



Riddilikus Interim





Team:

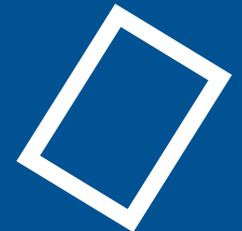
Jakub Cichor

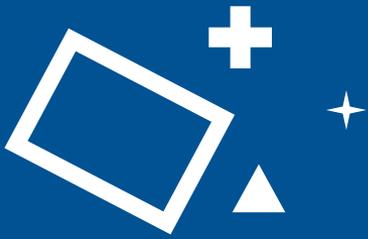
Angela Denninger

Martin Frank

Martin Horrer

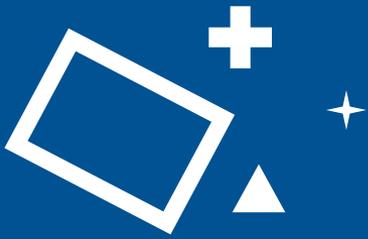
Kevin Sawischa





Game Idea Recap

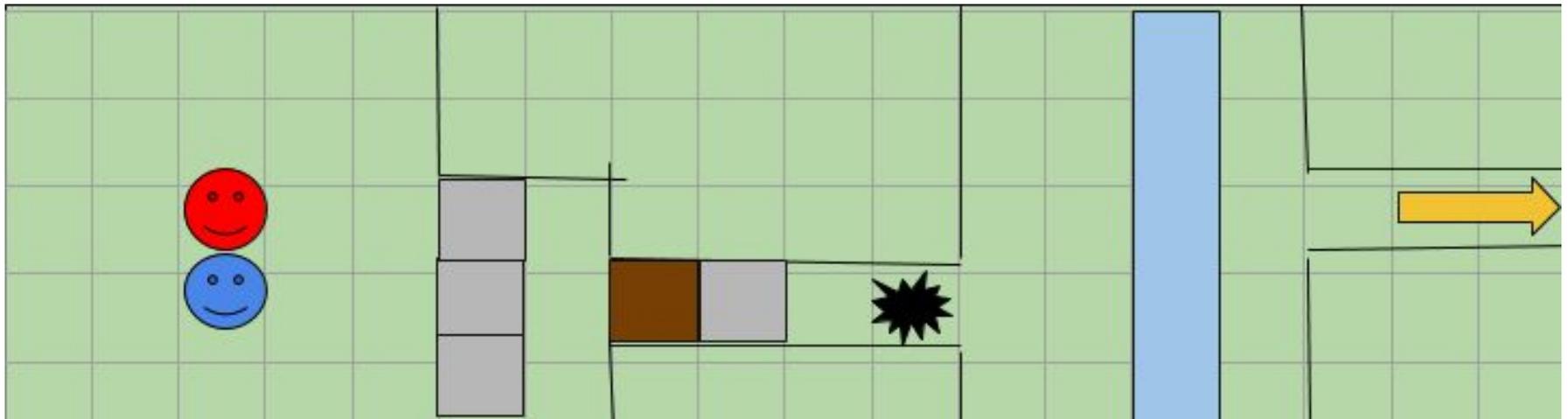
- MOBA Puzzle Game
- Focus on environment interaction and puzzle solving
- Cooperative gameplay is necessary for success
- Boss fight at the end of the game

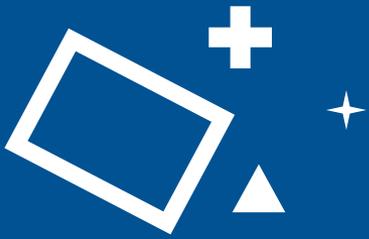


Progress



- Functional Minimum done
- Many aspects of Low Target finished
- Focus on Puzzle Prototype

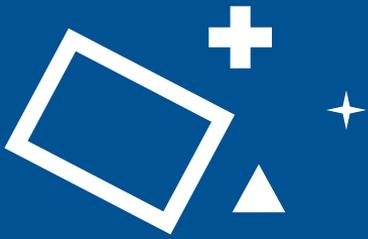




Revisions and Challenges

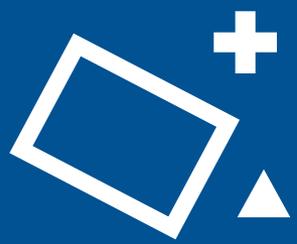


- Free character movement instead of grid
- Combination of different puzzle types
- NavMeshes can be problematic



Next Steps

<u>Functional Minimum</u>	<u>Low Target</u>	<u>Desirable Target</u>	<u>High Target</u>	<u>Extras</u>
UI				
Basic UI	Improved Hud Skill Bars for elements game notifications	UI Theme Alerts	Animated UI	Customizable skill bar
Character Modeling & Animations				
Dummy Models for Player and Environment	Enemy Dummy Models Basic Animations	Beautiful Models for Player, Enemy and Environment	Extensive Animations	Animated Dialogues Hair animations Aging of characters
Environment				
Basic interactions with world	More interactions with puzzle objects, effects on environment	More types of objects with influence on environment, more puzzles	Environment acts on itself --> Climate effects objects / elements / players, nature catastrophes	Survival elements like fatigue, hunger
Player interactions and Elements				
Basic player movement and interaction with environment Usage of elements Fire and Ice Switching of Elements	Higher Degree of interaction with environment	More Elements (like stone and wind)	Combination of elements to create new elements	Exchanging of elements at checkpoints
Networking				
-	LAN	Online support	Online Highscore Liste	Splitscreen support
Levels				
Test-Level	First Level static level boss enemy	Level adjusted to players in difficulty	Multiple different Levels	Randomly generated level



★ Thank you for your attention !



Enjoy the rest of the week !