

# PALMADA

DEL INFERNO  
SLAPPING FOR TRUTH



START

CREDITS

QUIT



# TEAM

## **Producers**

Milena Shields

Sebastian Burckhardt

## **Coding Lead**

Luca Imesch

## **Coding Team**

Martin Hodler

Robin Good

## **Gameplay / Level Design**

Pietro Peduzzi

Aylin Acikel

## **Art Lead**

Rahel Gamma

## **Art Team**

Michael Kämpfer

Dominic Hartmann

Agata Tselesh

Aiden Khuiphum

## **Sound Design**

Andi Bissig

## **Narrative Design**

Noe Arnold



# GAME CONCEPT



Zurich



Telenovela



Esoteric



# GAME CONCEPT

- Dating Sim meets Hack&Slash
- Schweizer Promis



Final Boss / Love Interest



Boss 1



# ORGANIZATION

Team Goofy # organization

Benutze den Quick Switcher, um in Discord schnell zu navigieren. Drücke einfach **CTRL + X**

TEXT CHANNELS

- # organization
- # mechanics
- # coding
- # visuals
- # smalltalk\_memes\_etc
- # dokumentation\_fotos
- # name-ideas

VOICE CHANNELS

- General
- visual discussions

ONLINE - 7

- Andi
- cruzerot
- Goofy Noe AsH
- Milena
- Rahel (Rage) Hört Speedy zu
- Robin
- Sebastian (Gebi)

OFFLINE - 7

- Aidenk
- Avlin
- Luca
- Michael (derogatory)
- nesta (dominic)
- ROYAL
- tinu

Milena 16.11.2021

hello there 😊

nesta (dominic) ist gerade aufgetaucht! 16.11.2021

Wink, um Hallo zu sagen!

Goofy Noe 16.11.2021

Trello Arbeitsbereiche

Arbeitsbereiche | Neueste | Mit einem Stern gekennzeichnet | Mehr | Erstellen

Team Goofy Trello-Arbeitsbereich

Links

- Coding
- Google Drive
- Zeitplan
- Coding
- Story
- 2D Visuals
- 3D Visuals
- Level Design / Implementation

TO DO

- Mechanics, Bosskämpfe, Game Loop
- Layout Level 0/3
- Model Bosses
- Model Bahnhofstrasse
- Model Niederdörfli
- Model Bahnhof
- Animate Characters 7/8

DOING

- Dialogue Manager 15/16
- UI Elements 9/9
- Eingung Mechanics
- Combat sfx
- Model Characters
- Tutorial

WAITING

- + Eine Karte hinzufügen

FINISHED

- Level Management 6/6
- Camera Control 2/2
- Scene Management
- PlayerControl 7/7
- Pause Menu
- Bosses
- + Eine Karte

SWITCHdrive Zu Deiner ownCloud hinzufügen Herunterladen

Name	Größe	Geändert
2D	37.4 MB	vor 32 Minuten
3D	458.6 MB	vor 2 Stunden
Story	18 KB	vor 19 Stunden
VFX	1.3 MB	vor einem Tag
4 Ordner	497.3 MB	

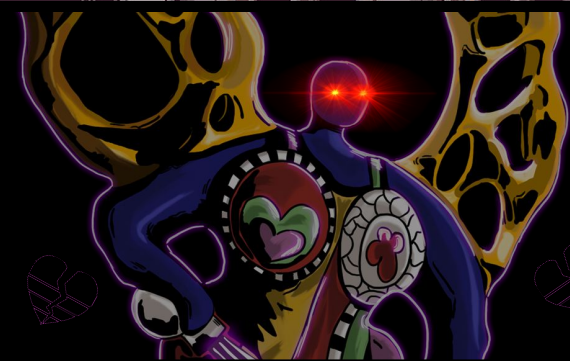
Storyboard / Animation Timeline

Frame 1

Frame 2

Name	Eigentümer	Zuletzt geändert
Assetlisten	Sebastian Burckhardt	16.11.2021
Story	Noe Arnold	16.11.2021
TestBuild	Tondar	16.11.2021
Asset Pipeline Goofy	ich	16.11.2021
Auffellung	Sebastian Burckhardt	15.11.2021
Auffellung	Sebastian Burckhardt	15.11.2021
Budget	ich	17.11.2021
End Presentation	ich	11.22
Logbuch Goofy	ich	09.18
Telenovelas	Sebastian Burckhardt	15.11.2021

# 20 STYLE





ANGEL

STRANGER

LIBERTY

GRANDMA

BJ DOBO

SIKE MHIVA

BHOMAS TUCHELI

GRANDMA

BJ DOBO

BHOMAS TUCHELI

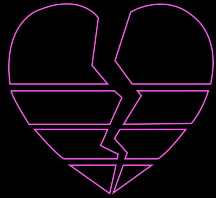
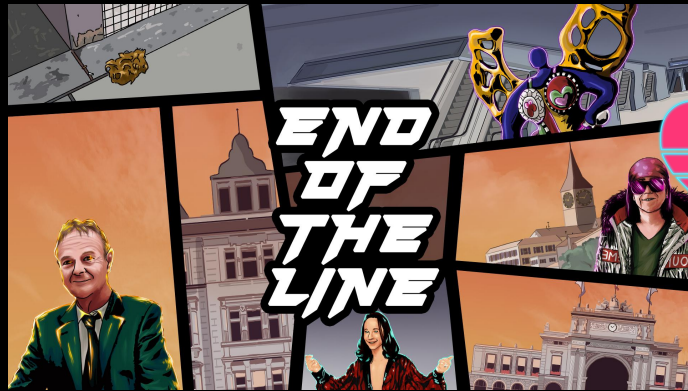
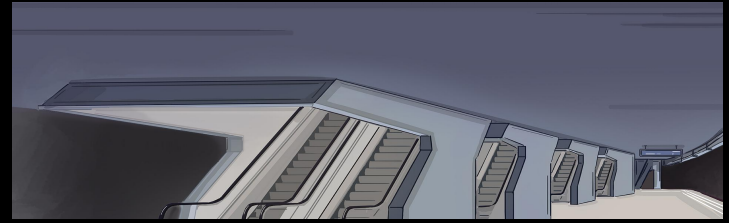
SIKE MHIVA

LIBERTY

SLAPPED UNCONSCIOUS

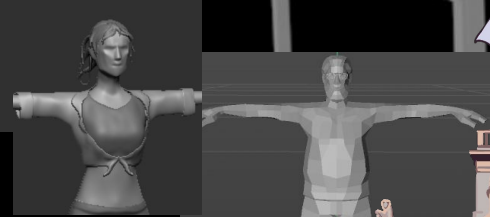
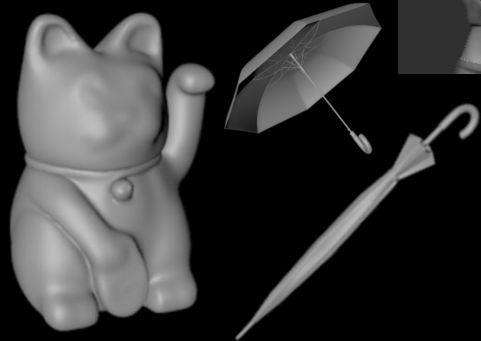
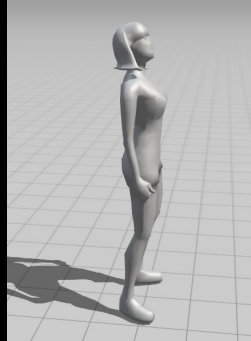
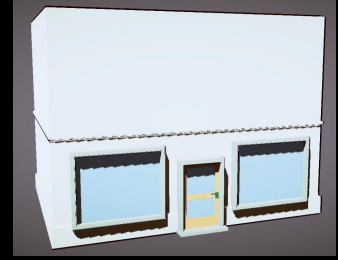
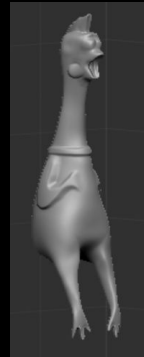
SLAPPED UNCONSCIOUS

HELVEZIA



HELVEZIA

# 3D STYLE



# STORY

Old Town



Bahnhofstrasse



Train Station



Phone Conversation



Main Storyline



Path



# MECHANICS

## Player

Walking

Attack

Block

Mouse (Story)



HELVEZIA

Grandma I'm not looking for love, I'm still far too young to settle down.

Okay Nana listen, first of all I don't need your help finding a boyfriend, second of all I'm happily single.

Why not, I'm having the worst luck with men lately.



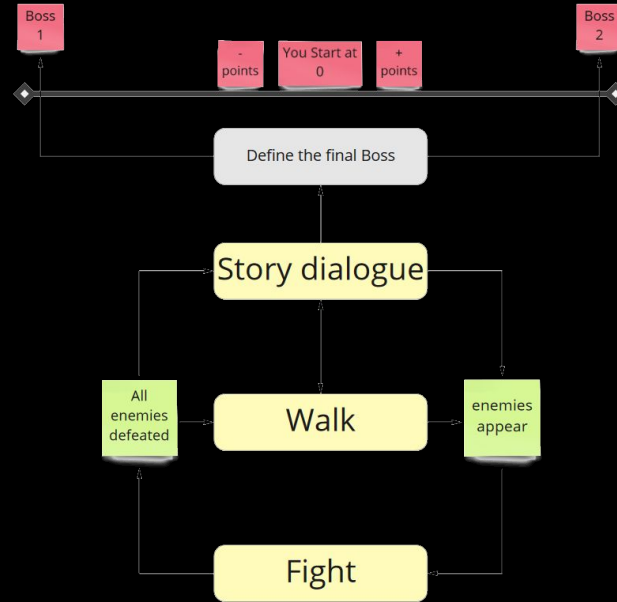
# MECHANICS

## Enemy

Boss Attack  
NPC Attack  
Boss Stomp



# GAMELOOP



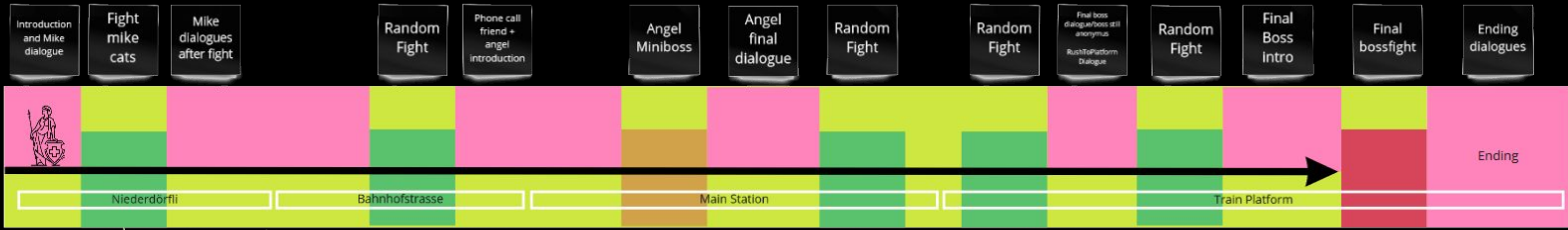


# LEVEL DESIGN

## Level Design

number of scenes is just an example

Dialogue part  
 you can still walk right and arrive to the next fight scene  
 You can cover the dialogues with the mouse and get ++ or - points  
 Some dialogues could influence the HP or damage  
 Dialogues are not mandatory and can be skipped by walking to next fight



Normal enemy encounter  
 Defeat all to continue  
 Has losing screen

Normal enemy encounter

miniboss  
 If you defeat it it gives you ++ points  
 If you get defeated it gives you -- points  
 You can't die from him  
 After he defeats/get defeated he disappears

Normal enemy encounter

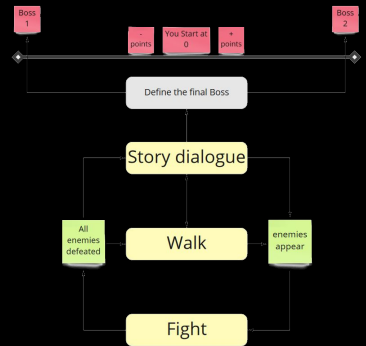
Normal enemy encounter

Normal enemy encounter

Boss  
 is decided by the state of your bar when you arrive here  
 ++ bar you get Thomas Bucheli  
 -- bar you get DJ Bobo  
 If during your gameplay you never interact with any dialogue you get secret boss Rene complaining about you not playing the game as you where supposed to.

The secret boss in player and the player can't see him in the scene when in light scene

The secret boss with the player but only in the night situation  
 If he not possible to see him in the scene (example when he has the eye blind)



# CODING

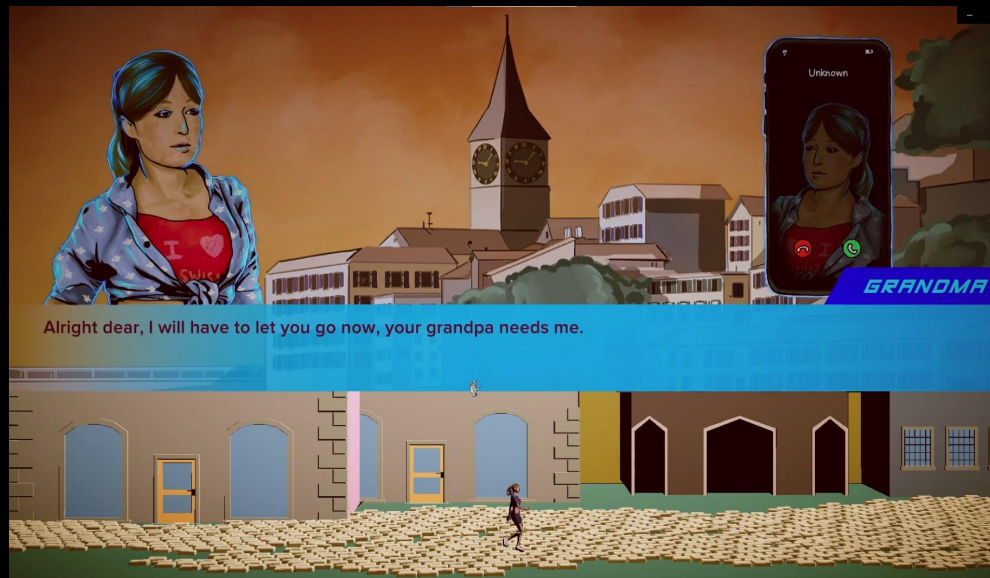
## Difficulties

2 Different Games

Top: Connect Inky Story, Branches  
and Portraits

With Bottom: Fighting Game with  
Enemies, Bosses and Health

Bugs, Respawn, End of Game,  
Prefab Problems, etc



# SOUND

## Inspiration



## Tools



## Easter Egg



*TRAILER*





**LET'S PLAY**

**PALMADA**  
DEL INFERNO