

# Master of Tempest

Computer Games Laboratory WS 2018/2019

Nikita Fetisov

Evgenija Pavlova

Moritz Schöpf

Maximilian Werhahn

# Recap

Asymmetrical, Cooperative Gameplay

Online Multiplayer

One wizard, one apprentice

Dodge Obstacles

Reach eye of the storm

# Networking

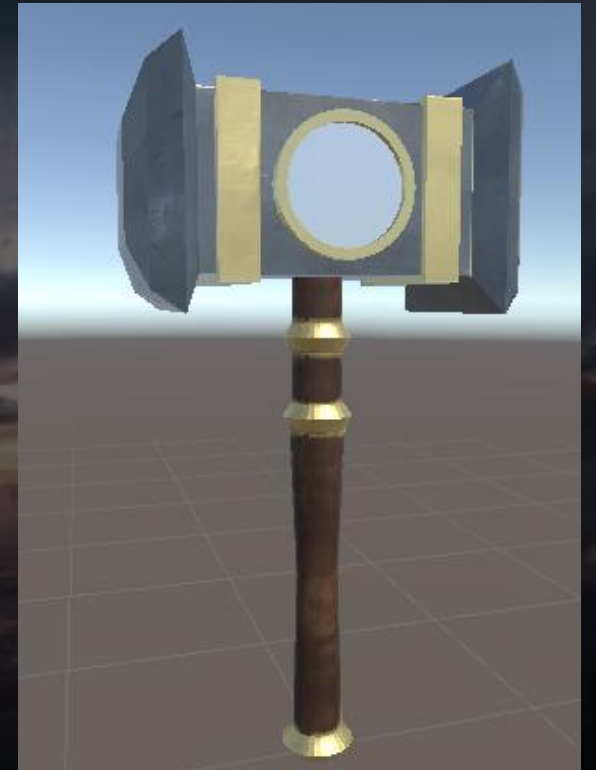
- Issues were resolved and current implementation improved
- High target was achieved

# New Feature – Voice Chat

- Communication is important to win the game
- Voice manipulation for certain Danger Zones and to add flavour to the game.

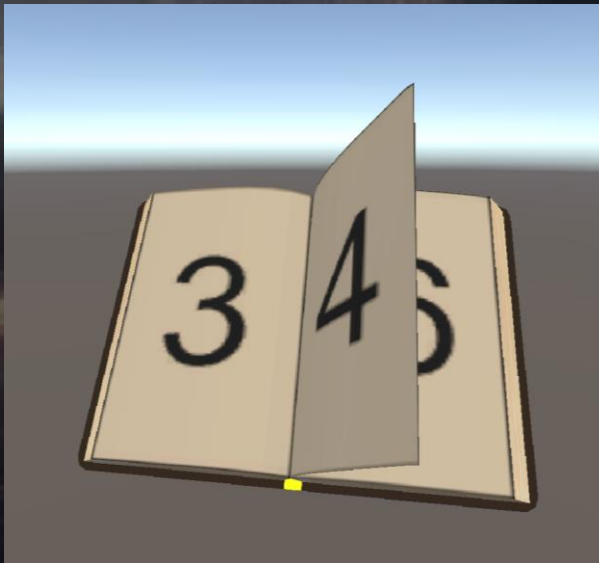
# Player Controls - Apprentice

- Free movement on the upper and middle deck
- Different repair points to repair sides/front/back of the ship, but also its masts and the balloon
- Teleportation feature to allow fast movement around the ship
- New Feature: Hammer Throw!
  - Destroy smaller rocks which are too close (great cooldown)
  - Charge the hammer to gain more destruction power or repair things faster



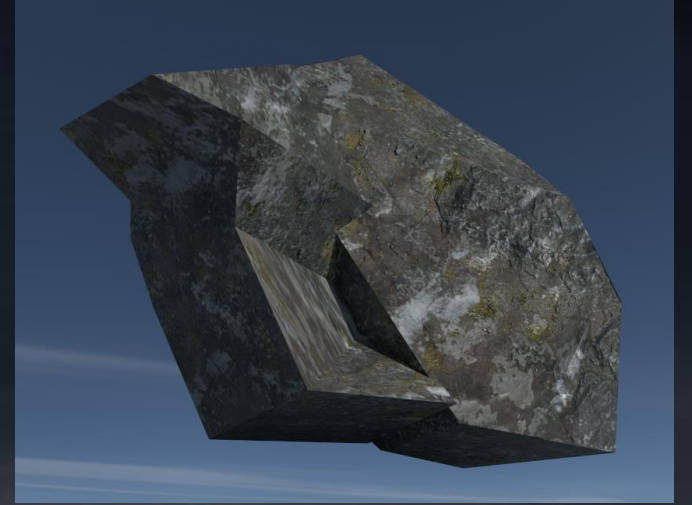
# Player Controls - Wizard

- Free movement on the lowerdeck
- The wizard has overview about the ships current status
- The wizard has to manage his resources and his spell status by moving quickly around his chamber
- New Feature: A Magician's Book! The wizard can open his book which shows the „recipes“ for different spells



# Environment

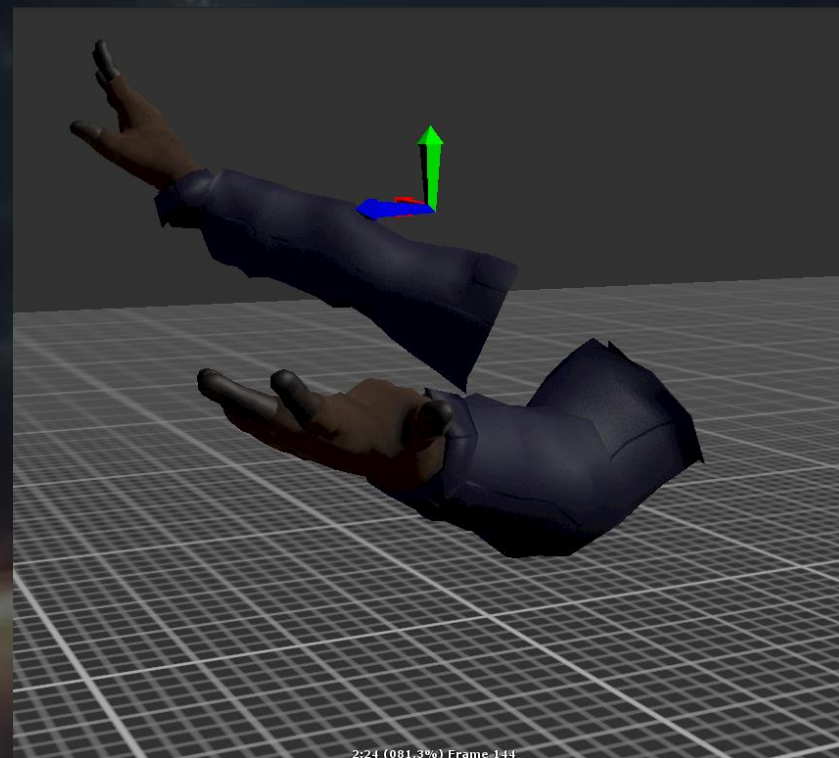
- Rocks of different sizes fly around
- Three different „Dangerzones“ are reachable in the game
  - Fragile – everything takes more damage
  - Ice – Impairs ships and characters movement
  - Voice Chat Distortion – Aggravates Communication between the players



# Visuals – Ship

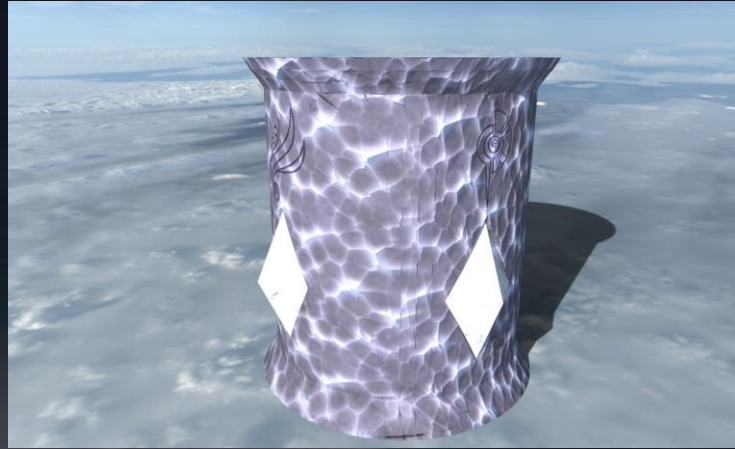


# Visuals – Wizard & Apprentice





# Visuals – Altar and Objects on the Ship





Live Demo!