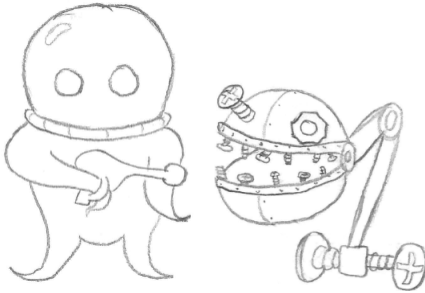


# A Tiny Crisis in Space

Aboard their space station, four little alien astronauts are having a tiny bit of a crisis. The board computer has been infected by a malicious virus, causing it to go haywire and send out a multitude of robots to destroy the control panels. The astronauts must defend these control panels while they perform an anti-virus scan to identify and eliminate the source of the board computer's malfunction.

"A Tiny Crisis in Space" is a third person coop shooter for four players featuring network-based multiplayer, a merge-mechanic and waves of AI enemies.



**Team "Spekulatius" Development Diary (Game Proposal Chapter, Physical Prototype Chapter, Interim Report Chapter, Alpha Release Chapter, Playtesting Chapter)**



Game\_ProposalPa...ng\_Report-1.pdf



TimetablePart1.pdf



TimetablePart2.pdf

**Presentations(Game Proposal, Physical Prototype, Alpha Release)**



A\_Tiny\_Crisis\_in\_S...ame\_Idea\_Pitch.pdf



A\_Tiny\_Crisis\_in\_...aper\_Prototype.pdf



A\_Tiny\_Crisis\_in\_...Space\_-\_Alpha.pdf

**Physical Prototype Video:** [https://drive.google.com/file/d/1PQ9Jwx\\_8RNE38AId\\_R3QmVvTwYb1ljCy/view](https://drive.google.com/file/d/1PQ9Jwx_8RNE38AId_R3QmVvTwYb1ljCy/view)

**Playtesting Questionnaire:**



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