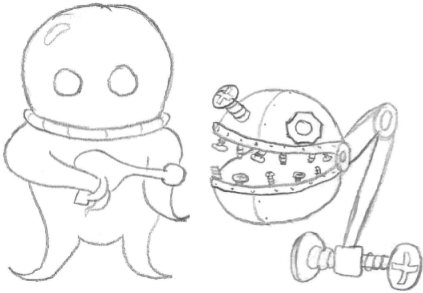


A Tiny Crisis in Space

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_8RNE38Ald_R3QmVvTwYb1ljCy/view

Playtesting Questionnaire:



UmfrageGameslab.pdf