and shorter and we still could meet most of our initial game ideas. Of course, it would have been nice if we could for example have textured all the different models in a character-like fashion but we initially knew, that this was simply not possible because of the time limitation. But this could truly be a nice extension to our game in the future.

1.4.1 Special remarks

When taking this course, every participant should really be aware of the fact that one needs to invest a lot of time throughout the semester. This fact once more leads to the idea to extend this course over two semesters (one semester focusing on the theoretical aspects and one semester focusing on the practical aspect). It would probably also be very interesting to cooperate with different faculties like design artists and sound designers since this would be closer to the real-world game development process in todays game industry.