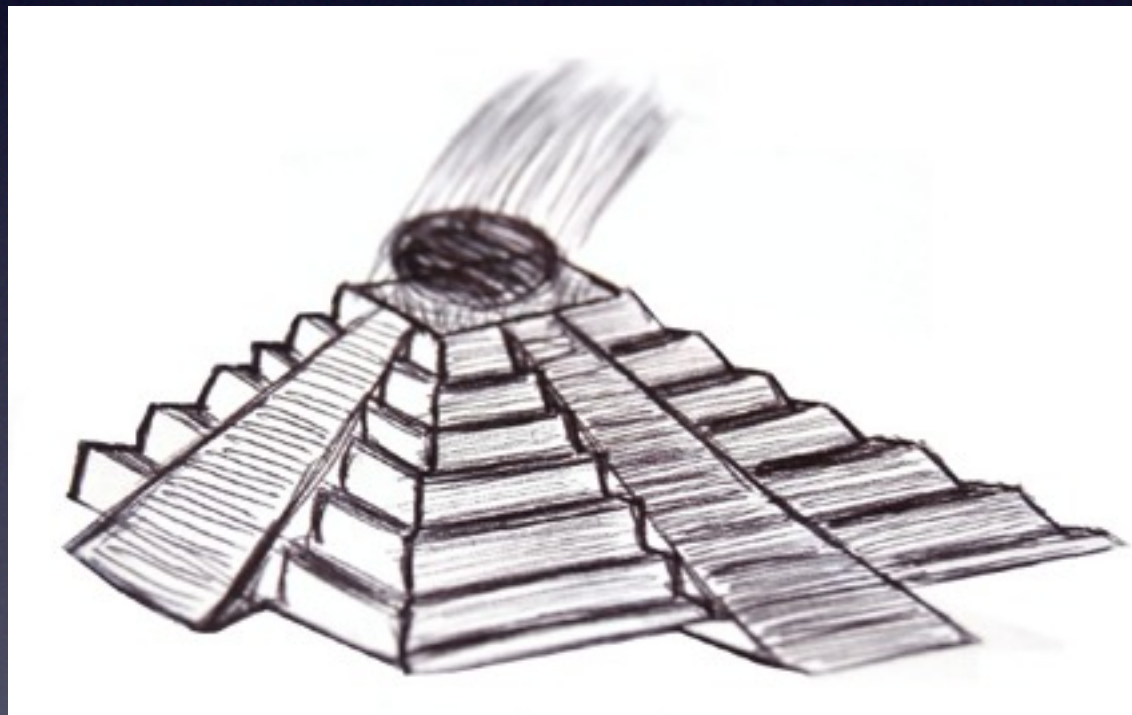


Unidentified Rolling Objects



Francesco Andriani, Zygmunt Malecki,
Liana Manukyanl, Stefan Wanger

Game Description

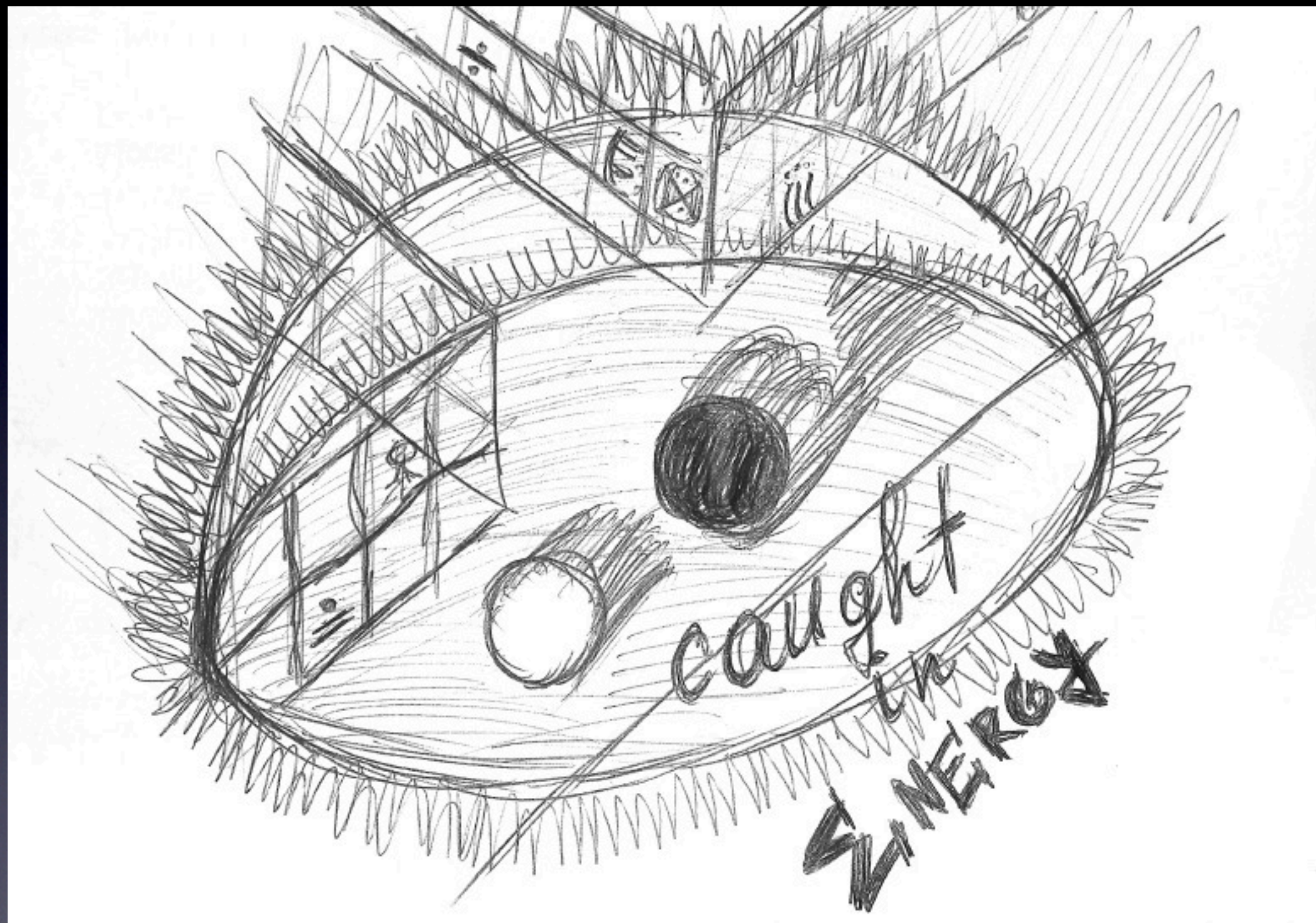
- The story is settled in the Central America, at the time of the Mayas.
- Some fancy Aliens have arrived onto Planet Earth to explore it (and possibly conquer it?)
- For the sake of knowledge, Aliens set up some experiments on the Maya natives

Game Description

- The game arena consists of a natural environment (hills, vegetation), with Mayan elements (buildings, pyramids...)
- The experiments consists in a series of Chase / Escape sessions
- Both the Aliens and the Mayas drive the so called “Rolling Objects”, a sort of simple, but very interesting vehicles

Objectives

- In the typical experiment set up (say: in the typical round), an Alien tries to capture a Mayan
- The game spans several rounds, each lasting a fixed amount of time or finishing as soon as the Maya is captured
- A “Capture” is performed by building a sort of energy field so that the opponent stays enclosed into it
- Of course the Mayan would try to avoid any contact with this energy field, as it progressively deteriorates the state of his RO (lowering the number of Health Points or altering the



The Rolling Objects

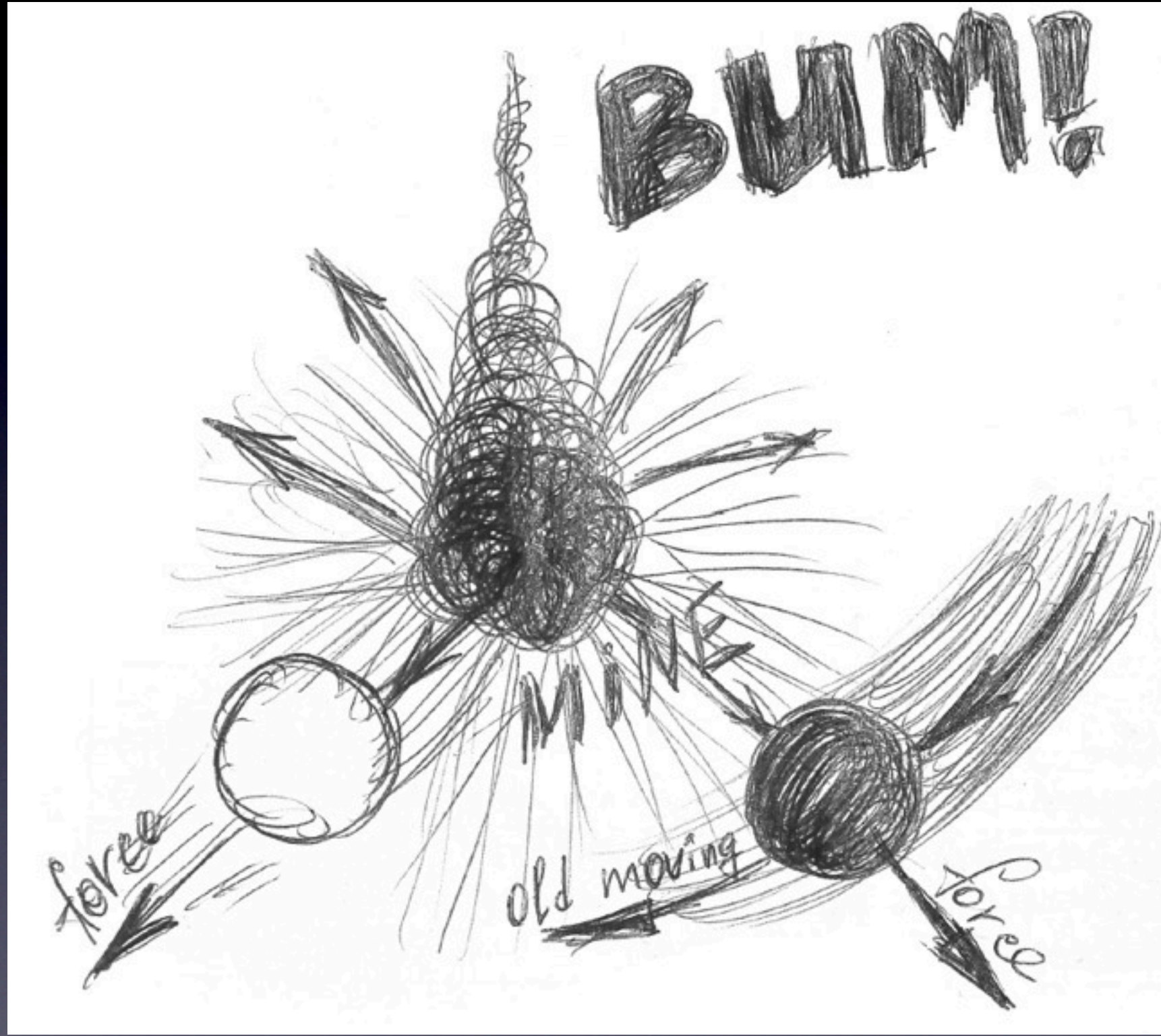
- The RO has some resources / properties:
 - Some amount of fuel to accelerate and spin itself (and possibly build the energy field)
 - Some resistance against damage (Health / Damage Points); in case of severe damage, controlling the RO becomes more and more difficult.
 - The Alien's RO features a Radar which signals the rough position of the enemy, but can't give any info on the environment
 - The Maya's RO has a built-in Minimap of the environment

Features

- Power Ups / Downs placed randomly on the map, add some tactical elements to the game:

Cubify the enemy	Mines	Smoke Granades
Invisibility	Super Acceleration	Rocket Jumps
Radar (for the Maya)	Minimap (for the Alien)	Any suggestions?

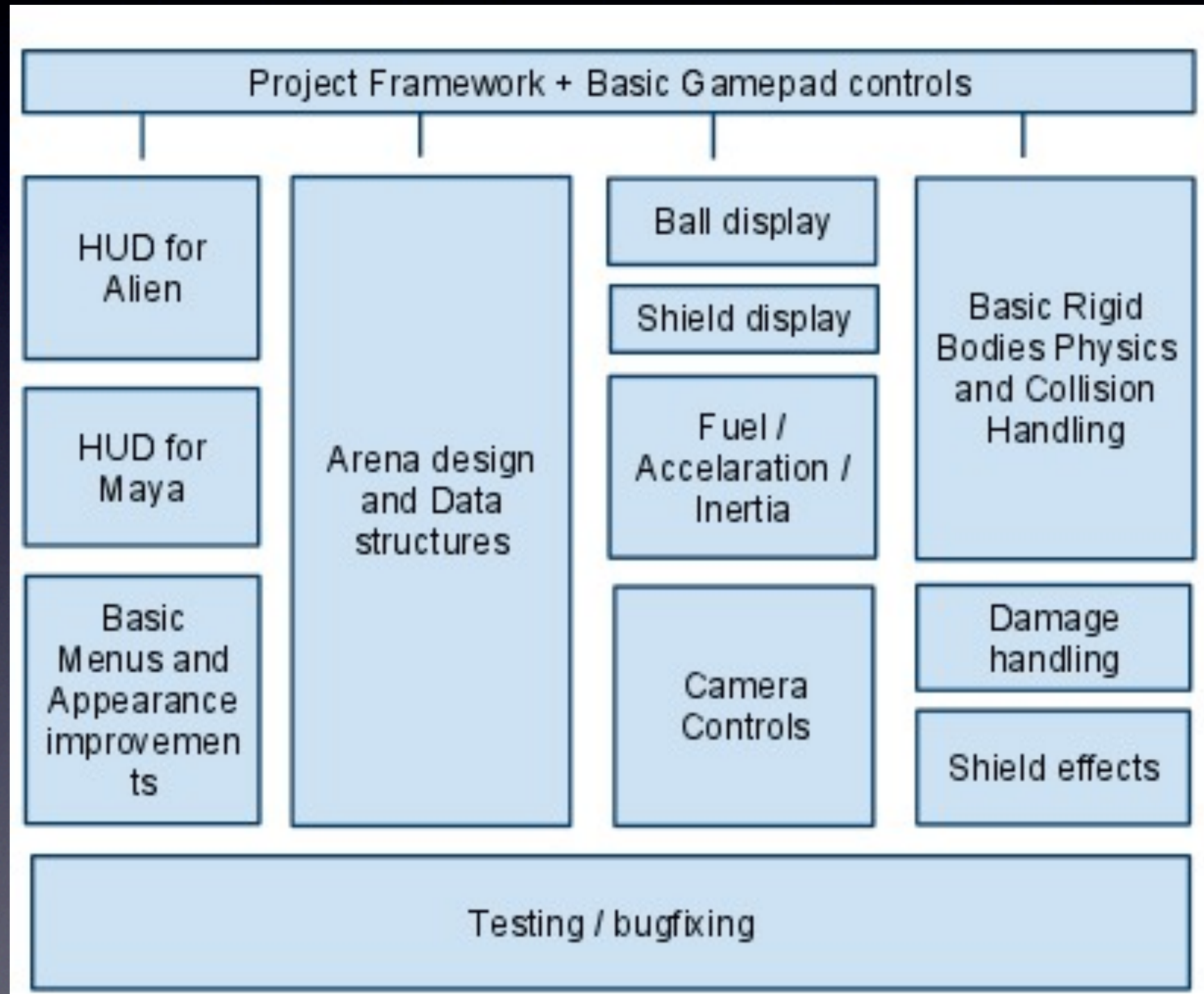
- Fast Gameplay:
 - Exponential rate of acceleration, Inertia
 - Specially crafted arena with obstacles and ramps
 - It'll be crucial, anyway, to avoid hurting the RO too much



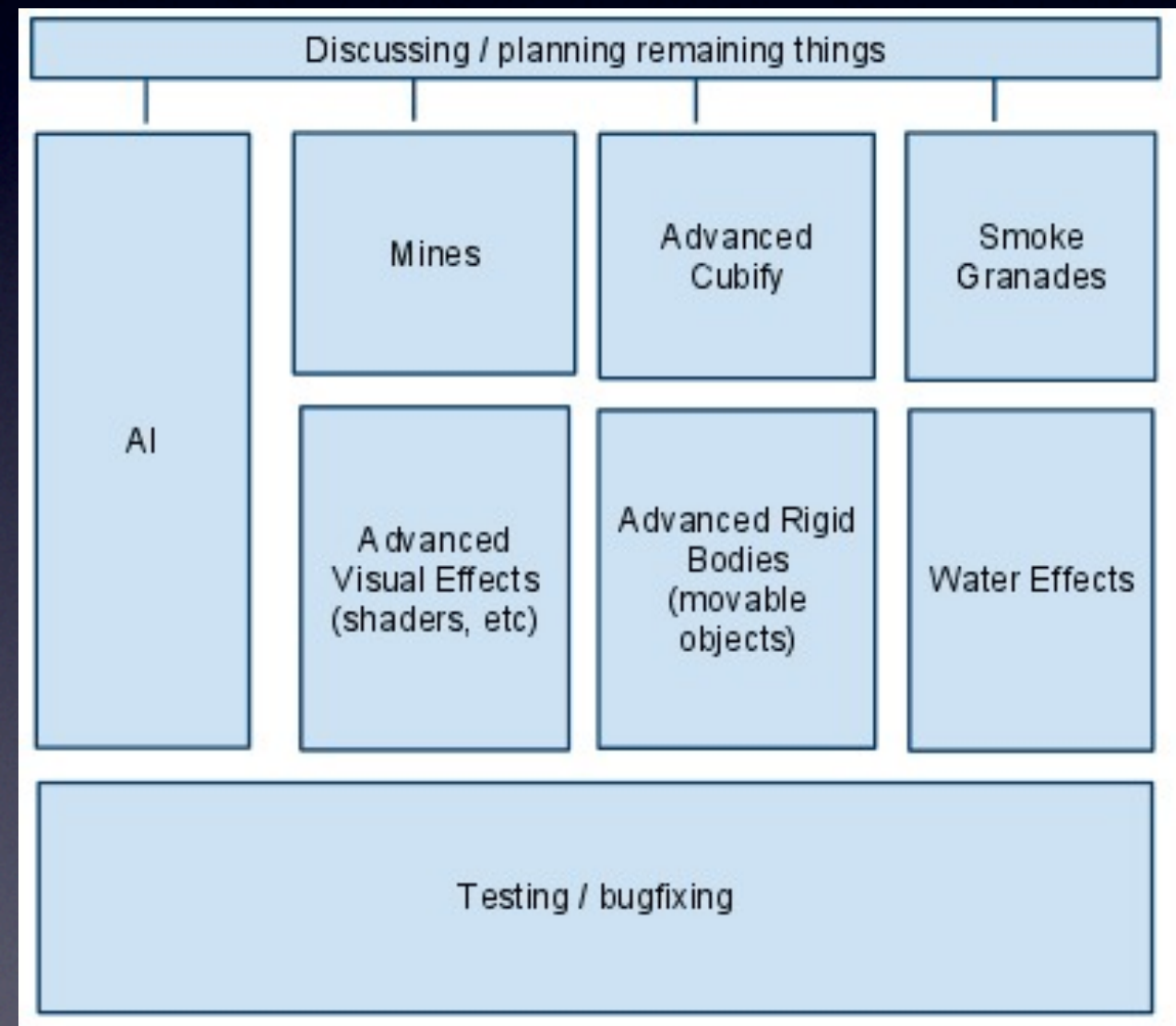
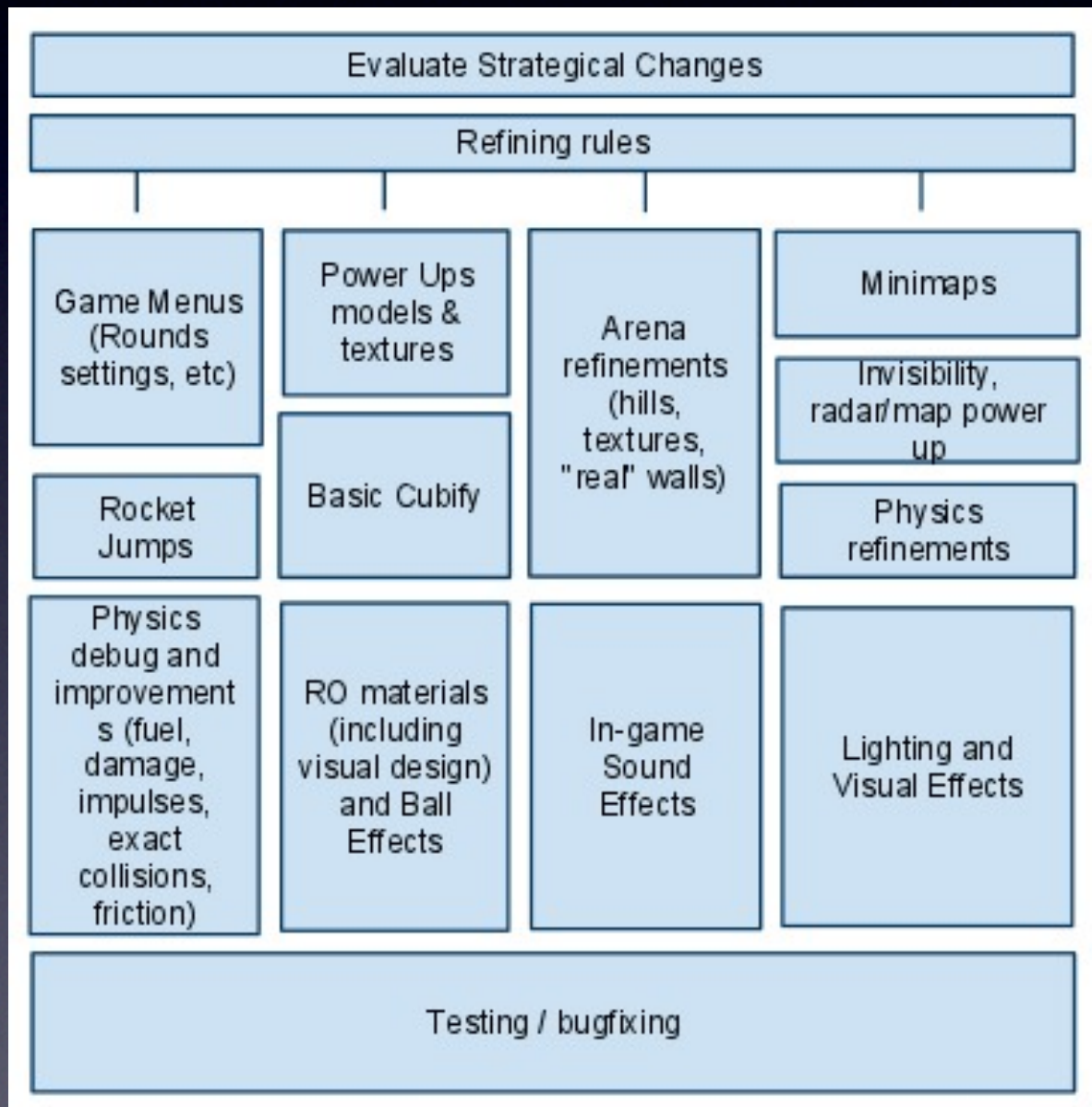
Technical Aspects

- Solid physics engine:
 - Rigid Bodies
 - Collisions
 - Velocity/Control Management (ramps, damage, power-ups)
- Visual Effects (mainly High Target):
 - Particle Effects (blow-ups, smoke...)
 - Water Effects
 - Fog (main idea in the beginning, probably very difficult to implement...)

Development Schedule



Development Schedule



Thank You !