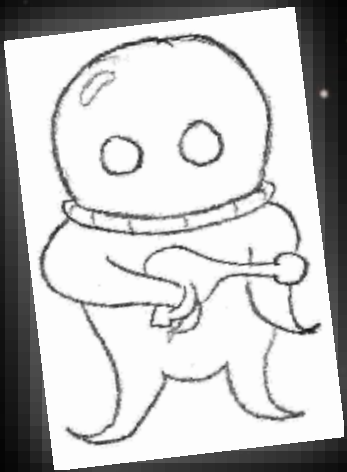


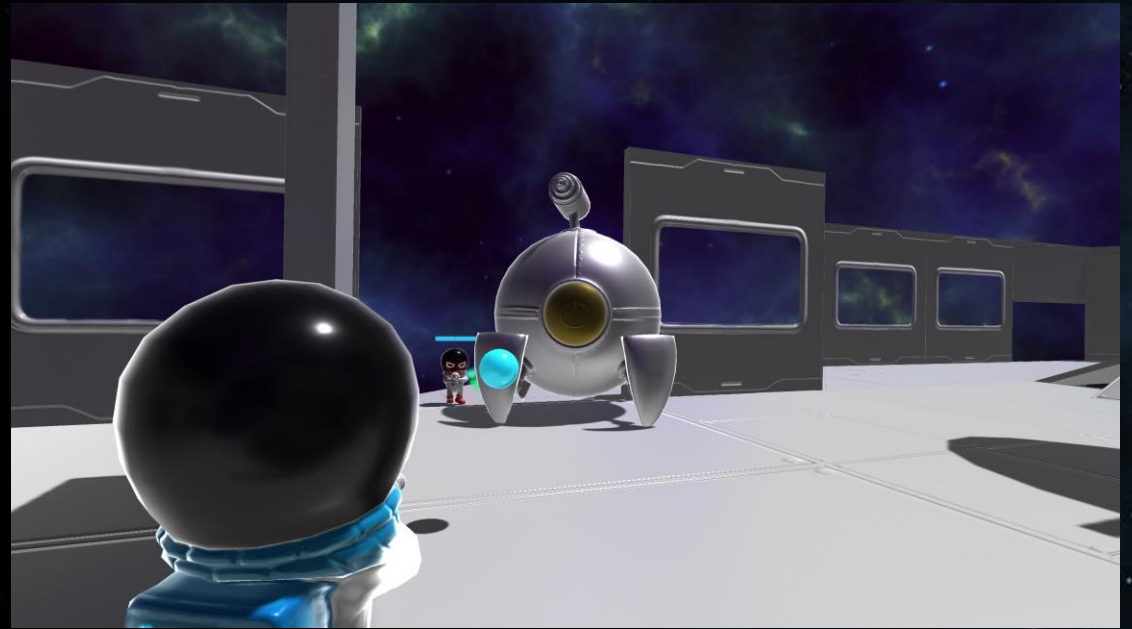
# A Tiny Crisis in Space

Computer Games Laboratory Winter Term 2017/18

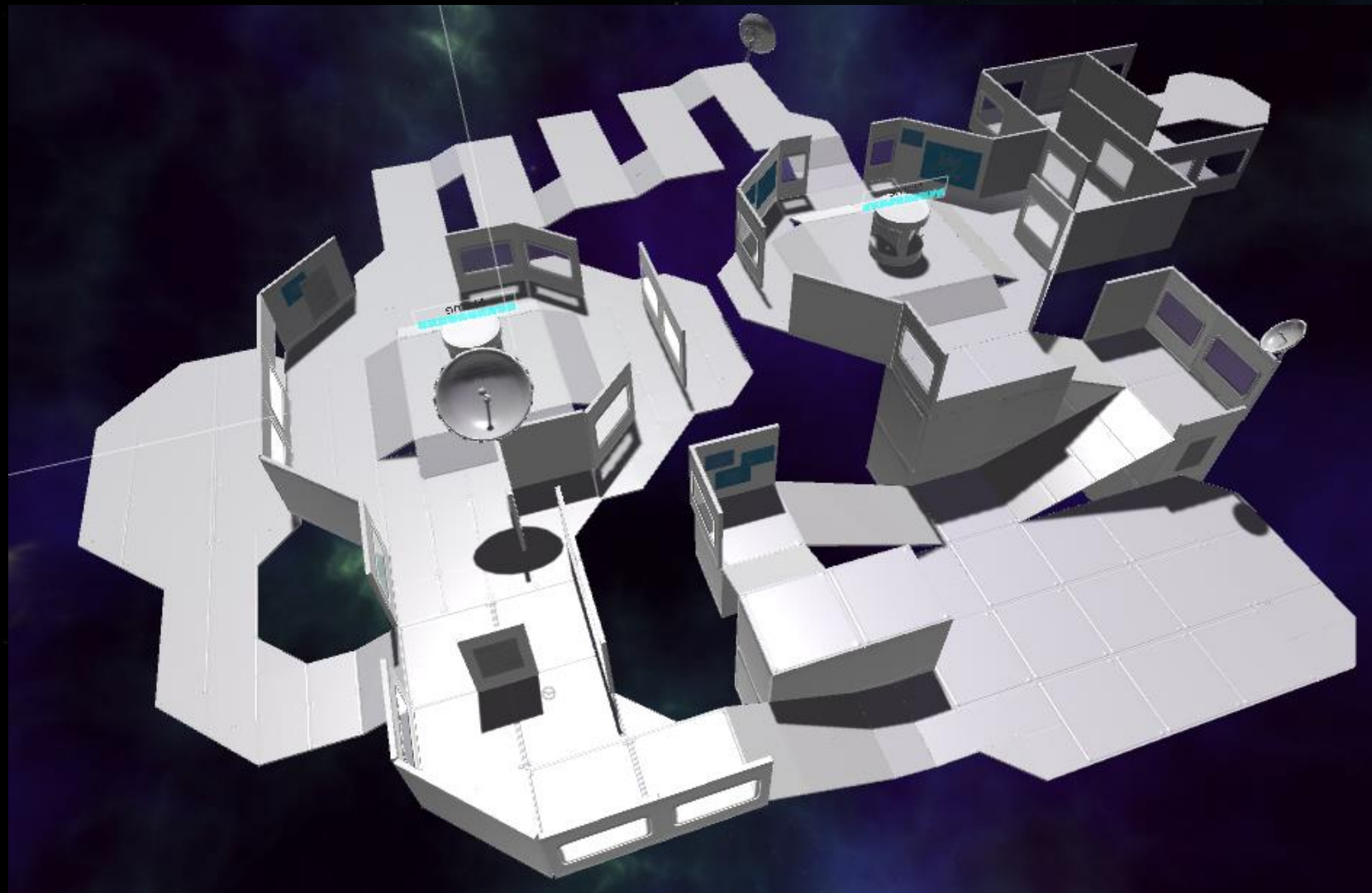
Robert Brand, Jean-Luc Etgen, Manuel Neuberger and Laura Vu



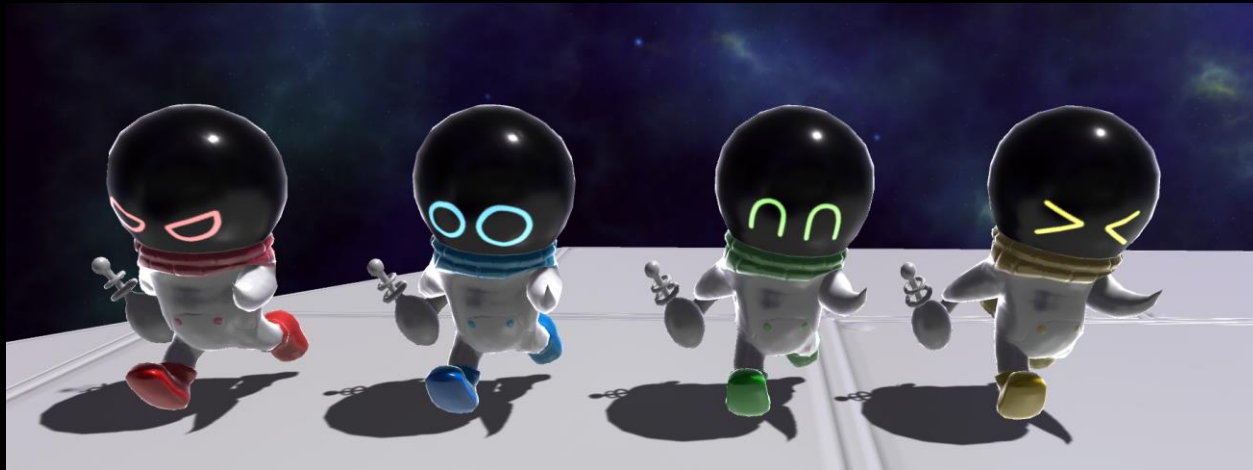
# Enemies



# Map



# Lobby and Player Identification



**A Tiny Crisis In Space** BACK

Status: Hosting Host: localhost

Player1 JOIN X

This is a direct play server, it is not listed in "List servers"  
Other players have to connect using your IP address

**A Tiny Crisis In Space**

Status: Offline Host: None

**MATCHMAKER**

CREATE A GAME  
Input name... CREATE

FIND A GAME  
LIST SERVERS

**MANUAL CONNECTION**

PLAY AND HOST OR DEDICATED SERVER

JOIN A GAME  
127.0.0.1 JOIN

Demo



# Outlook

Add tutorial

Playtesting:

- Enemy damage/health balance
- Spawning behavior
- Map tweaks
- Projectile speed/cooldown
- Analyze cooperation

The background is a deep, dark blue space filled with numerous small, bright white stars. There are also larger, fainter blue nebulae or gas clouds scattered throughout, particularly in the upper left and lower right corners. The overall effect is a vast, starry cosmos.

Thank you for listening