

Group: The Balkan Travelers



Žan Mihelič
UP FAMNIT



Tim Dariš
UP FAMNIT



Pavle Mihailovski
UP FAMNIT



Gašper Sever
UP FAMNIT

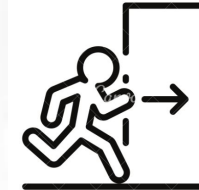


Value Proposition and Game Overview

Getting
in-game
rewards, in
limited time
events

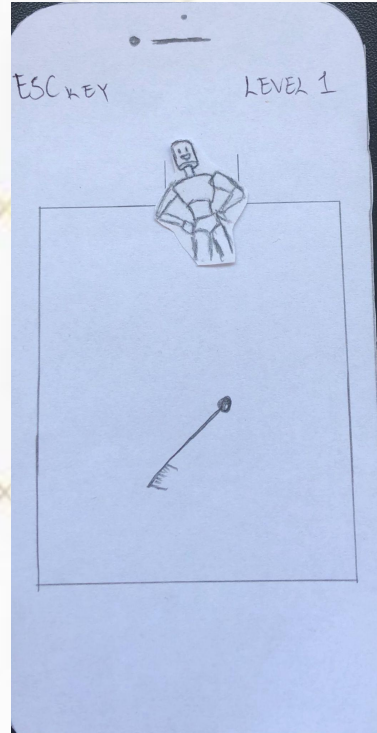
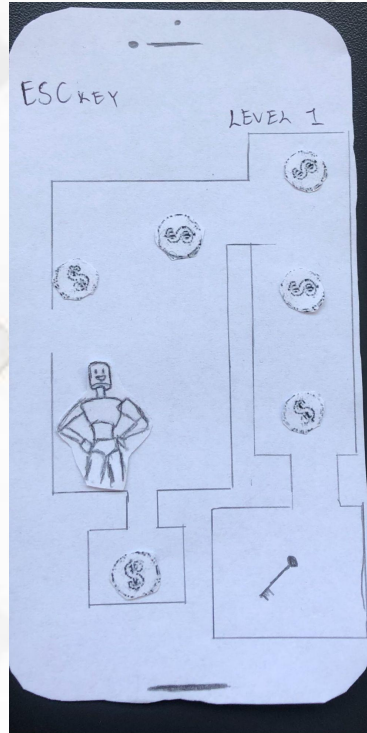
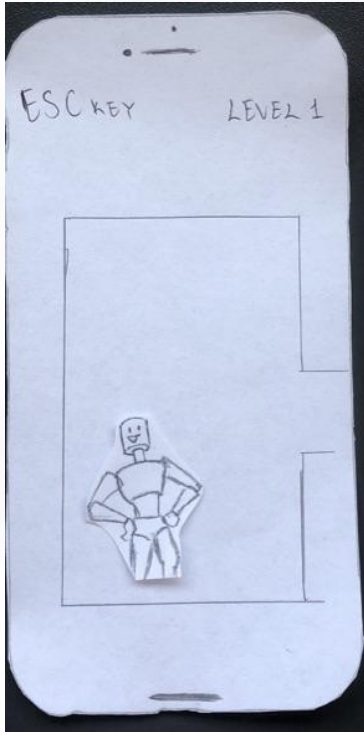


Fear of missing out
the sales while
having limited times
of playing the
minigame until the
sales expire



Easy
minigame
to get
resources

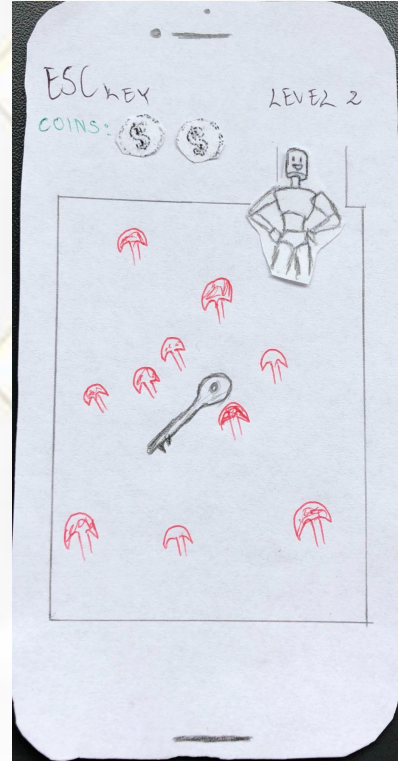
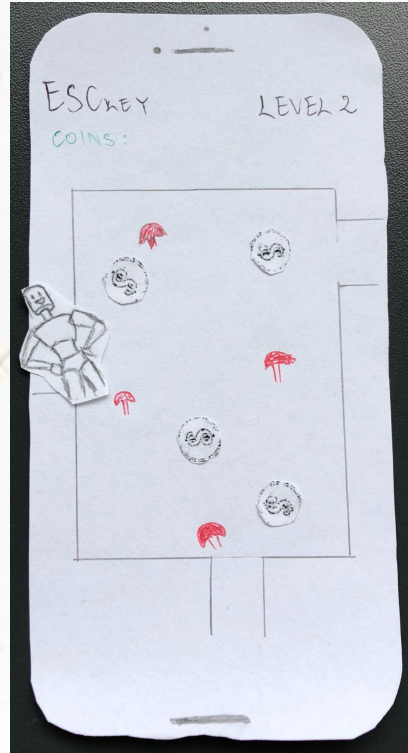
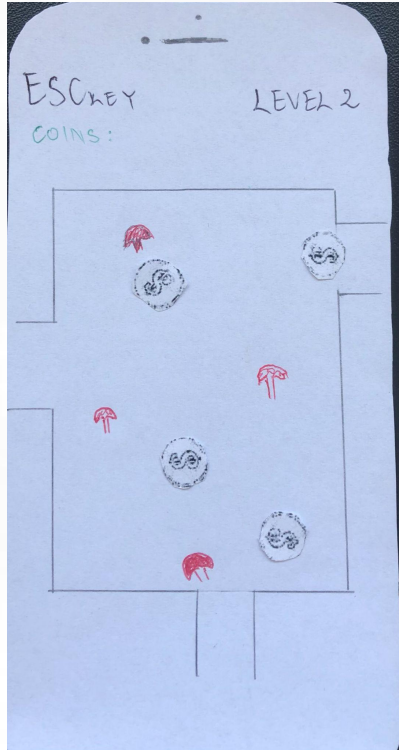
Sketches Level 1



Squared and locked rooms so the player will have to find way to unlocked in. The rooms in the house are constructed as a maze, so we cannot be lost. And it has an illusion effect. The coins are indicators for the pathways.

Sketches

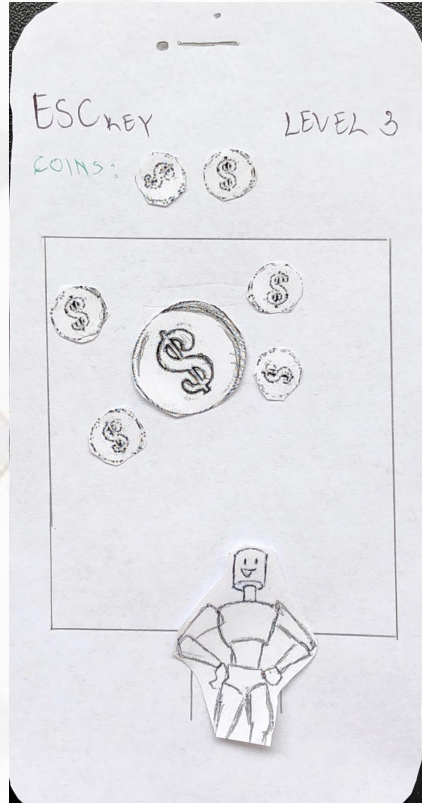
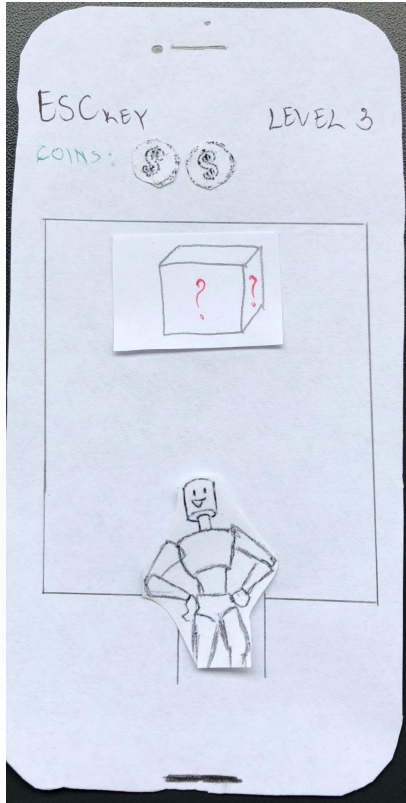
Level 2



Enemies are here to make you more focused on collecting the coins and more into the game.

Sketches

Level 3



The award will make you more excited, but be aware and do not hurry up because unexpected and secret enemies are here.

Game ESCKey

Level 1



The player is placed in a room and it should explore the rooms and collect coins to get prizes. Also to collect keys in order to open locked areas.

Level 2



Now the the player has to avoid the enemies. For every hitted enemy, the coin will be taken. The key to the third level is guarded by enemies.

Level 3



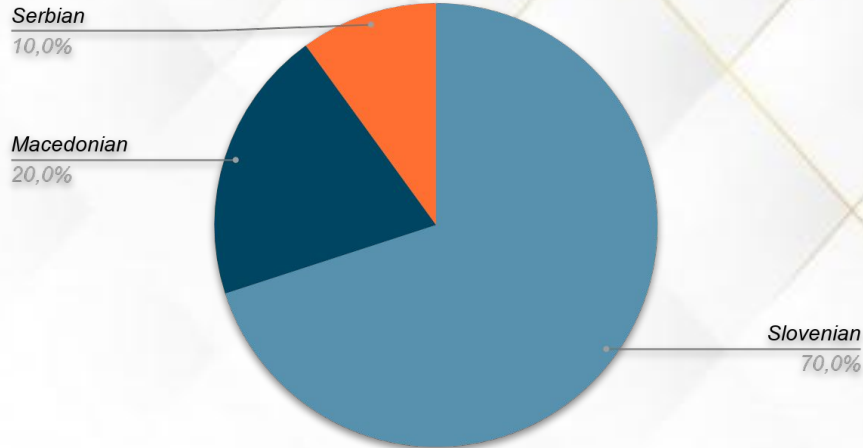
In the third level the player should successfully pass the enemies in order to get the award.

Link for the prototype video :
<https://youtu.be/2-HeXlcdGSc>

Game testing and Limitations

- 10 people
- UI and overall clarity
- Adding moving enemies to improve the difficulty
 - Rooms should be connected by difficulty
 - Video sounds for interactions
 - Time limit

Nationality



Prototype overview

Wizard of Oz techniques

- “Randomly” generating levels



Prototype overview

Hard-coded features

- Opening a door
- Opening a mystery box
- Collecting coins and keys
- Losing money if you touch the enemy
- Increasing income with more loot

**THANK YOU
FOR YOUR ATTENTION!**



QUESTIONS