

Senior Capstone, Group
Game Development
Art 489c/ CMSC 493
Lecture 2

Using Subversion

How to pitch

- Look at rubric for assignment A

A Pitch for Rez, Slide 1

- This is a rails shooter that puts sound at the core of its experience
- Recent rails shooters include Star Fox, but many others going back to Top Gun in the 80's-- this is a profitable genre
- We will innovate by integrating music; our target demographic (18-24) is very interested in music.
- Show sample of game play.

Rez, Slide 2

- The game's implementation is a slight modification of the standard 3D engine
 - similarities
 - a few entity types occurring in many instances, over many levels
 - differences
 - use of sequencing data to structure levels
 - little or no use of level geometry-- everything is an entity; everything moves
 - presence of "beat" information to cause entity events to synchronize to music

Rez, slide 3

- Implementation
 - Entity models and animations are central, but normal
 - Use of XML or MIDI sequencing data by the game needs to be done early
 - many graphical editors for this type of data
 - fast level prototyping once done
 - Allow extra time for playtesting in light of the sequencing innovation
 - Replay value multipliers: conditional sequences unlocked by winnings

Pitch for "Tooty Frooty"

- This game is aimed at young children and parents who want to play games with them.
- It is about a little kid who wanders around his house farting on people.
- Very young children love fart jokes. Parents would like to hear them laugh, and have a simple game to play with them.

Game Experience

- the game is 2D; simplifies navigation.
- tooty wanders a large suburban house, looking for victims.
- kitchen table provides ammo
 - beans, broccoli, coffee, cabbage, ginger
- **core mechanic: Eat beans, find sister, toot**
- variations in sounds, cloud effects, reactions

Implementation

- Standard 3D engine with restricted navigation.
- second person
 - many animations related to straining
- Camera control is via the computer; levels are kept sparse so there's little occlusion
- look out for the stairs!

Screen mock-ups (2-minute)

