

BERRYBLAST

Garden Gladiators



GAME CONCEPT

Vorgaben:

1st-, oder 3rd-Person-Shooter

Setting:

Schrebergarten

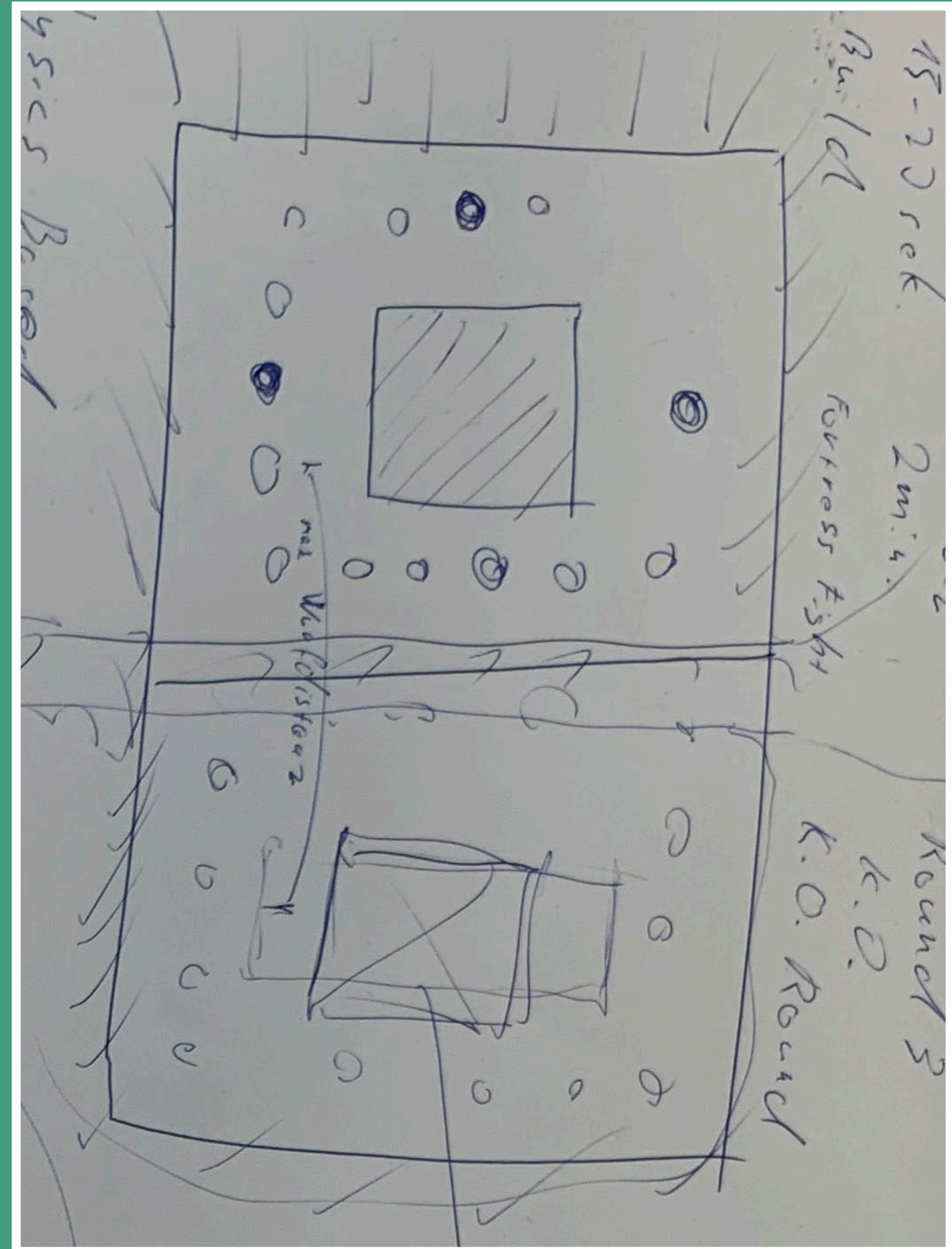
Idee:

Burgenvölk als Multiplayer Shooter

2 Player vs 2 Player

3 Phasen

- Build
- Fortress Fight
- KO Round



BUILDING PHASE

FORTRESS FIGHT

KO ROUND

TRUMPF MECHANIK

Schiesse den Ballon in
der Mitte und
bekomme einen
kurzen Buff

Bufs:

Unverwundbar

Unsichtbar

Schrumpfen

STORY

Two little girls meet up at the community garden to battle one another in a fight of imagination



FRAKTIONEN & KLASSEN

Fraktionen:

“Mushroom”

“Flower”

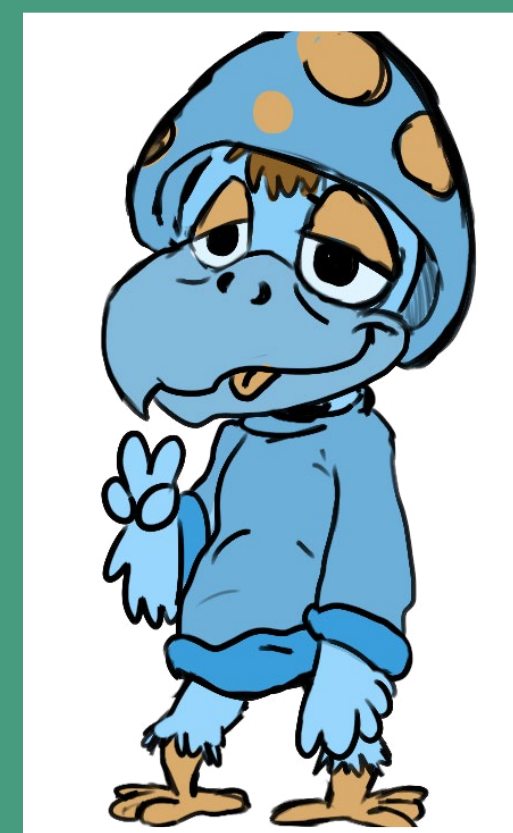
“Acorn”

Klassen:

Squirrel: Schnell

Hedgehog: Resistenter

Bird: Weitwurf



STYLE

Fun, Playful, Childish



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Fun, Playful, Childish

Spielelemente:
2D gezeichnete Spielfiguren



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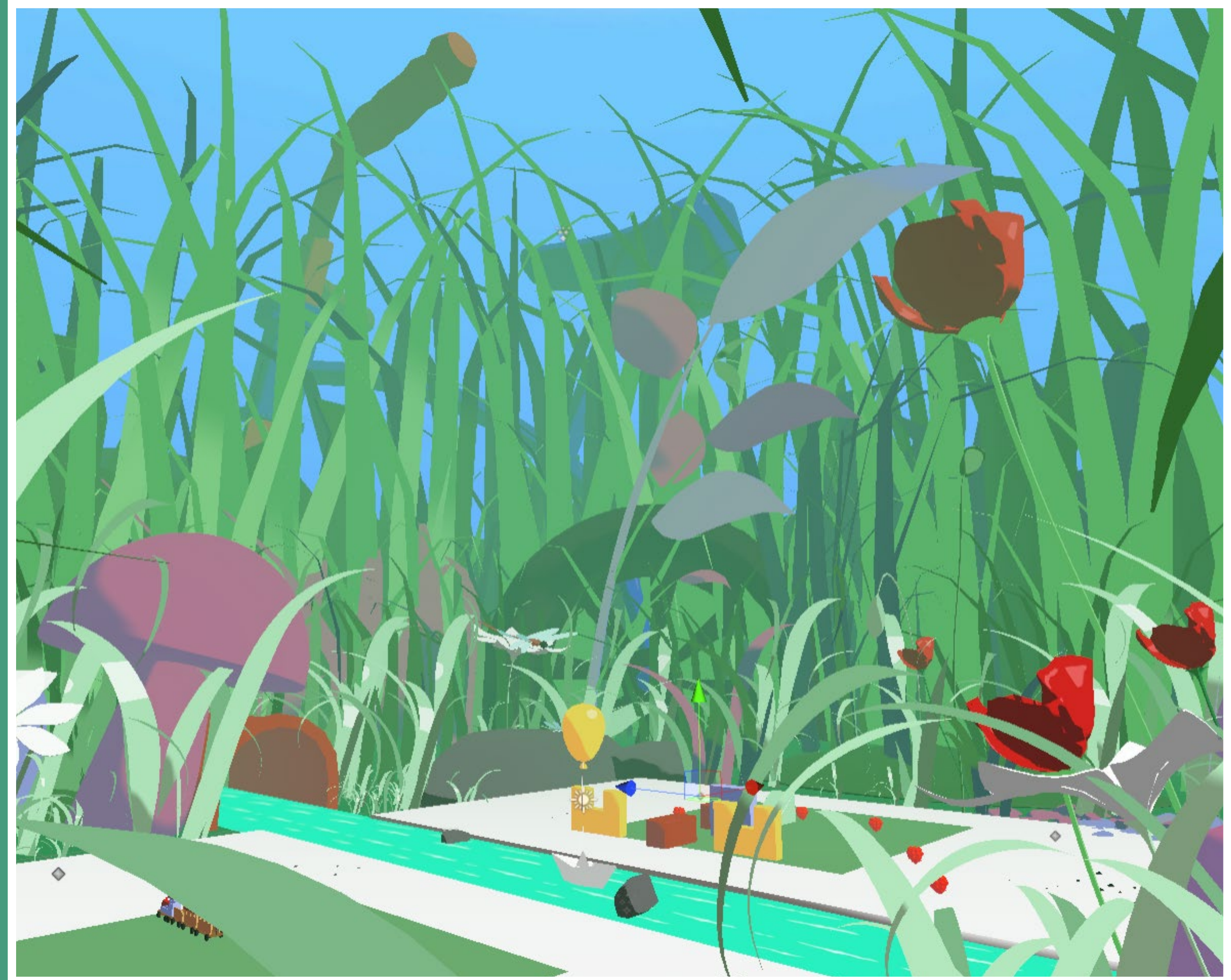
Spielelemente:

2D gezeichnete Spielfiguren

3D Hintergründe

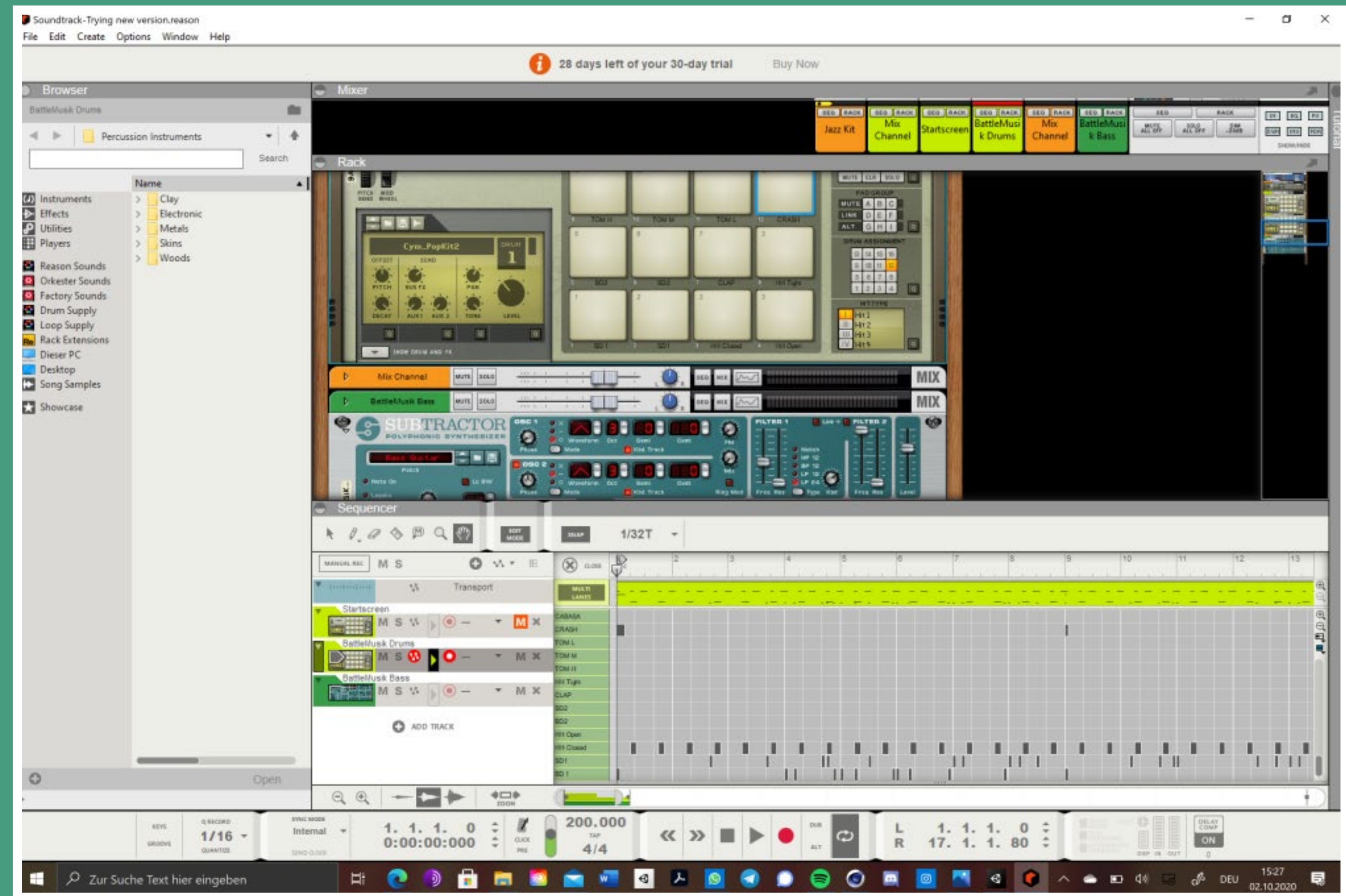
Shader:

Flatkit Shader



MUSIK

Jazzy, Peppy, Fun



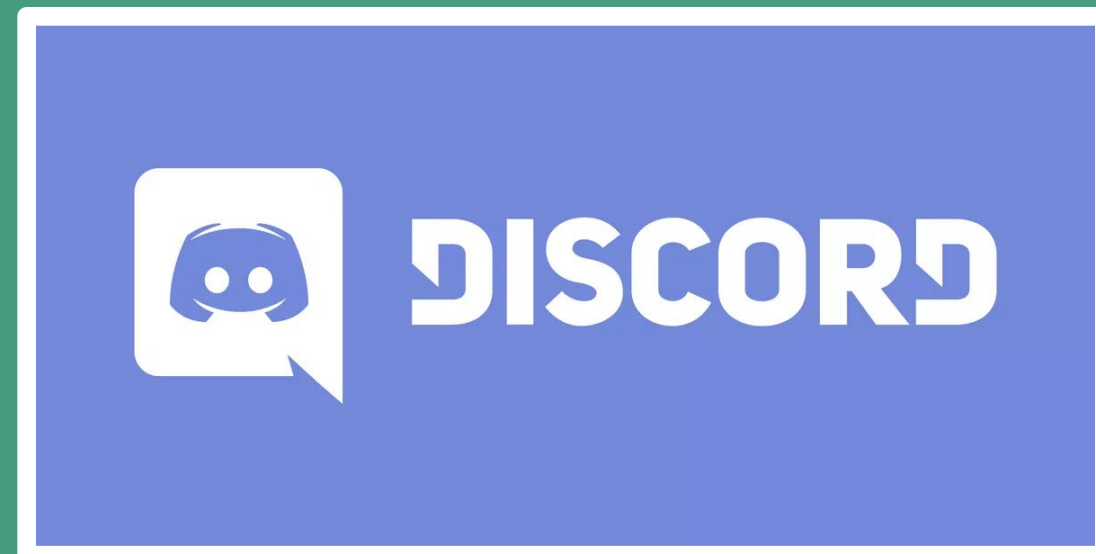
TEAM

Team Members				Skills												
	Name		Mailadresse (Trello, Git-Lab, etc.)	Semester	Programing		Game Mechanik		Visuals 3D		Visuals 2D		Sound		Department-Leader	Task Teams
					P1	P2	P1	P2	P1	P2	P1	P2	P1	P2		
Producer / Technical Lead	Nino	Coaz	nino.coaz@zhdk.ch	5			x								Technical Lead	
Coding	Martin	Hodler	martin.hodler@zhdk.ch, trello: @m 3		x			x							Programing	Logic, Lobby, Building (Level Team)
	Moreno	Vogel		5	x			x								UI + FMOD Logic (Level Team, UI + VFX Te
	Linn	Spitz		5	x				x		x					Controller (Character Team)
	Chris Elvis	Leisi	chriselvisleisi@gmail.com/chris.leis	Master		x	x									Special mechanics programming (Characte
Game Mechanics	Sebastian	Burckhardt		3			x							x	Mechanics	Level Design (Level Team)
	Marwan	Eissa	maru@teamtumult.ch	Master			x							x		Class Game Mechanics (Character Team)
Producer / Art Director	Severin	Brodmann	severin.brodmann@zhdk.ch	5					x						Art Director	
Sound	Max	Hübner	max.huebner@zhdk.ch	3					x		x	x			Sound	Effects, Music, Implementation (UI + VFX T
3D Visuals	Agata	Tselesh	agatamagata91@gmail.com / agat 3					x	x						3D	Level Design (Level Team)
	Anika	Hapke	anika.hapke@gmx.ch / ahapke	5				x	x							Level Design (Level Team)
2D Visuals	Anna	Müller	anna.mueller@zhdk.ch/cat.goetterl 3					x			x				2D	Character Design (Character Team)
	Jonas	Müller	jonmation@gmx.ch/jonas.mueller@ 5								x		x			Character Design (Character Team)
	Michael	Kämpfer	michael.kaempfer@zhdk.ch	3				x			x					UI Design and VFX (UI + VFX Team)
	Milena	Shields	milena.shields@zhdk.ch	3				x			x					UI Design and VFX (UI + VFX Team)

TASK TEAMS

	Team Members		
	Name	Department-Leader	Task Teams
Producer / Technical Lead	Nino	Technical Lead	
	Martin	Programming	Logic, Lobby, Building (Level Team)
	Sebastian	Mechanics	Level Design (Level Team)
	Agata	3D Visuals	Level Design (Level Team)
	Anika		Level Design (Level Team)
Producer / Art Director	Severin	Art Director	
	Linn		Controller (Character Team)
	Chris Elvis		Special mechanics programming (Character Team)
	Marwan		Class Game Mechanics (Character Team)
	Anna		Character Design (Character Team)
	Jonas		Character Design (Character Team)
	Moreno		UI + FMOD Logic (UI + VFX Team)
	Michael		UI Design and VFX (UI + VFX Team)
	Milena		UI Design and VFX (UI + VFX Team)
	Max		Effects, Music, Implementation (UI + VFX Team)

KOMMUNIKATION

A screenshot of a Trello board titled "ProductionDays" with a "Free" label. The board is organized into five columns: "LINKS", "TO DO", "DOING", "WAITING", and "DONE".
- **LINKS**: Contains links for "Vorgaben: First-Person Shooter", "Datenaustausch", and "Google Drive".
- **TO DO**: Lists tasks such as "UI: Implement win/lose screen / 1h", "VFX: Implement particle systems / 2h", "(onSwitch) PLAYER: put animation in code", "PLAYER: Testing / 2h", and "LEVEL: Make prefabs out of blocks and add logic". It also includes markers for "END DAY 3" and "NICE TO HAVE".
- **DOING**: Lists tasks like "PLAYER: Bring all components together / 2h", "PLAYER: Trumpf / 1h", "UI: Character selection screen / 3h", and "PLAYER: Splashart/Boxart".
- **WAITING**: Lists tasks such as "LEVEL: Skybox", "MUSIC: Music implementation / 1h", and "VFX: Implement sound effects / 1h".
- **DONE**: Lists completed tasks like "PLAYER: Change special block for characters", "PLAYER: Implement players / 2h", "UI: Screen to explain controls and classes / 1h", "LOGIC: Multiple players / 1h", "VFX: Sound effects / 4h", and "UI: Make titlescreen / 2h".
The board interface includes a top navigation bar with user avatars and a "Menü" button in the top right corner.

ORGANISATION

Soundeffekts Produktiondays	
Soundeffekt	done?
UI	
Click (Karton) vlt für kleine und grosse	done
Win and Loose? Schlussound?	
Countdown	done
Soundeffekt	
hit (Beeren auf Karton)	done
Dropping Blocks (1 Block, 1 spezialblock)	done (just one Block)
Jump Sound	-
Footstep gehen	done
Footstep renne	(done)
Beeren Einsammel	done
Sterben (Bildschirm wird schwarz)	-
Beere fällt auf den Boden	done
Beerenregen	-
Ballon Pop (Powerup)	done
Throwsound	done
Fluss sound	done
Schiff sound	done
Ambient Sound (Insekts outside)	done

Asset pipeline

3D Assets

- Step 1: 3D Artist creates asset geometry
- Step 2: 3D Artist uploads asset to the Switchdrive
- Step 3: 3D Artist names it in a recognizable fashion
- Step 4: 3D Artist tells 3D Lead where they put it and what it is
- Step 5: 3D Lead implements asset in Unity file in their own scene
- Step 6: 3D Lead and 3D Artist create the the Flatkit material for the asset
- Step 7: 3D Lead puts the asset into the appropriate folder in the Unity project as a prefab
- Step 8: 3D Lead tells Level designer that the asset is finished

2D Assets

- Step 1: 2D Artist creates 2D asset
- Step 2: 2D Artist uploads the asset to the Switchdrive
- Step 3: 2D Artist names it in a recognizable fashion
- Step 4: 2D Artist drags Image into Blender
- Step 5: 2D Artist adds Plane and models around image
- Step 6: 2D Artist adds solidify modifier and cuts out the shooting hole with a boolean
- Step 7: 2D Artist adds 3D base and support
- Step 8: 2D Artist textures model (front drawn character, side cardboard)
- Step 9: 2D Artist exports the model as a fbx
- Step 4: 2D Artist tells 2D Lead where they put it and what it is
- Step 5: 2D Lead tells the Lead of the department that needs it that the asset is finished

MITTWOCH

9.00 - 10.30 Uhr

- 5 min Konzept Einführung
- 15 min Arbeitsablauf
- 5-30 min Task-Teams
- 5 min Tagesziele
- 15 min Fragen & Antwort
- 30 min Department Team Besprechung (Art | Mechanics)
- ab 10.30 spätestens starten

13:00 Uhr

- 15 min Feedback Arbeitsablauf
- Bei Bedarf individuelle Besprechung

16.50 - 17.00 Uhr

- 10 min Ziele überprüfen
- Trello Updates (falls nicht schon gemacht)

17.00 Uhr

- Playtesting (freiwillig)

DONNERSTAG





















9.00 - 9.15 Uhr

- 5 min Übersicht Tagesziele
- 10 min Problematik Besprechung
- Bei Bedarf individuelle Besprechung

13.00 Uhr

- 10 min Standortbestimmung (alle)
- Trello Updates (falls nicht schon gemacht)

DATENAUSTAUSCH

 Documentation	Anika
 Screenshots	ich
 3D 	Anika
 Asset Liste 2D 	Nino Coaz
 Asset Liste 3D 	Nino Coaz
 Asset Pipeline 	Nino Coaz
 Communication_and_Data.pdf 	ich
 Credits 	Marwan Eissa
 Effects 	Nino Coaz
 Kick off meeting 	Nino Coaz
 Mechanics Concept.pdf 	Nino Coaz



Google Drive



SWITCHdrive



GitLab

TAG 1

Konzeptionieren
Paperprototype
Asset Listen ausfüllen
Spielbarer blockprototype
Gameplay komponente erstellt
2D und 3D produktion begonnen
Partikel Sprites kreieren
Musik erstellen

ELEMENTS

Fonts:

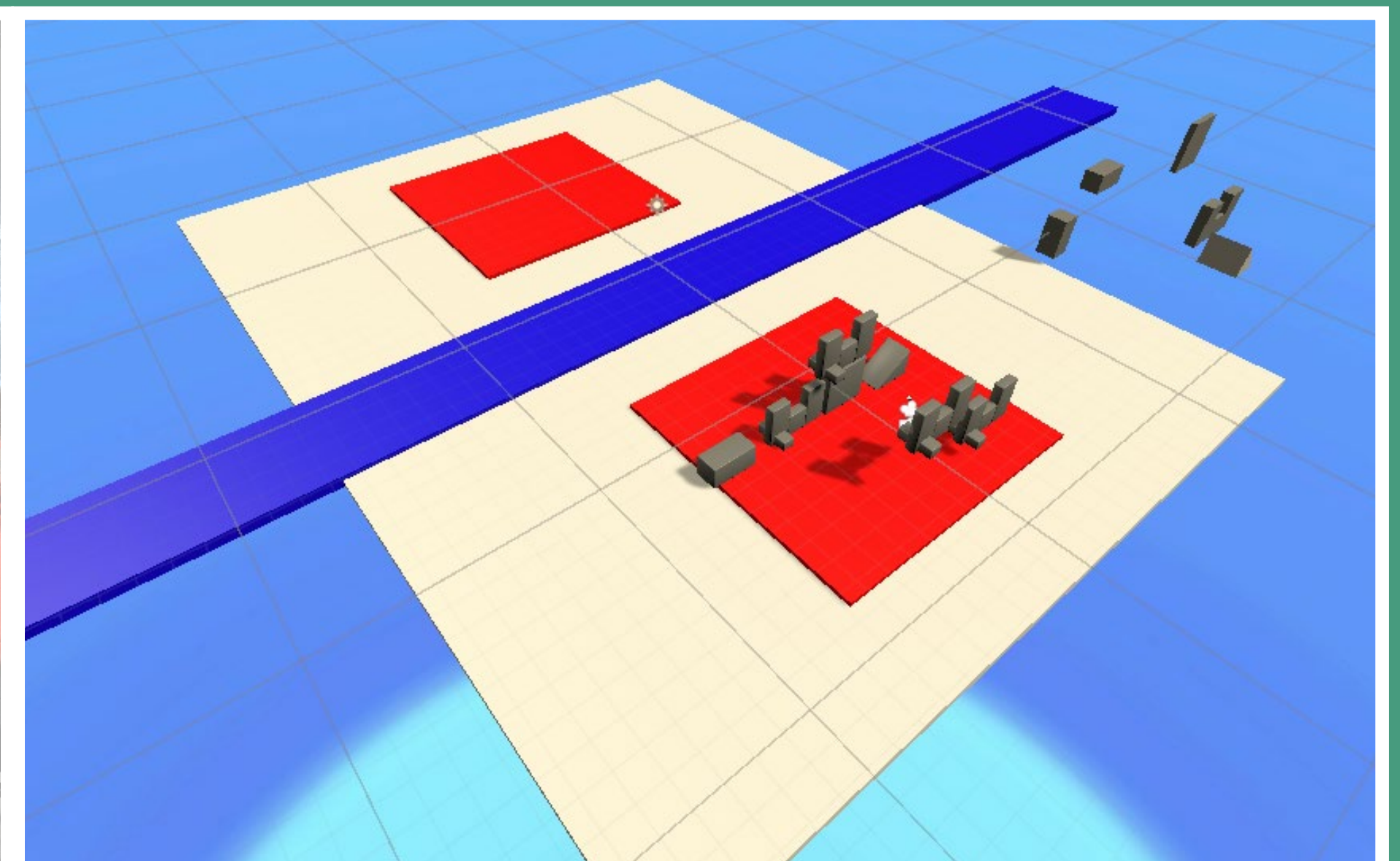
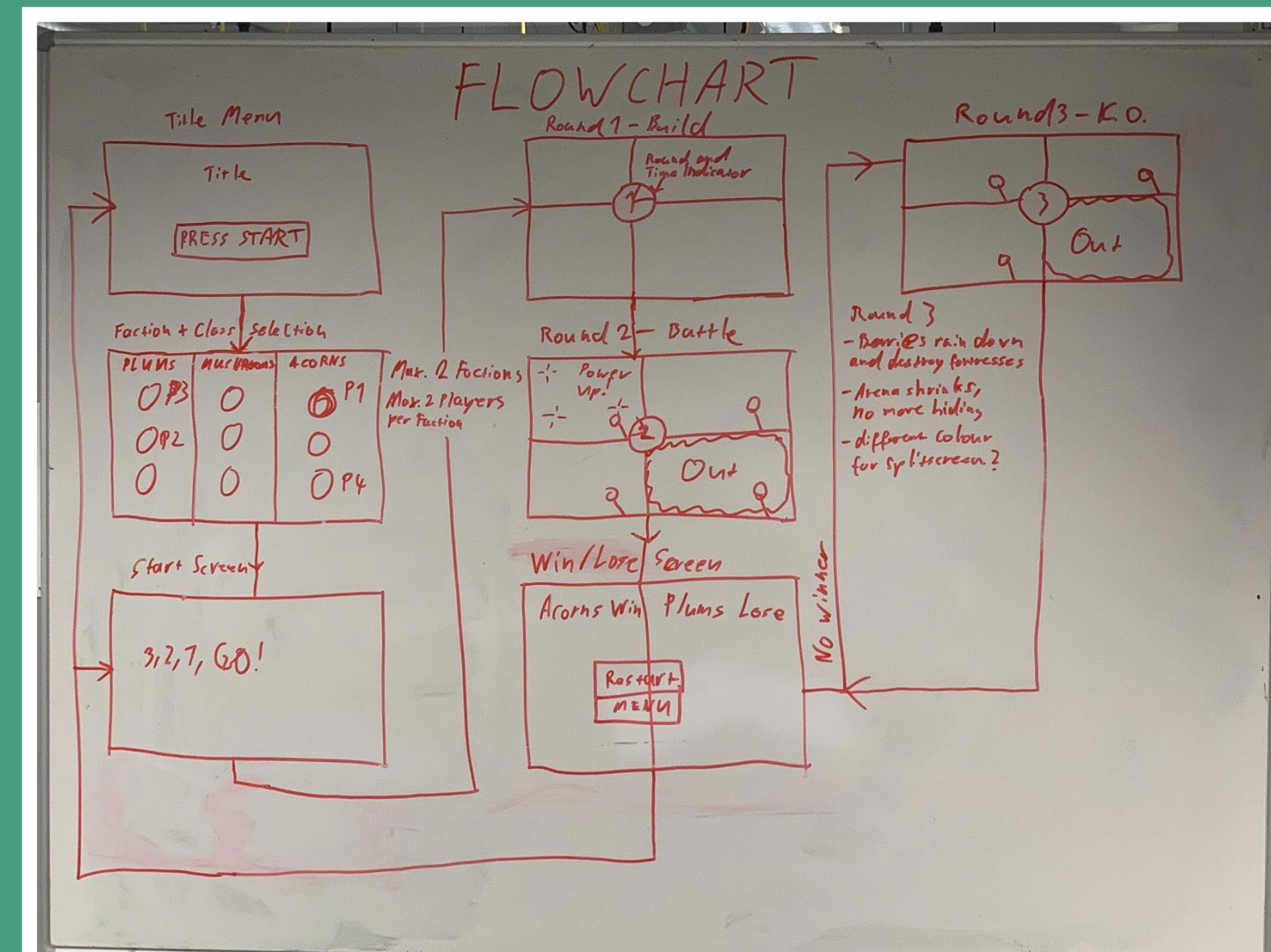
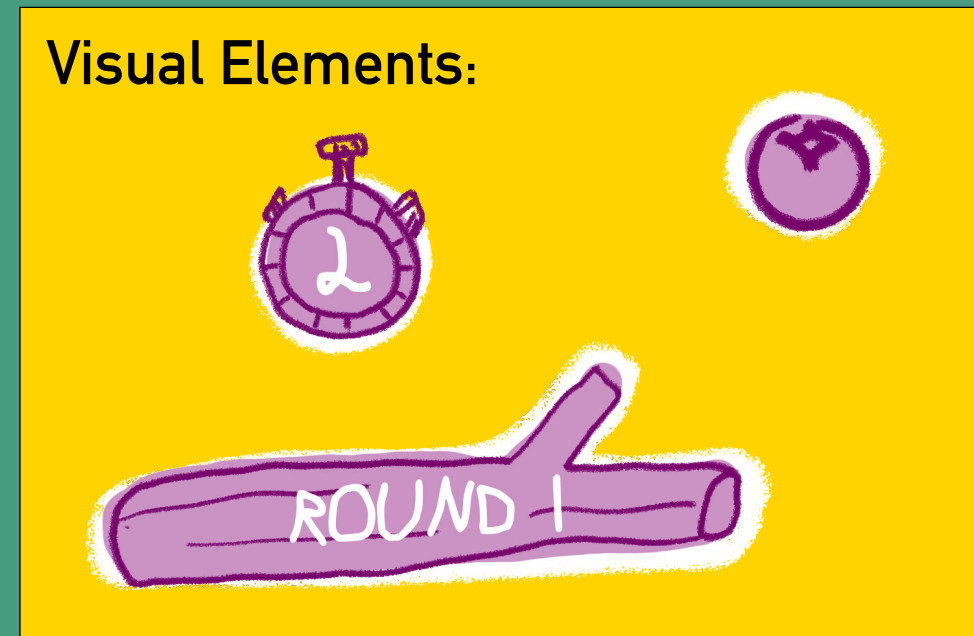
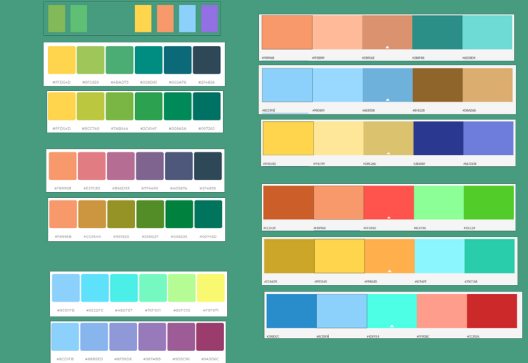
KINDERGARDEN
Avocados.



MOOD AND COLOR

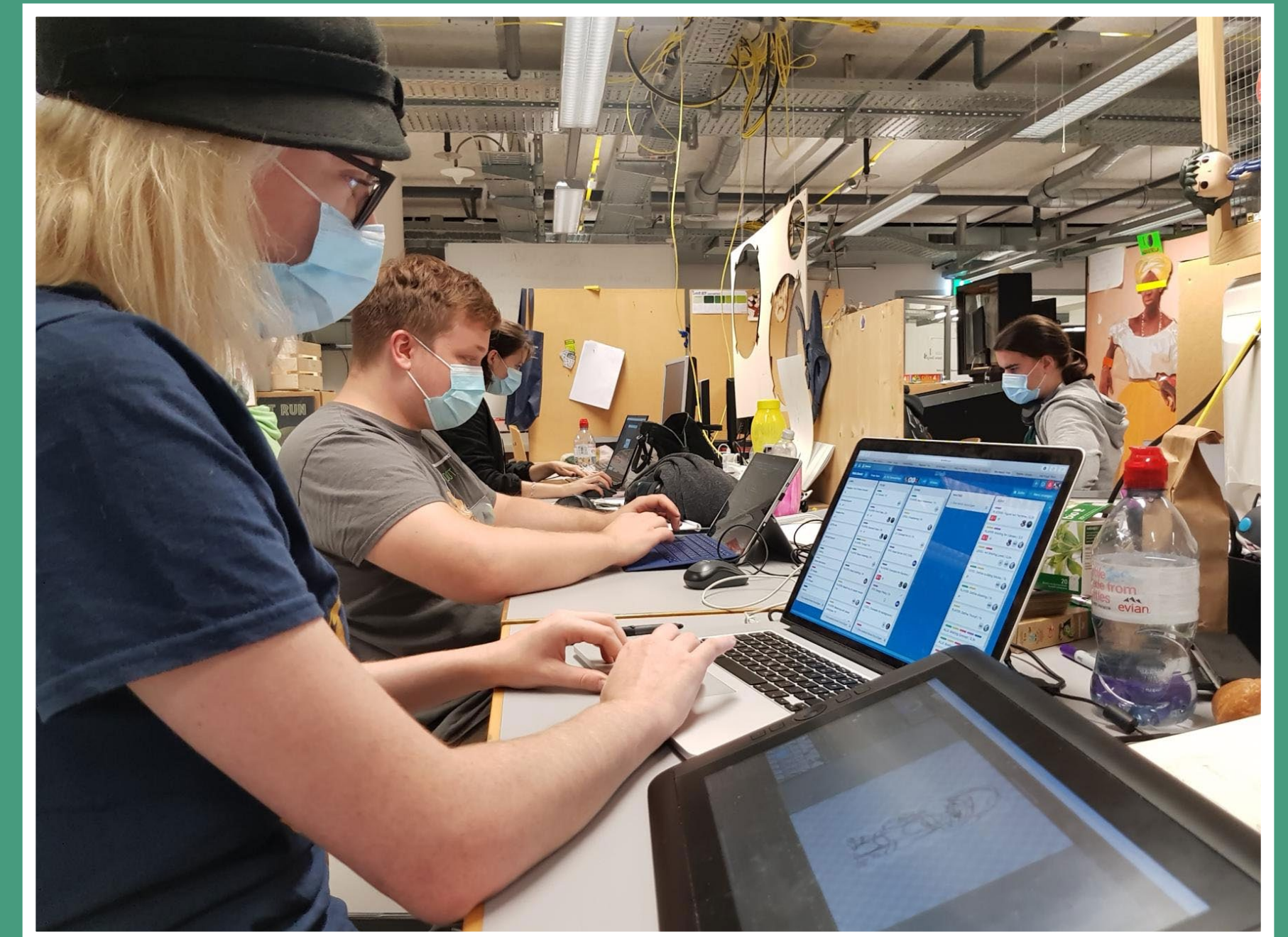
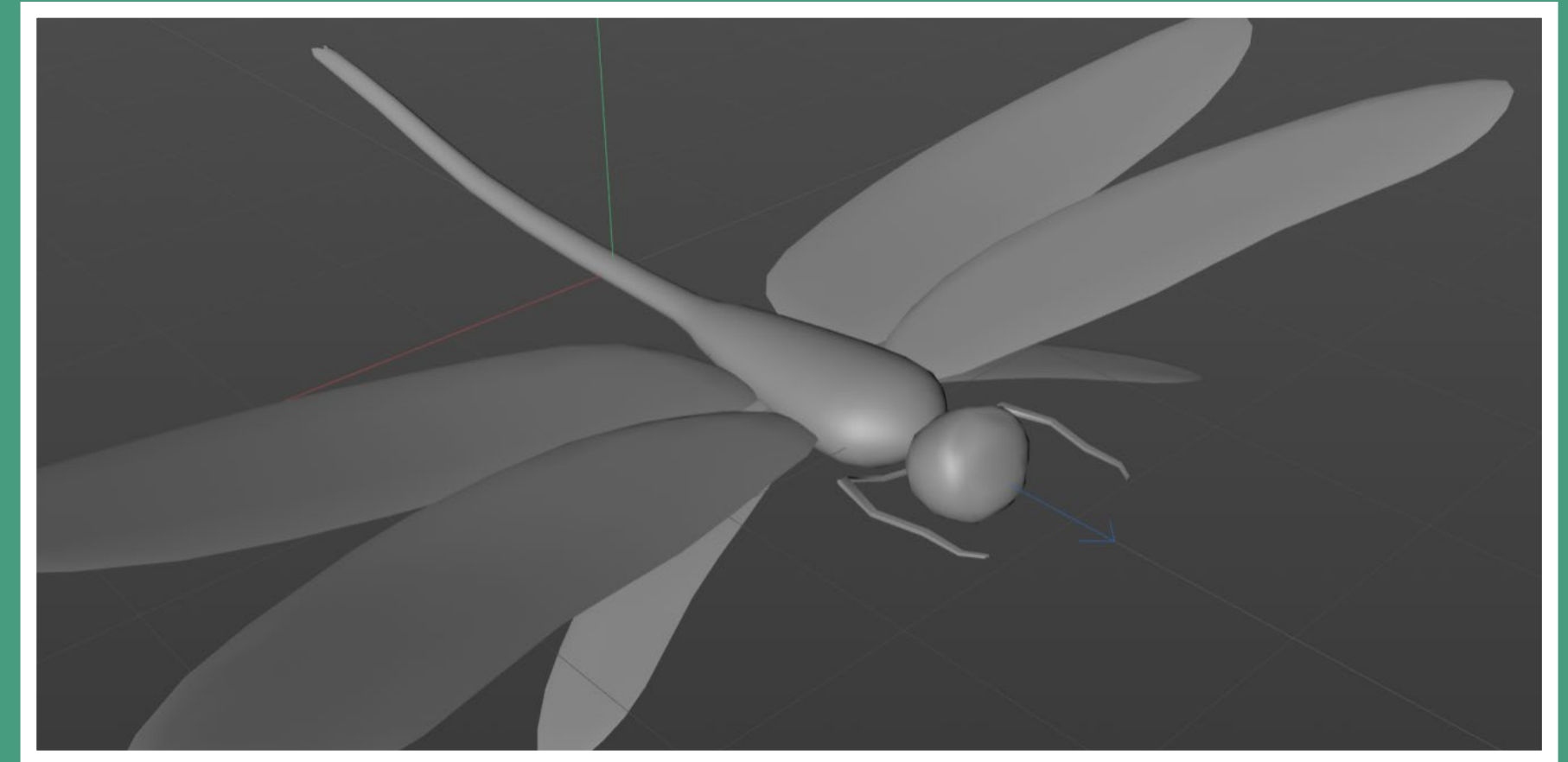
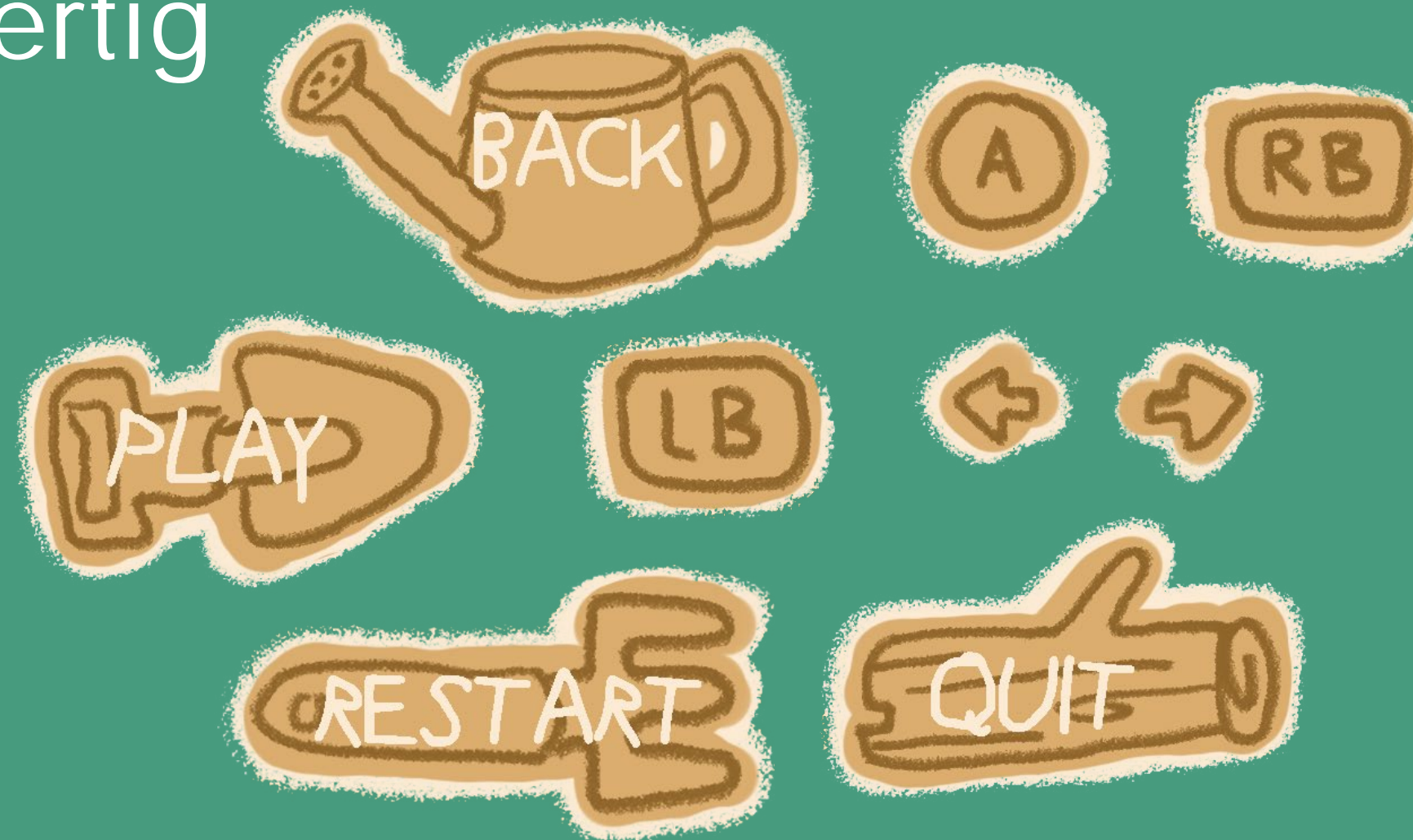


Color Pallet



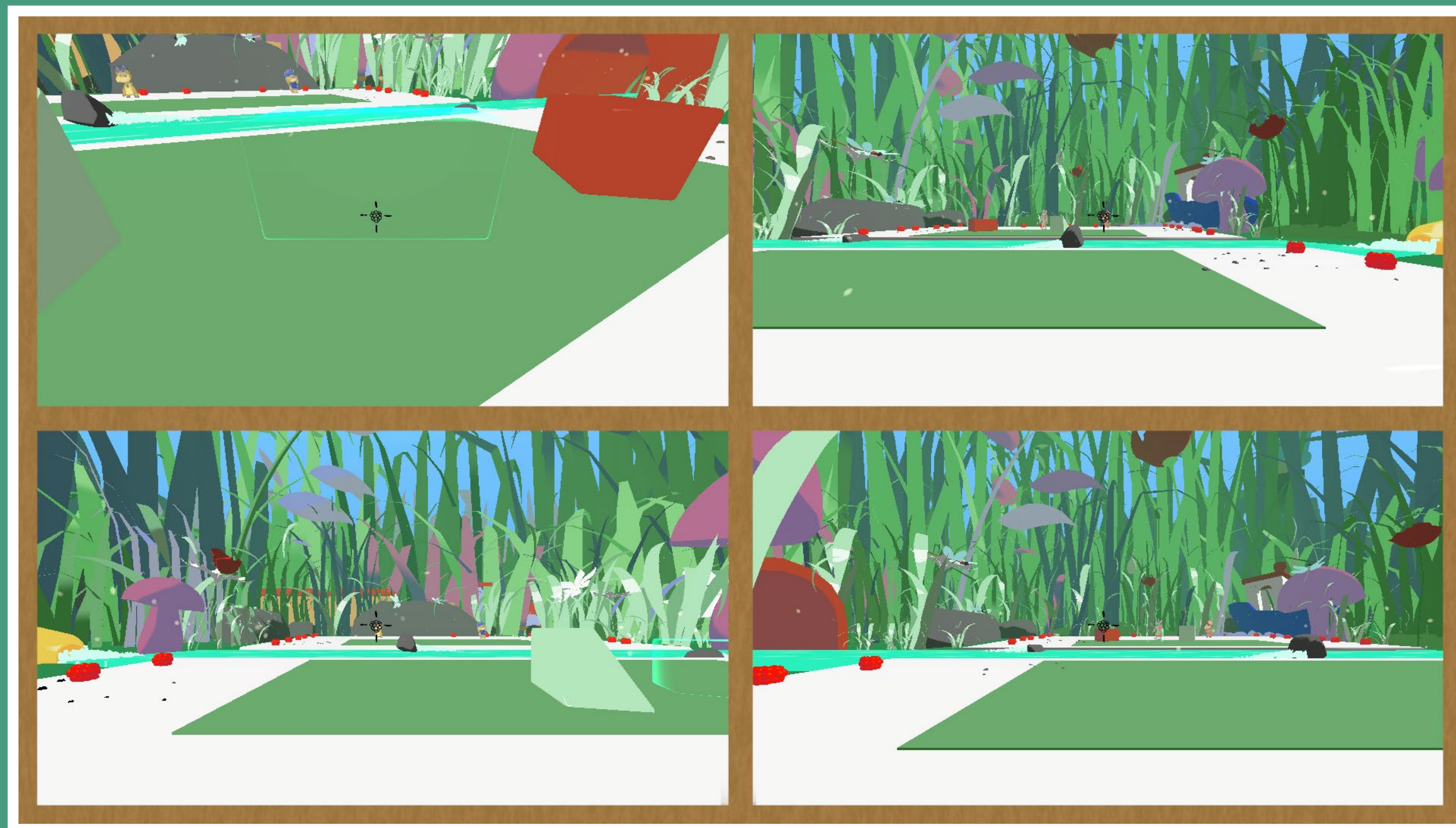
TAG 2

Asset produktion fertig
3D Assets implementiert
Alle Gameplay Komponenten
zusammengefügt
Sound Effects fertig
VFX fertig
Charaktere implementiert
UI Gestaltung fertig



TAG 3

Testing/Tweaking
UI implementiert
SFX nd VFX implementiert
Bug fixing



PROBLEME

Unity First Person Controller sucks

PROBLEME

Unity First Person Controller sucks
Global Git ignore sucks aswell



LET'S PLAY!