BRIGHT VOID
PHASE 2

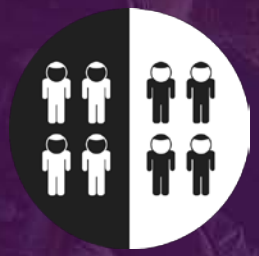
WHITEBOARD GAMES
PITCH AND PLANNING

Create a game to tackle
social rejection

Ensure feelings **remain ambiguous**

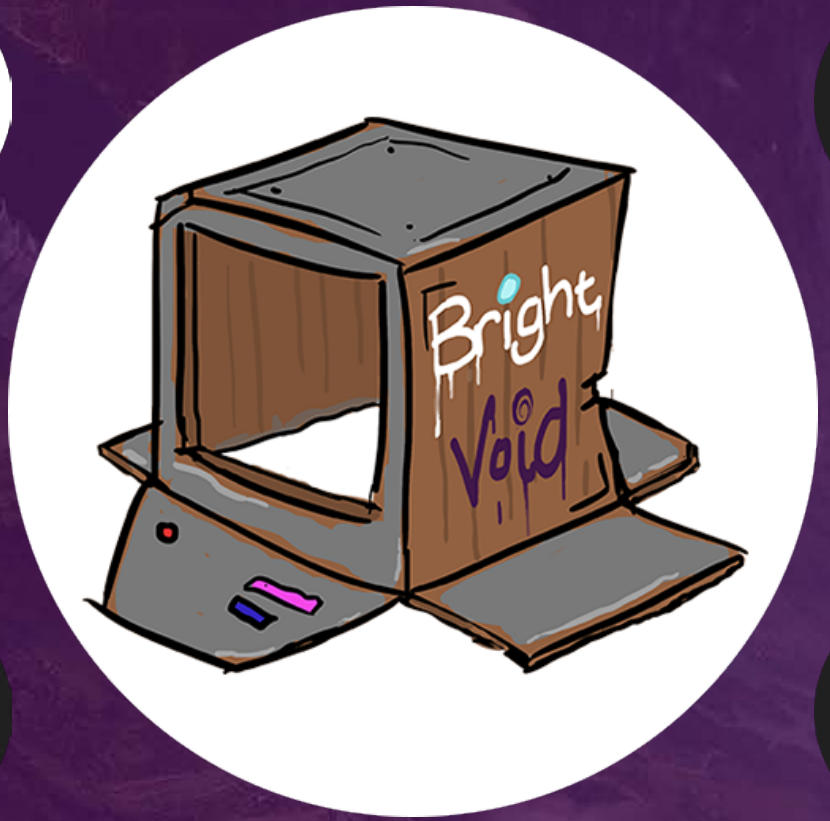
Provide a means of
reflection and **resilience**

2 Teams



2 Ships

8 Players



Limited Communication

Buffs & Debuffs

Team Anonymity

Gather fuel and refuel your team’s ship

tinyurl.com/BrightVoidAlphaVideo

Feedback from client playtest session

- Multiplayer aspect was good
- Fun atmosphere
- Controls were good

- Too fast
- Too casual
- Too much information onscreen
- User interface was very unclear

The feeling of rejection was lost.

Team Structure

End of Round Information

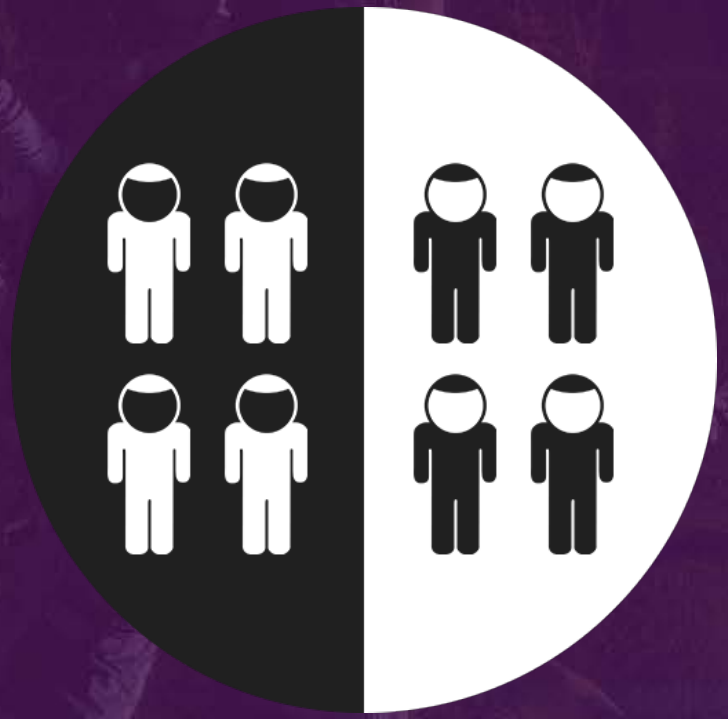
Voting System

End of Game Statistics

Communication System

Player Usernames

Round System

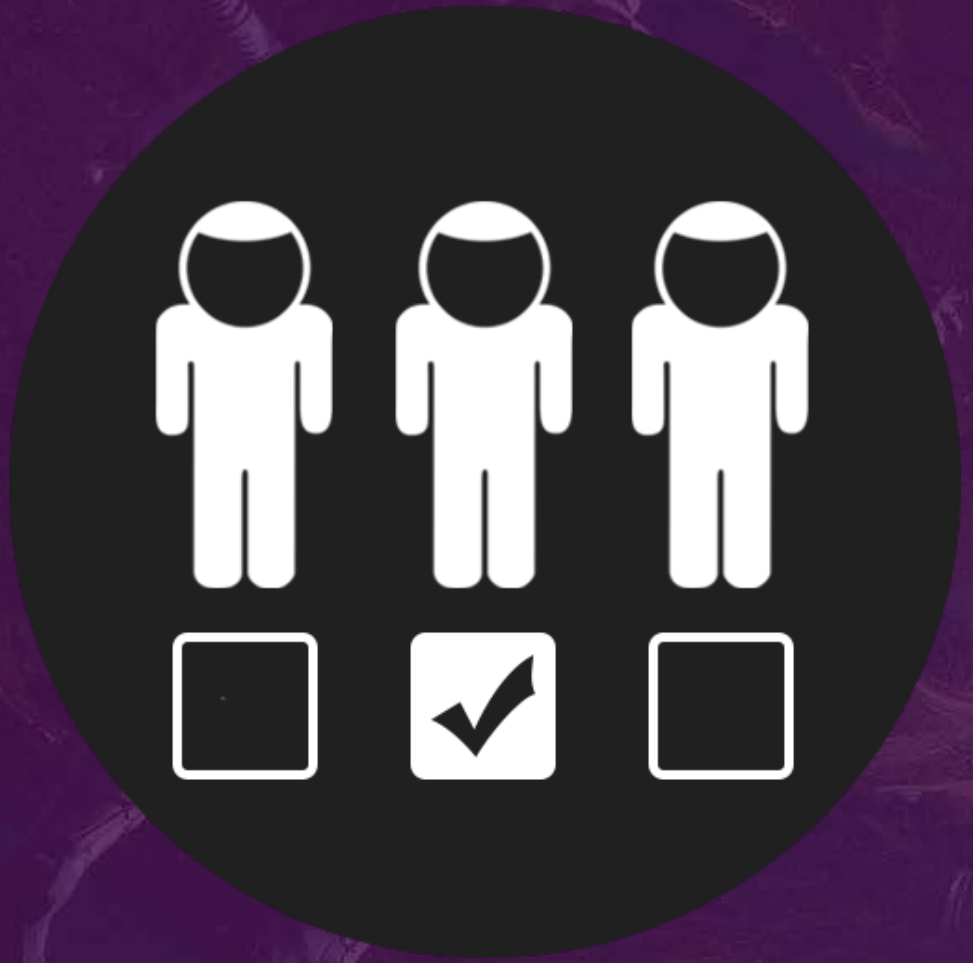


Scrap the team system

Anonymous team system proved too confusing and the end goal to reveal your team at the end of the game was not particularly meaningful.

Free-for-all multiplayer

Removal of teams should lead to a more personal experience and offer more opportunities for rejection. Clearer and more easier to understand.



Fuel crates requires an exact amount of players before the countdown begins

During the countdown, if the amount of players at the fuel crate exceeds the amount required, the voting system is initiated

Players **anonymously vote** and one player is rejected from the fuel crate and does not receive the fuel

Voting system designed to intervene if and when required

System can detect if a player is being persistently voted out and can grant them immunity depending on the circumstances

Since votes remain anonymous and hidden, **players do not know that the system has intervened**

Replace icon dropping

Icon dropping was hard to interpret and contributed a lot of visual noise during the game. These controls were particularly cumbersome too.

Sonar communication

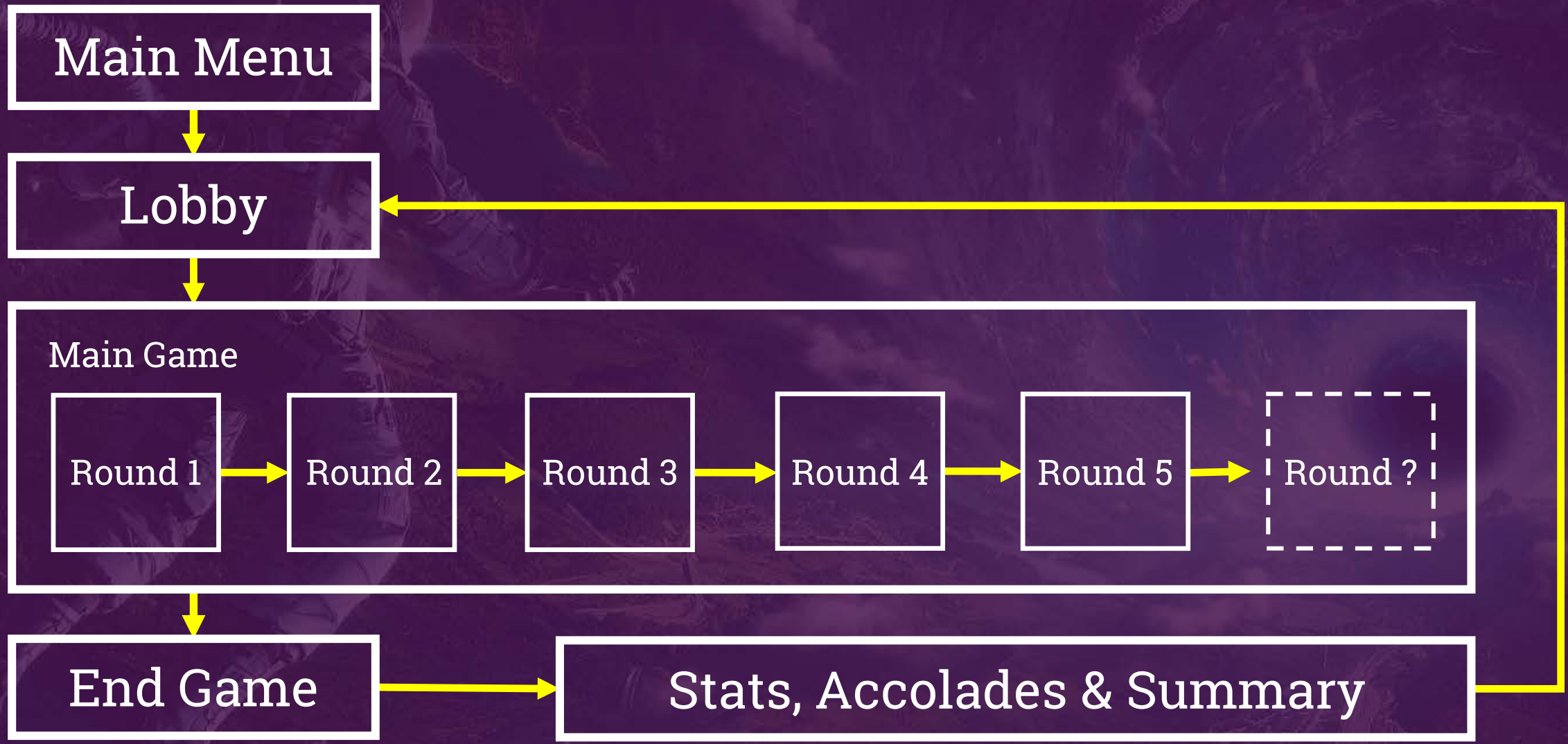
Players will be able to emit a sonar pulse to highlight their position and potential state. Radius may be subtly adjusted behind the scenes where required.

Introduce round system to keep players engaged and involved for longer

Rounds will provide the opportunity for players to regularly succeed and fail whilst keeping the pace of the match fast and fresh

May allow for bonds to form and for unexpected betrayals to occur over the match's rounds

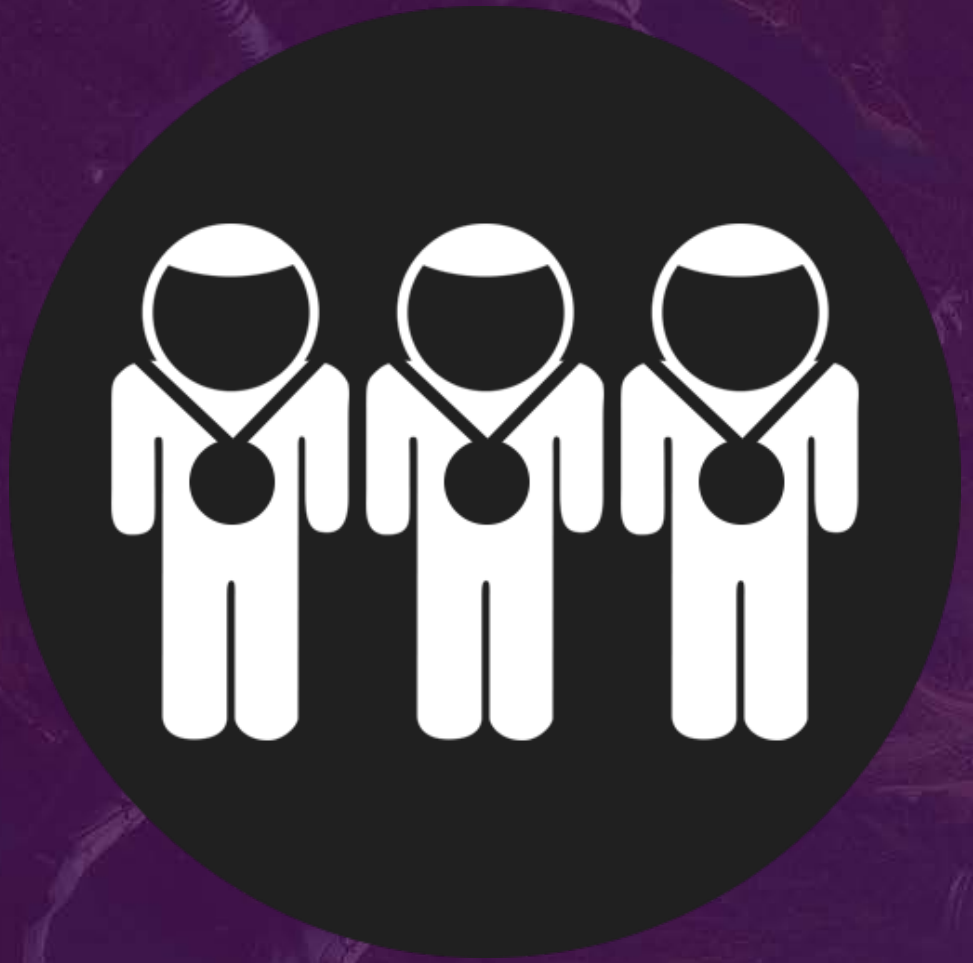
PROPOSED GAME LOOP



A short break will occur at the end of each round

Players will be notified at the end of the round on whether or not they won that round. The winner of the round is never revealed to other players

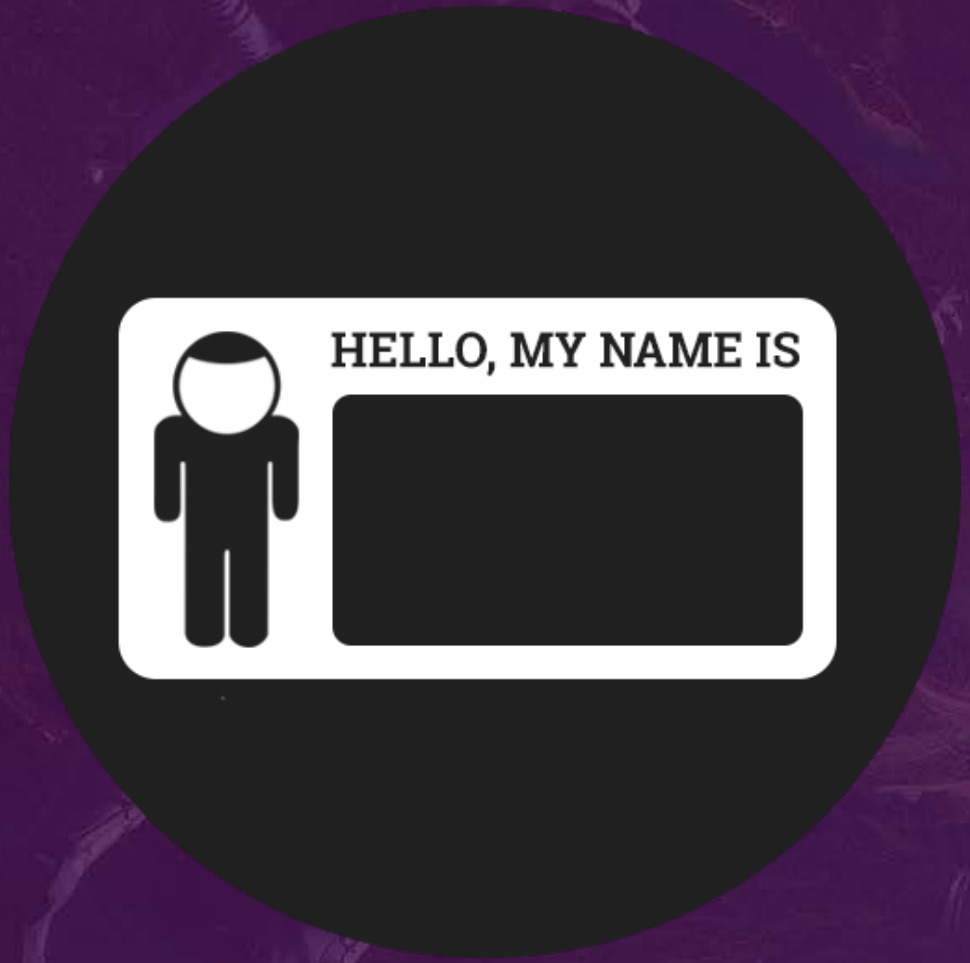
Intentionally hiding stats and victors ensures that player actions are not motivated by the game's stats and state



Various statistics and facts are provided at the end of the match

Using the statistics, players may be able to understand the actions and behaviours of other players in order to provide resolution and reflection

Each player will always be praised by receiving a positive accolade determined by stats gathered in-game



To potentially identify players across different matches, players will be able to choose and set a username

Usernames will be matched and revealed with the corresponding player colour at the end of every match

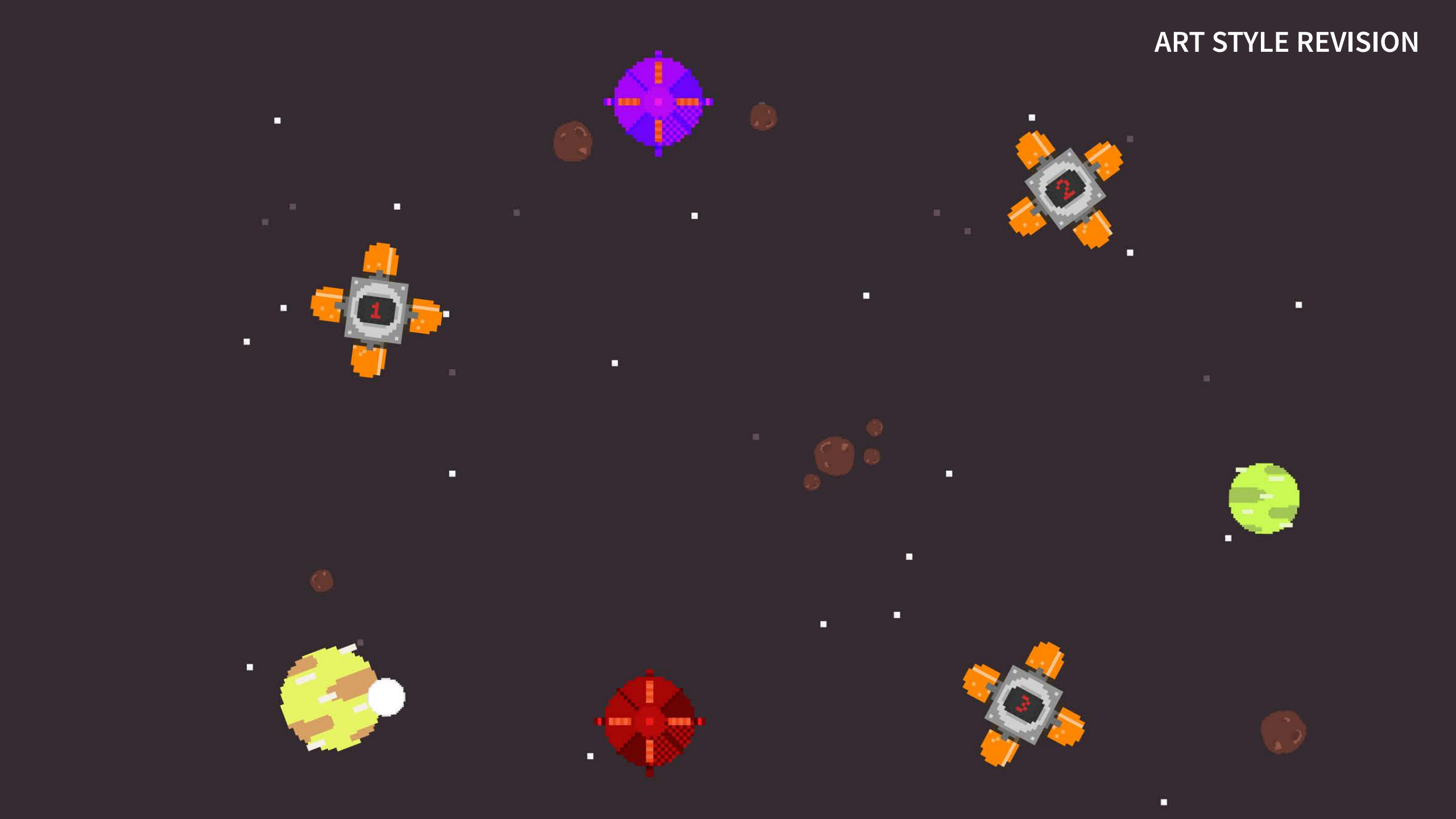
Some colours may have multiple usernames due to disconnections which may explain unexpected changes in player behaviour

Reflecting back, we were not fully pleased with the overall art style and direction

Sudden design changes, team complications and different specialities resulted in confliction and inefficiency

Fundamental asset list established and 12 more weeks to produce art content for the game: **reset the art style**

ART STYLE REVISION



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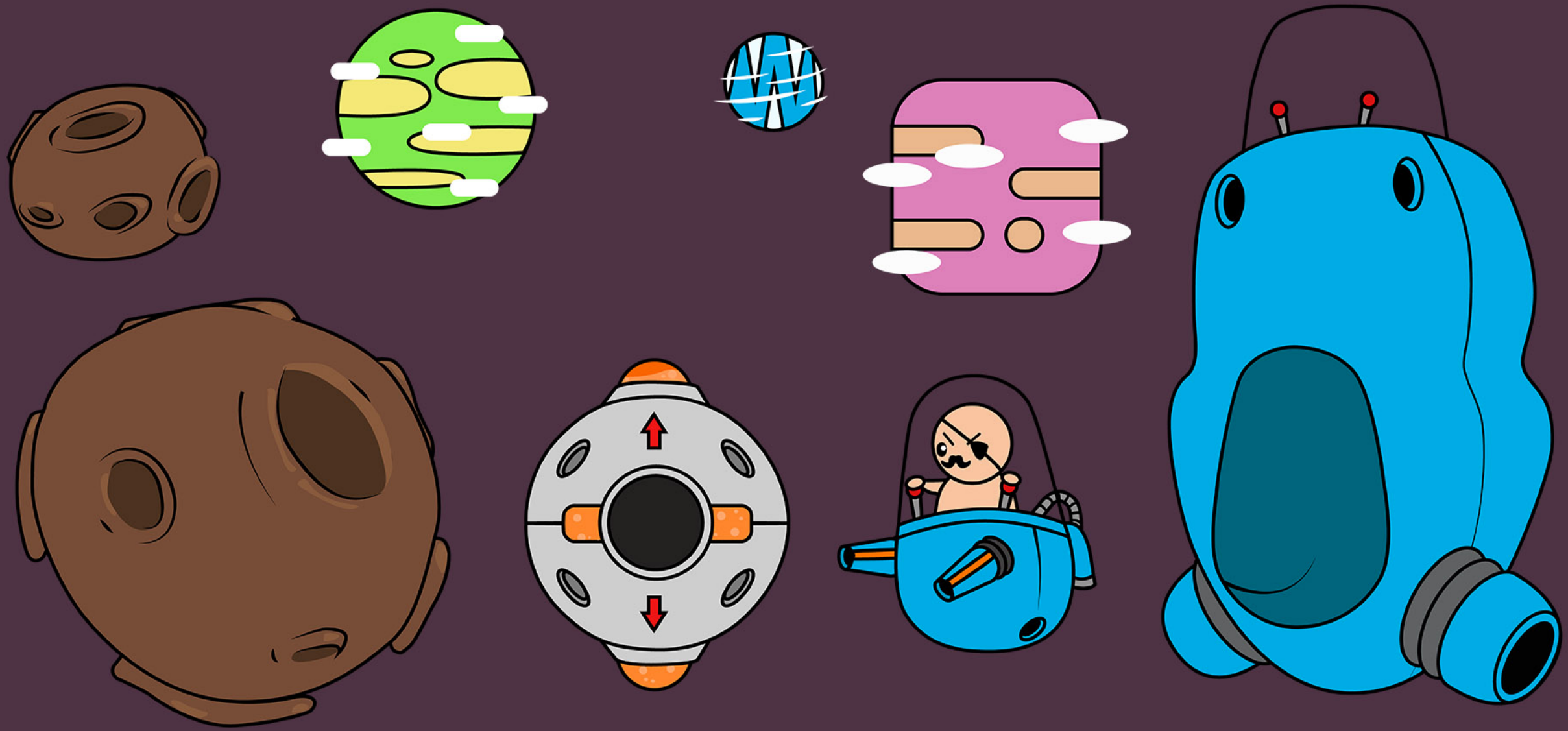

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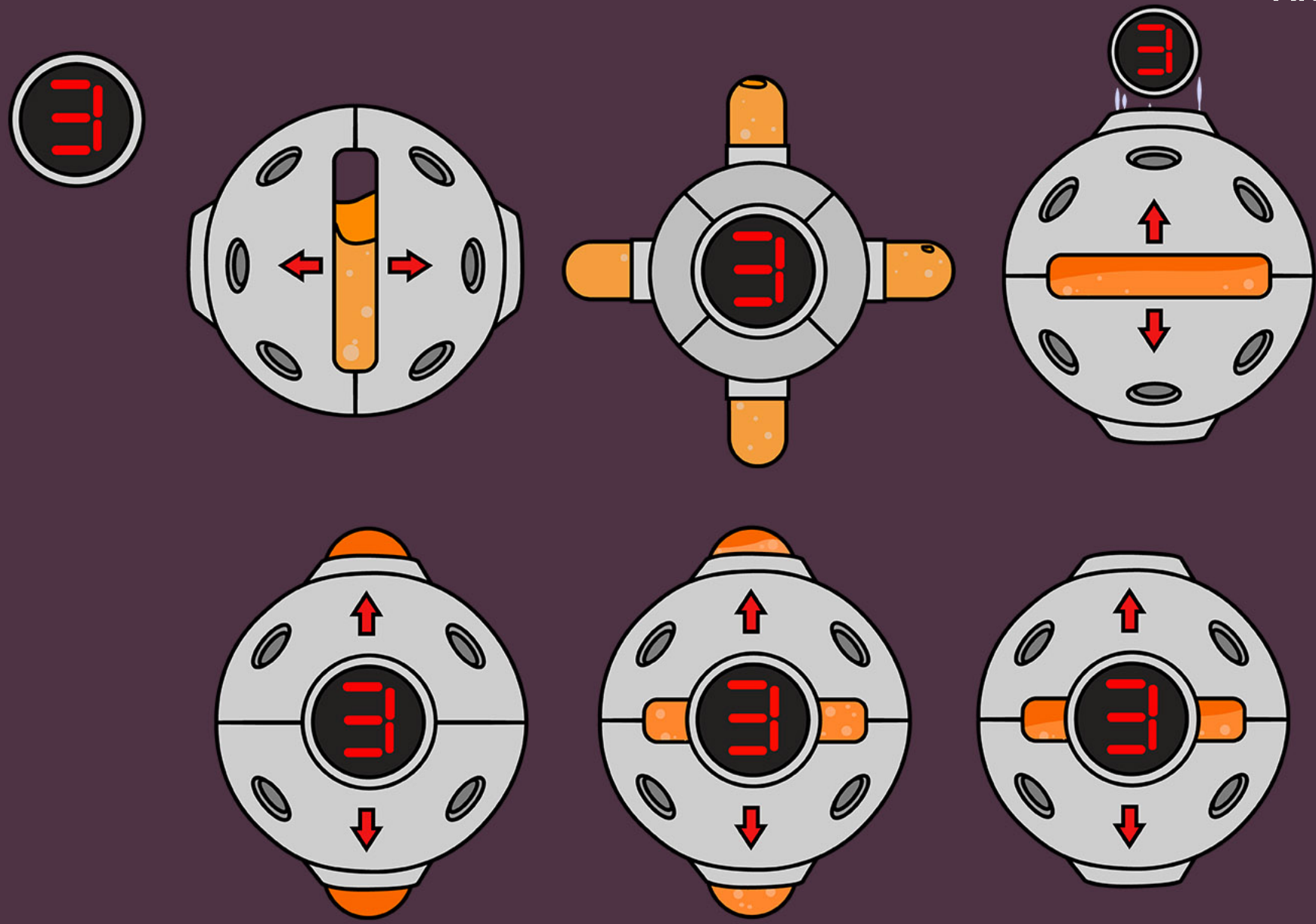

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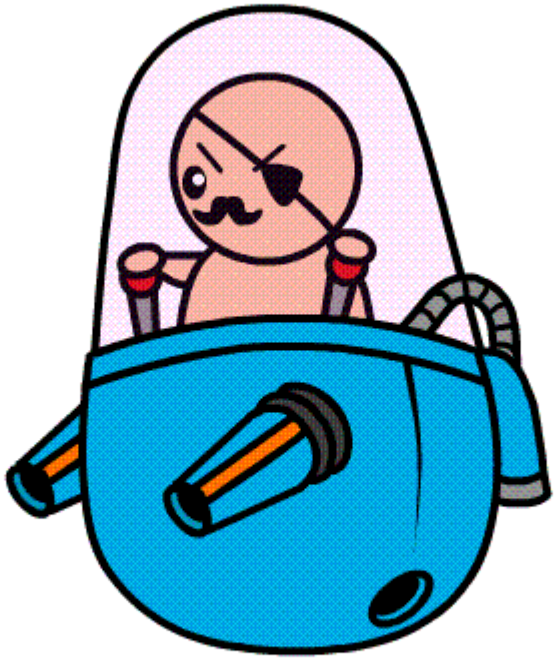

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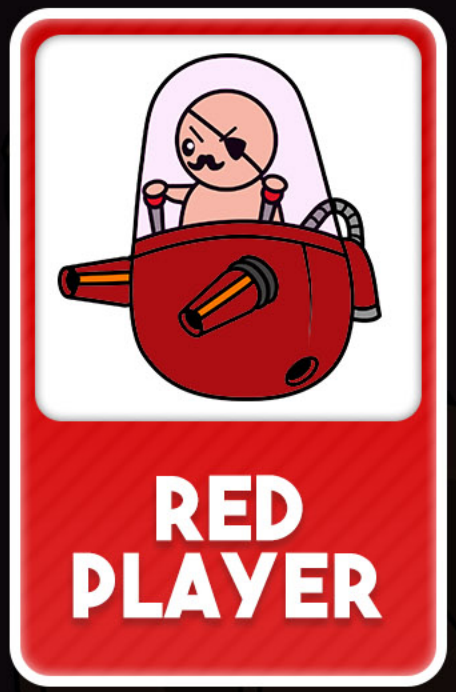
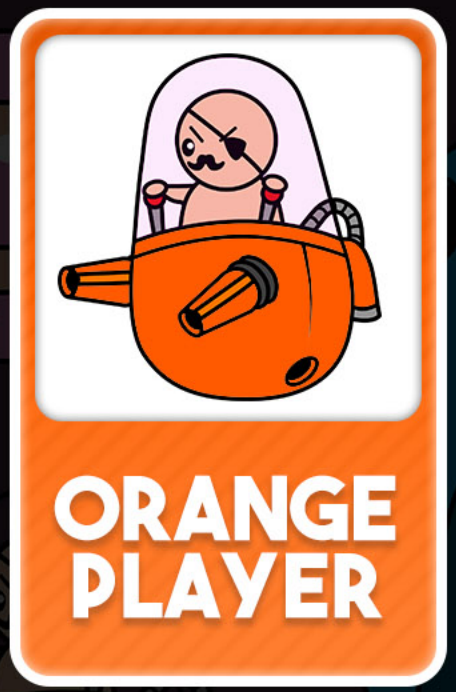
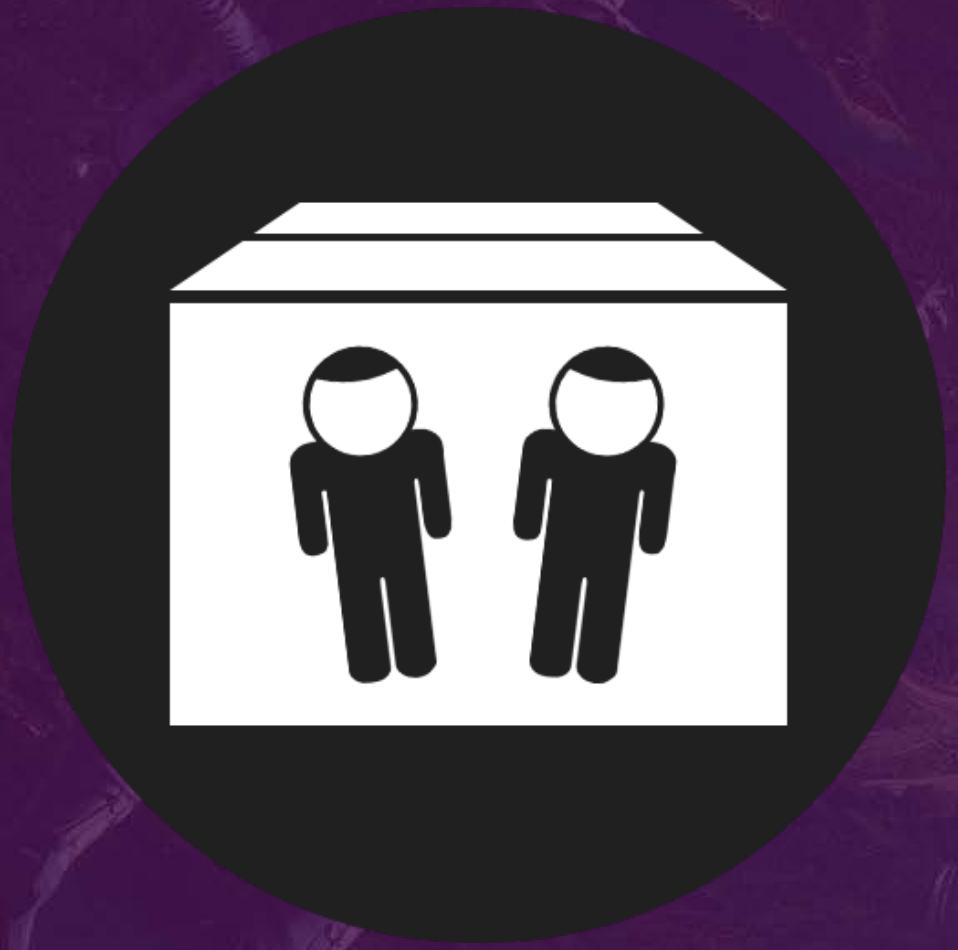




SWIPE TO VOTE



Initially work in reverse by removing old existing content before producing the new game based on the new design

Continue to work closely with the client to produce a functional game that meets our client's specifications

Client is open to playtesting the game when it's functional therefore builds will be provided where possible throughout the term

Programming

David

Continue to develop main game systems based on the new designs

Art & Animation

Scot, Andrew & Joshua

Continue producing assets with new style and research animation methods

Design & UI

Lyall

Redesign the user interface and resume implementation

Design & Audio

Danny

Research game audio and gather / produce audio assets

Graphic Design & Marketing

Kelly, Eva & Alex

New separate additions for Integrated Project 3, they will work and help out with their areas of expertise throughout the development of the game