
CRAZY SCIENTISTS TORTURING CAT
MISSING CAT
SAVING PAWS
OWNER
SUPER
POSITION

SUPER POSITION

Coincidence, I think not !

AnHaGeMe

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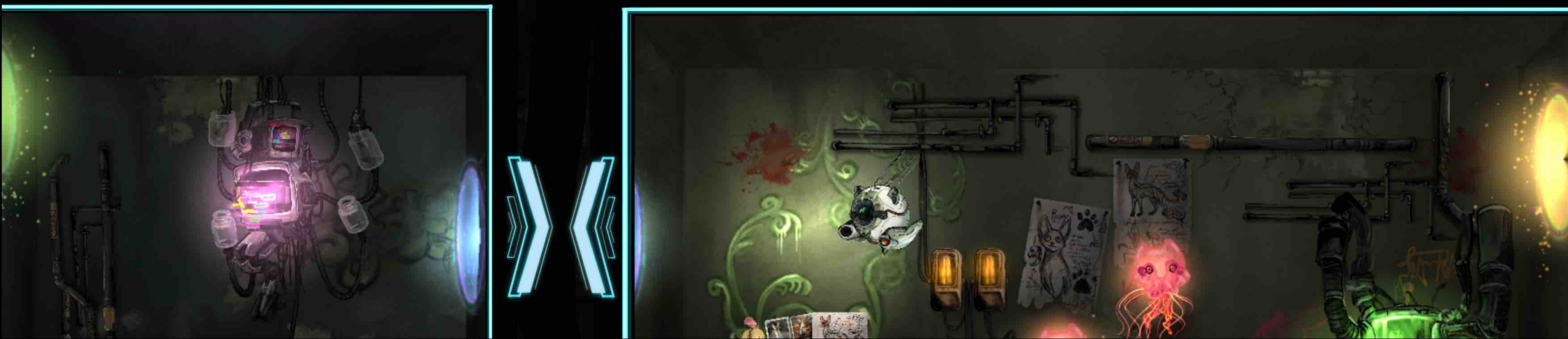
A second semester project, supervised by Thomas Bremer, Susanne Brandhorst, Sebastian Plesch, Jules Pommier, Friedrich Schadow



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GAME DESCRIPTION

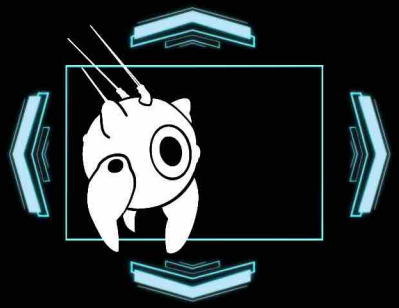
SUPER POSITION

Super Position is a sci-fi based explore game. In a futuristic dystopia, players explore an abandoned apartment complex. They are controlling a little drone and try to find a stray cat. Among the former residents, a mad scientist is allagedly using his cat to do bizarre experiments. Since his death, the cat is still spotted hanging around in the former residential building.

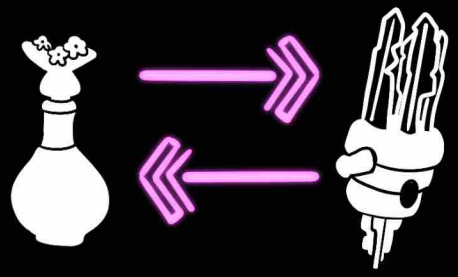
Players can drag the room walls to make them larger or smaller. There goal is to find the right items, teleportation doors or Android units, to fulfill Quests and explore further levels of the building.
The Teleportation doors, that get the player to different rooms or levels, must first be unlocked. To do this, players communicate with the stationary Android units.
The Androids demand certain objects as tribute for the key. The players should look for the right object and bring it back. As a reward, the Androids give out keys for teleportation doors.

But careful, tha game can come to a quick end if the player can't escape the strange creatures that hide everywhere in the building.

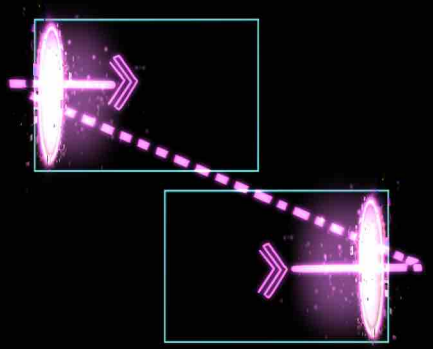
MECANICS SUPER POSITION



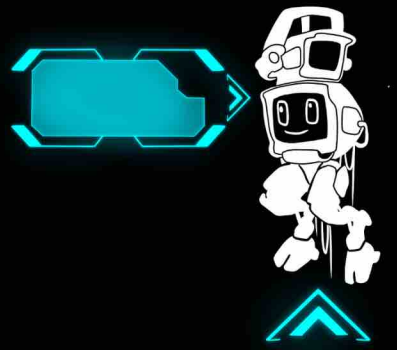
All 4 edges of the **ROOM** can be made larger or smaller. The rooms can reach a maximum size and the walls can not be drags beyond.
This will reveal new items, teleport doors or Androids.



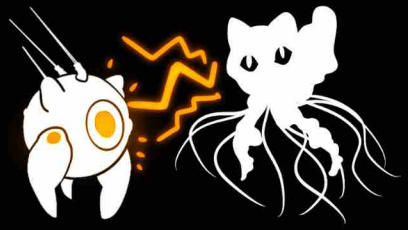
If the correct item is found it can be exchanged with a **KEY** for on of the teleport doors.



There are tow types of **DOORS.** The firs one are normal passages to the adjoining rooms. The pink, orange and green ones teleport you futher away.



ANDROIDS are in need of specific items, they tell a simple riddle to help finde the right objects.



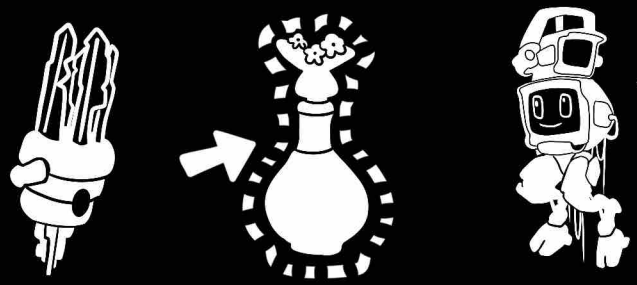
ENEMIES only attack if the player approaches within a certain radius, then they can damage the drone.
In order to escape enemies, players must manage to get out of their radius again.

ITEMS that are already collected, appear in the **INVENTORY,** and can be used from there on.

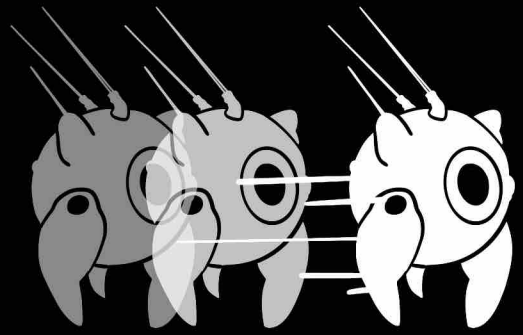
CONTROLS

The Game is played on a Computer with Keyboard an Mouse.
The Mouse is used to interact with the world and with keyboard the player character is controlled

Mouse

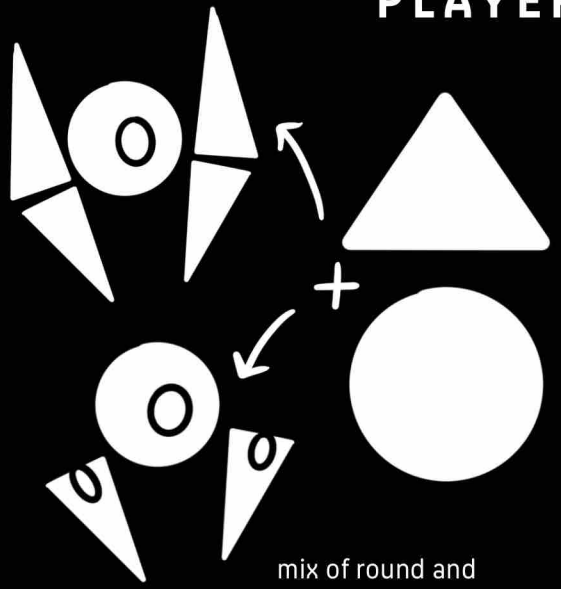


Keyboard

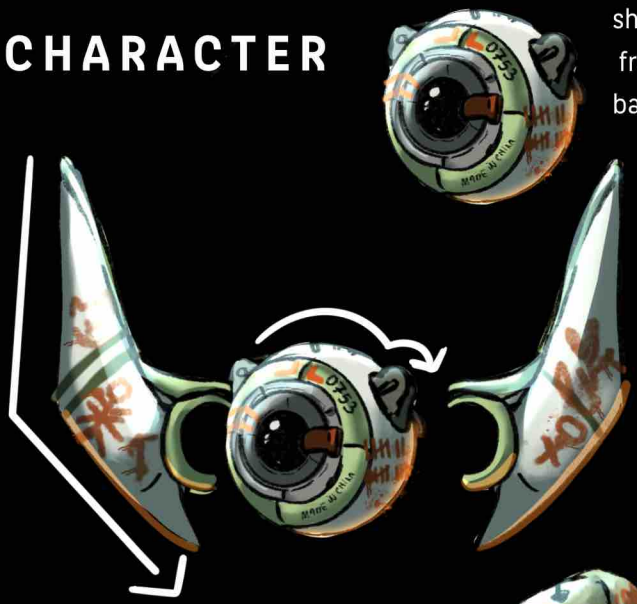


CONCEPT ART

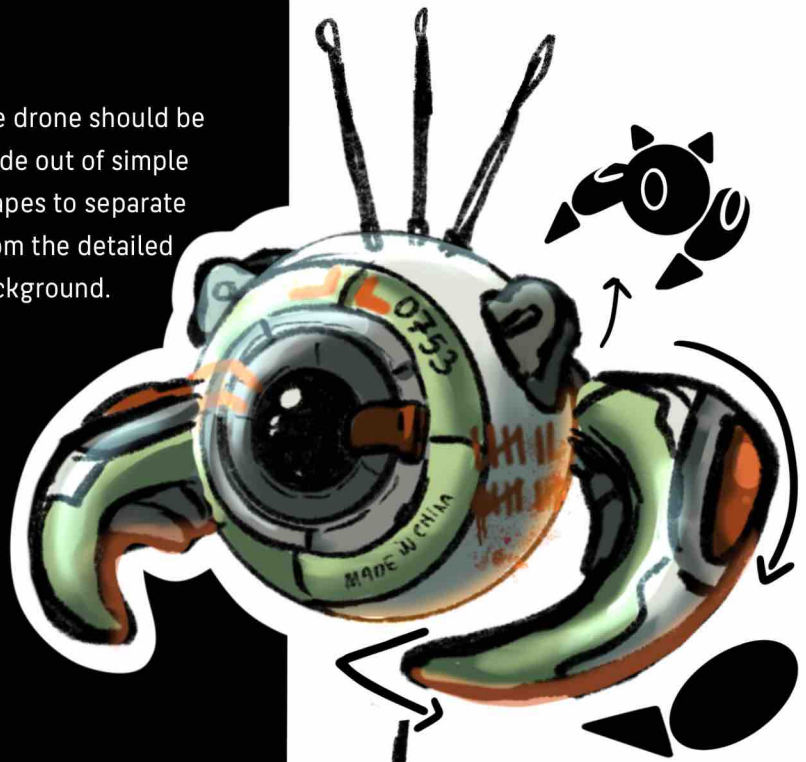
PLAYER CHARACTER



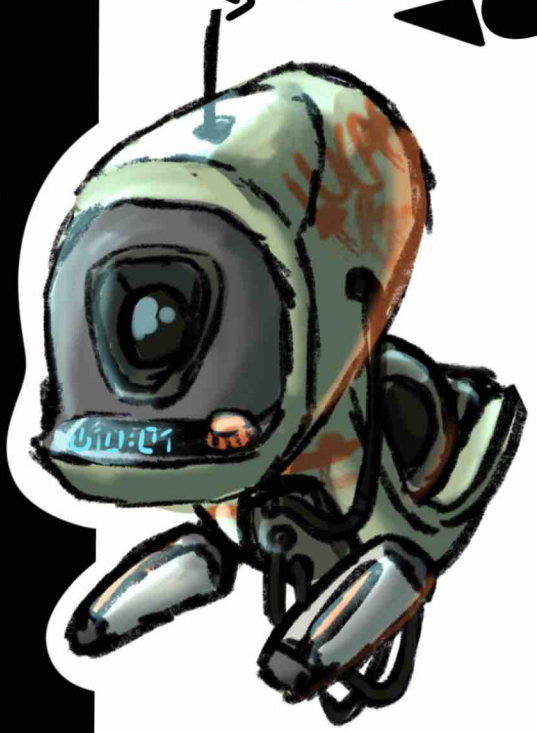
mix of round and Angular scrapes to make the character look lovable but also serious enough to fit the story.



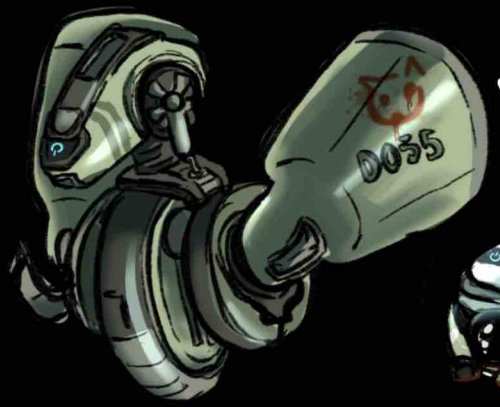
The drone should be made out of simple shapes to separate from the detailed background.

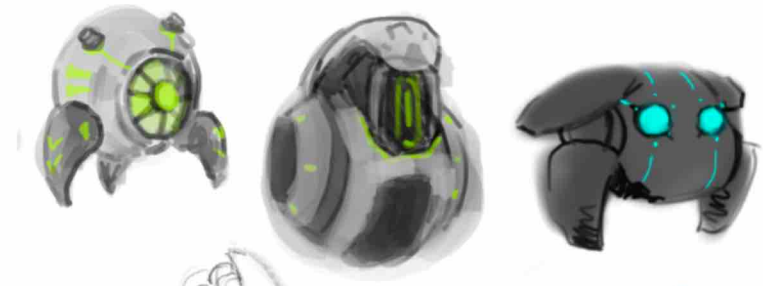


The Drone should look friendly and cute so the player can form a connection. The round desing supports this concept

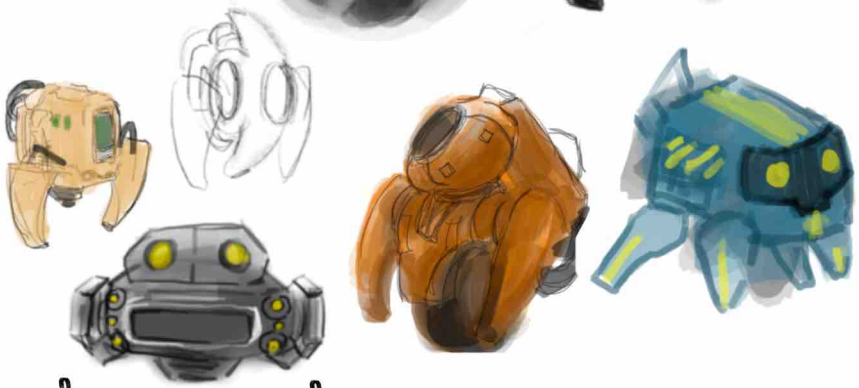


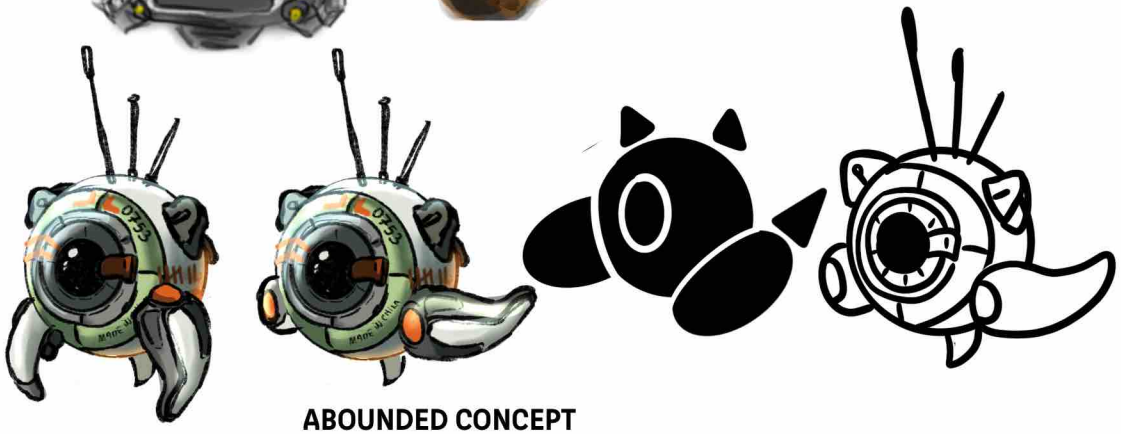
SOME UNUSED DESIGNS





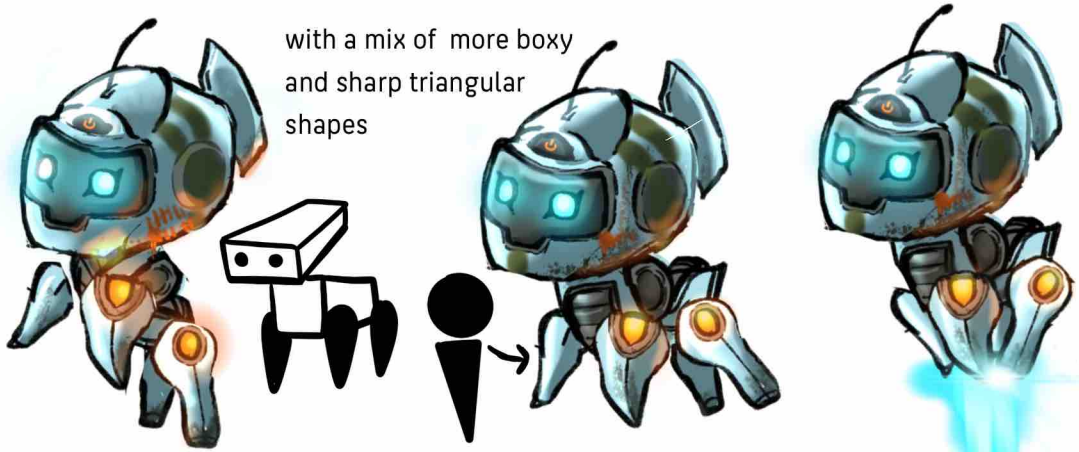
MORE UNUSED DESIGNS





ABOUNDED CONCEPT

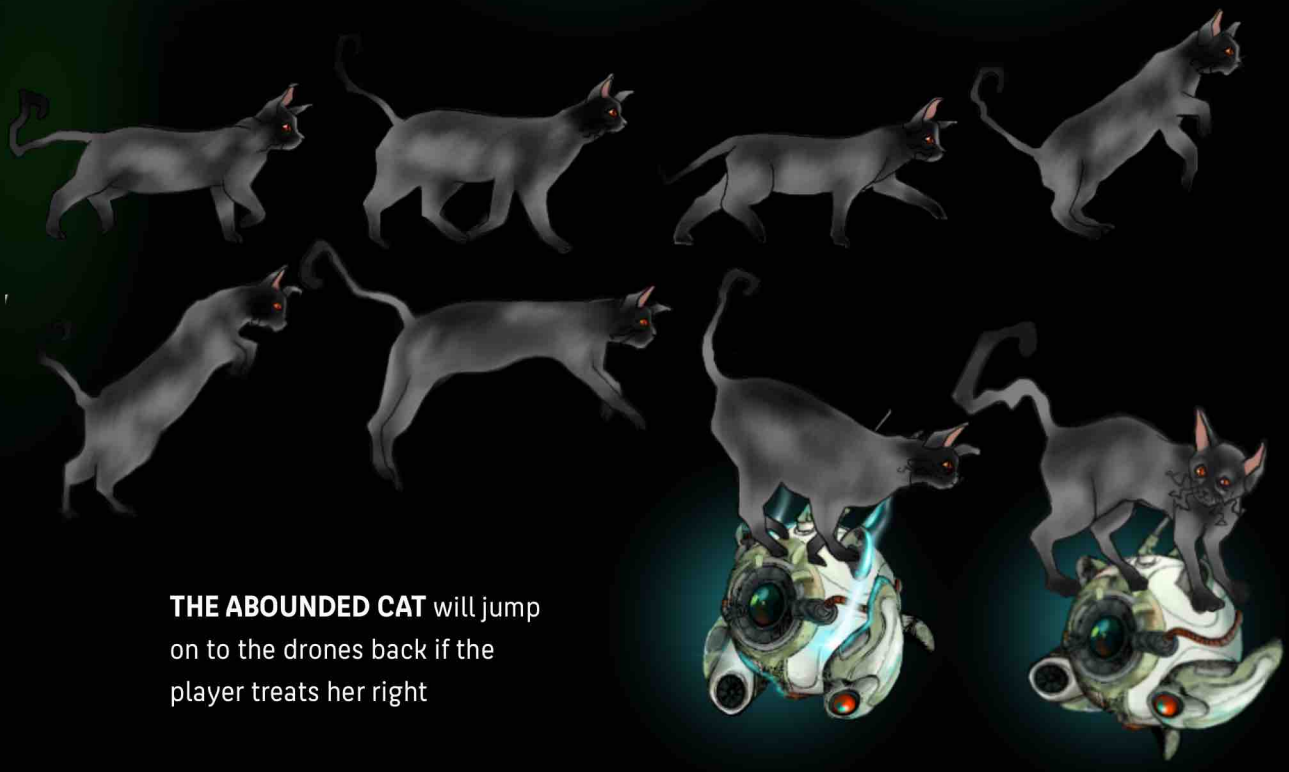
with a mix of more boxy and sharp triangular shapes



FINAL

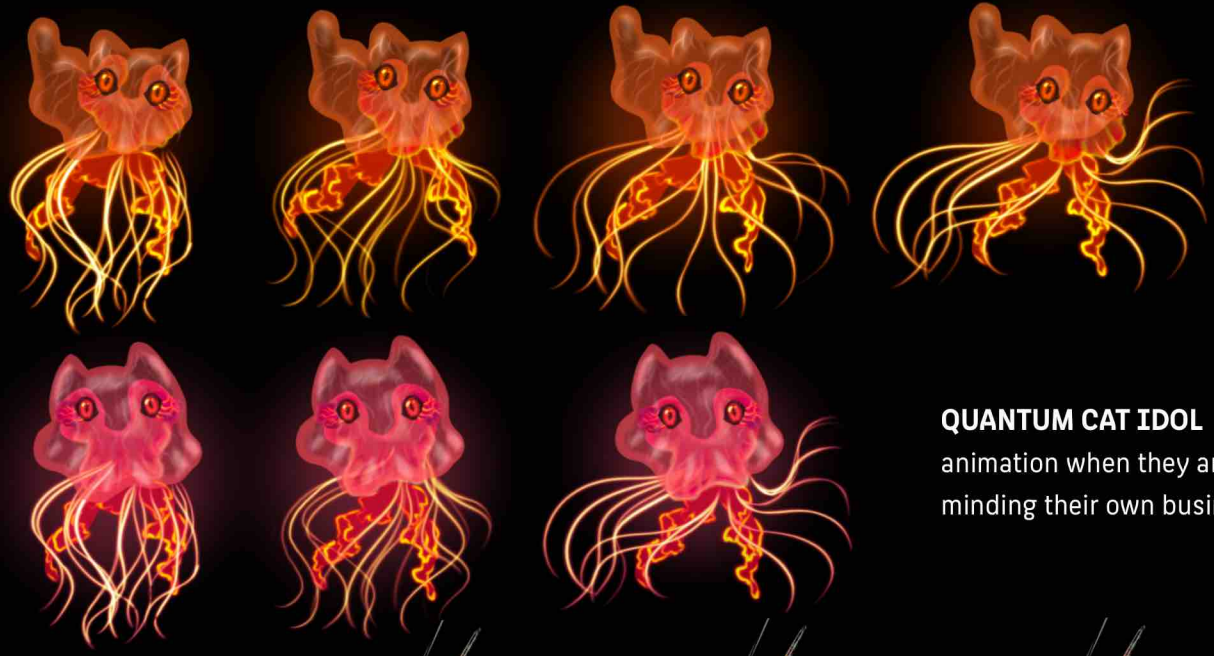
PLAYER CHARACTER

MISSING CAT AND DRONE



THE ABOUNDED CAT will jump on to the drones back if the player treats her right

DRONE STATES AND QUANTUMCATS



QUANTUM CAT IDOL
animation when they are minding their own business

DEAD DRONE
animation when the player got killed by the Enemies.

ANDROID UNITS

DIFFREND TYPES OF ANDROIDS

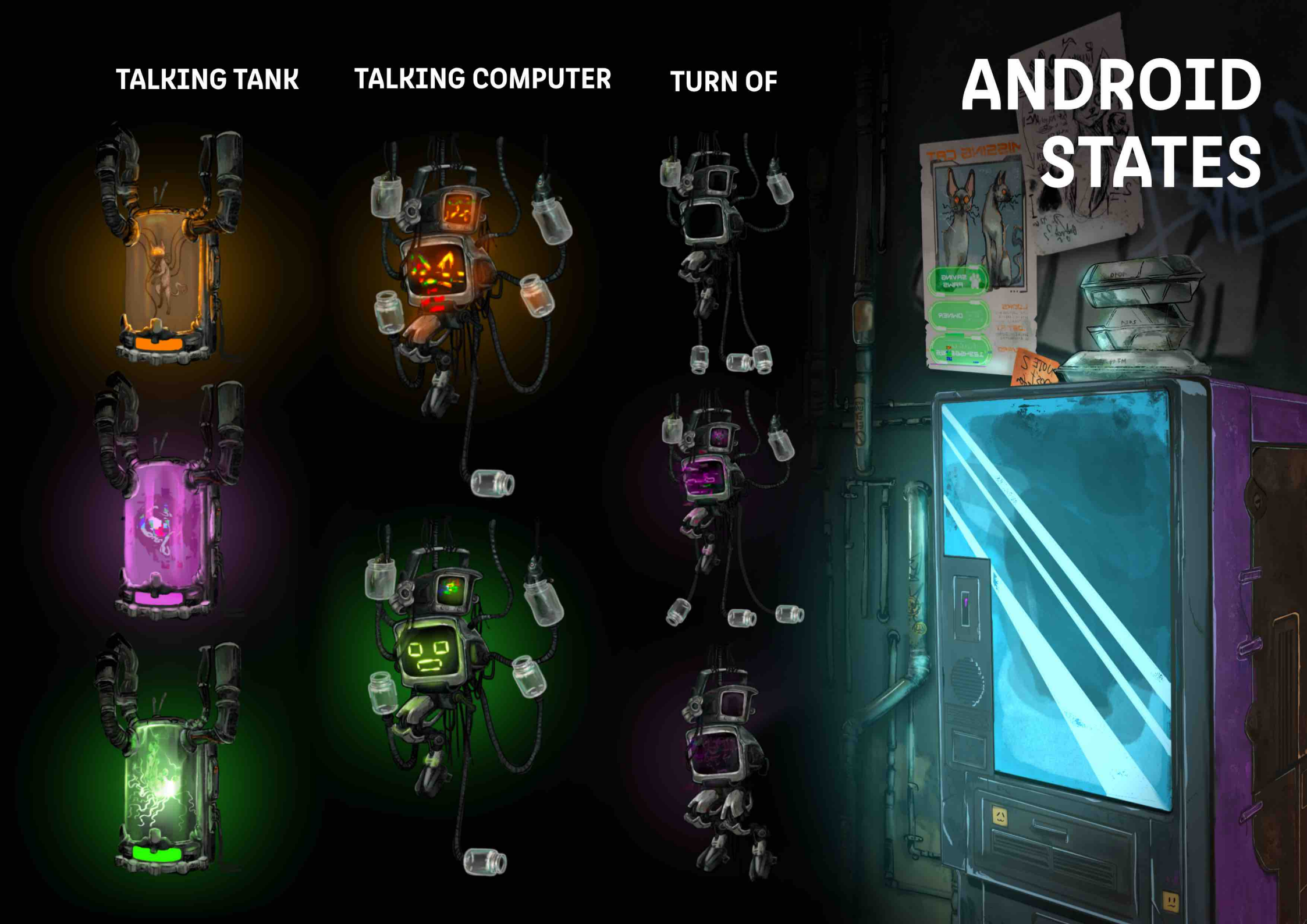
COMPUTER ANDROIDS in different colors and **TANK ANDROIDS** with different contents, that also give some story hints.

TALKING TANK

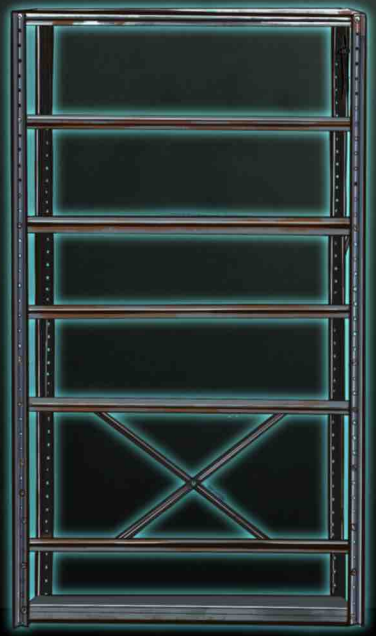
TALKING COMPUTER

TURN OF

ANDROID STATES

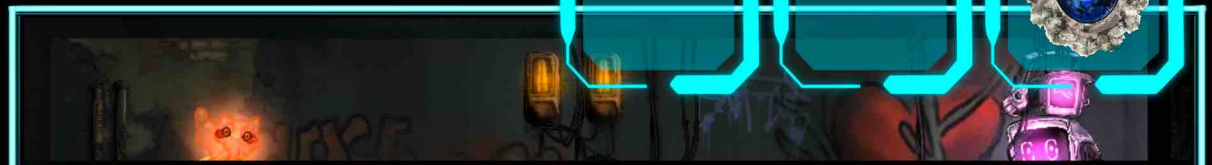


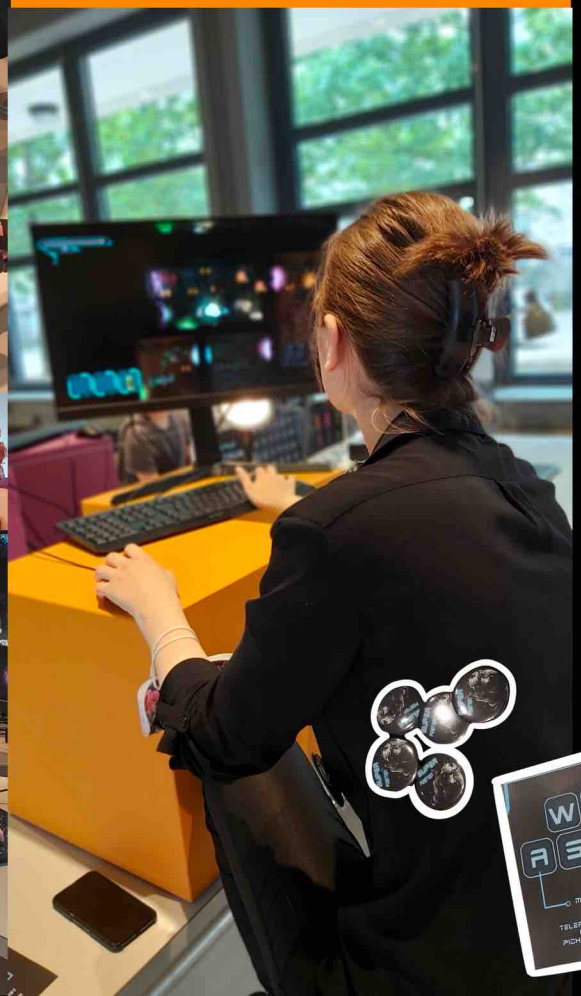
ENVIRONMENT ASSET



LIBRARY


CRAZY SCIENTISTS TORTURING CAT
DELICIOUS DRINK
LEMONADE
TREATS





PLAY TESTING

AND CONCLUSIONS

When developing a game this is the most important step to make the game fun. The first thing we noticed during gameplay sessions is that people who do not work on the game play it totally diffrend then the people who do. They have diffrend problems and a opposite perspective.

We had play test meanwhile working on our projects and also at the HIVE FIVE a big event at the end of the semester where we used the opportunity to let people play test our finish das prototype.

Playtesters where given instructions in form of a printer controls overview, and they could ask the supervisors for help if they didn't understand the game play.

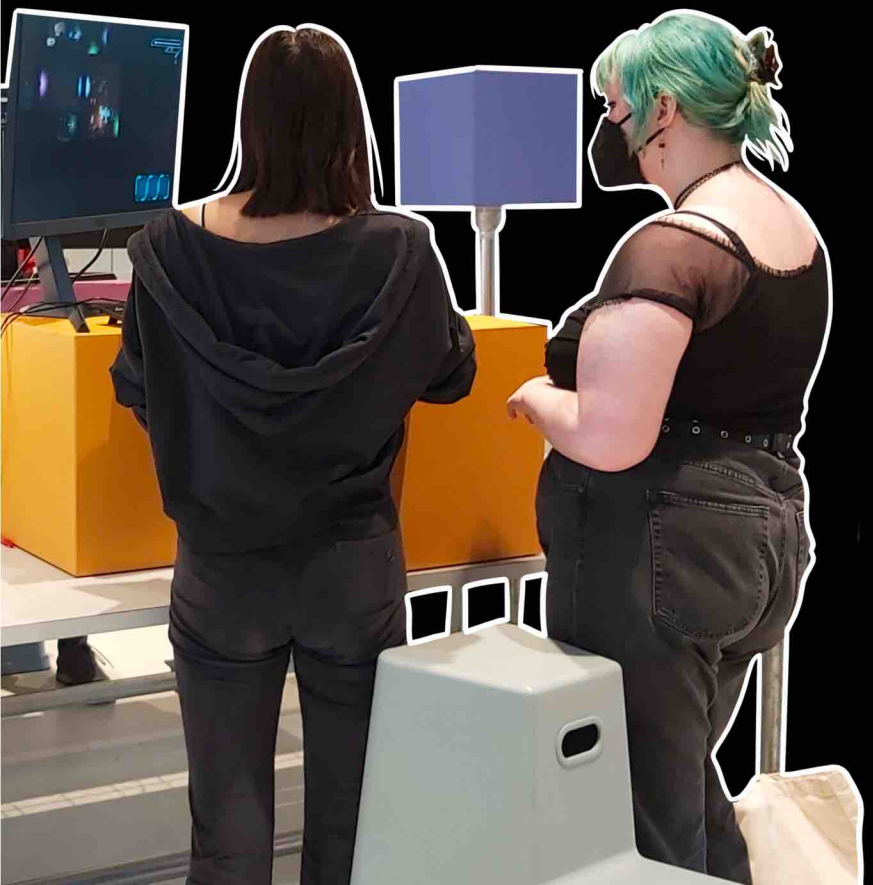
Meanwhile the play test we ask the Players some questions concerning the mechanics the visuals and the general understandability of the game.

PLAY TESTING

AND CONCLUSIONS

SOME OF THE QUESTIONS

How setasfing wars the control wit mouse and keyboard?
Did you instantly Know what you as a player needed to do when your started the game ?
How complicated where the quests for you ?
Is there anything that is really confusing to you?
Did you understand the UI ?
What did you not understand ?
Where the visuals to overwhelming ore are they readable?



FEED BACK

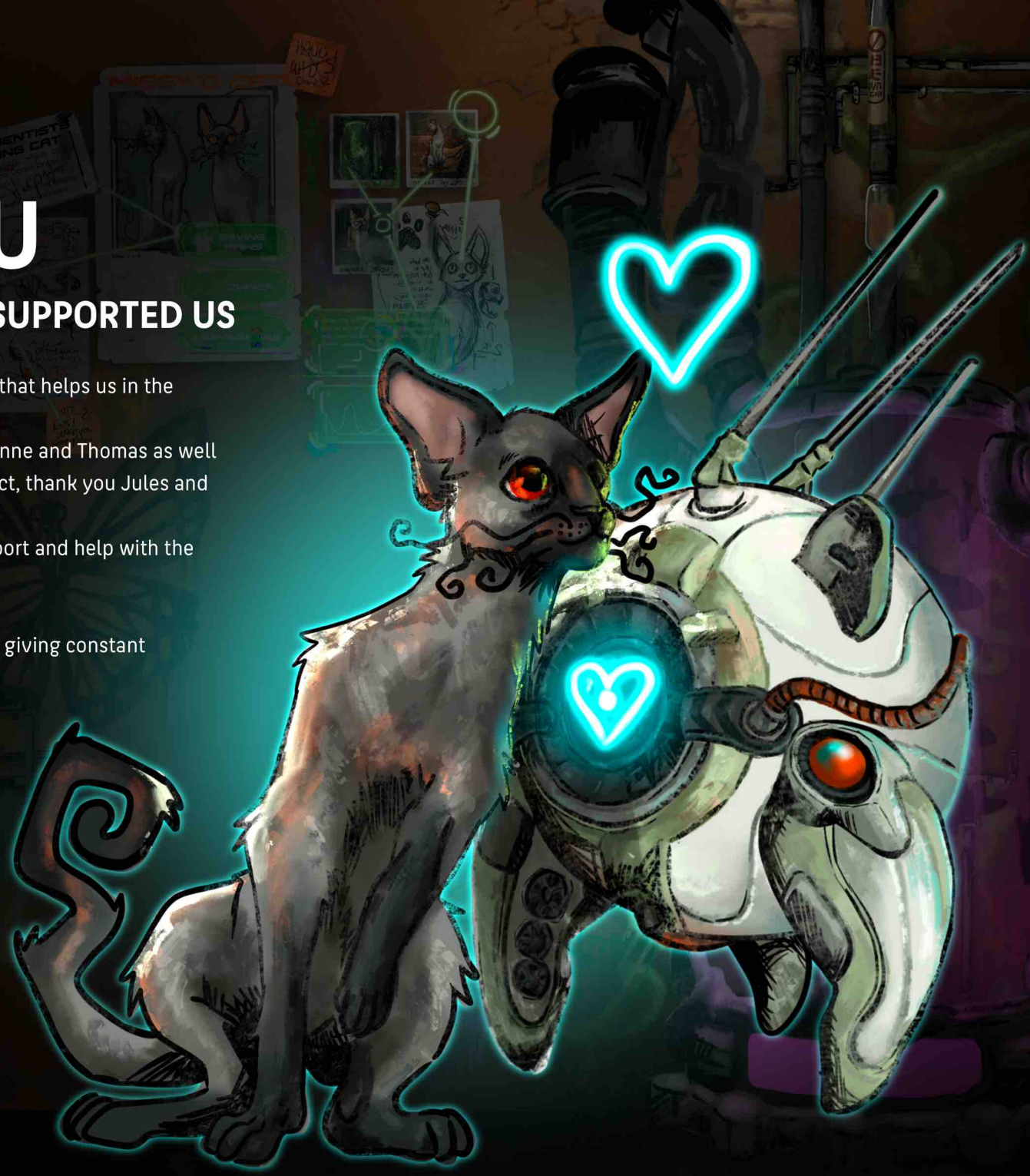
Some of the feedback was expected but some criticism was surprising.
Most of the things the players struggled with wher easy fixes that just didn't came to our minds Bedford.
The most important feedback that we generated was how the players wanzet to play the game and they associations.
When you are working so a game for so long you know even really comlicated controls by heart, but people that never played the game may have a lot of struggle with things of minor importance.
So we changed that.

THANK YOU

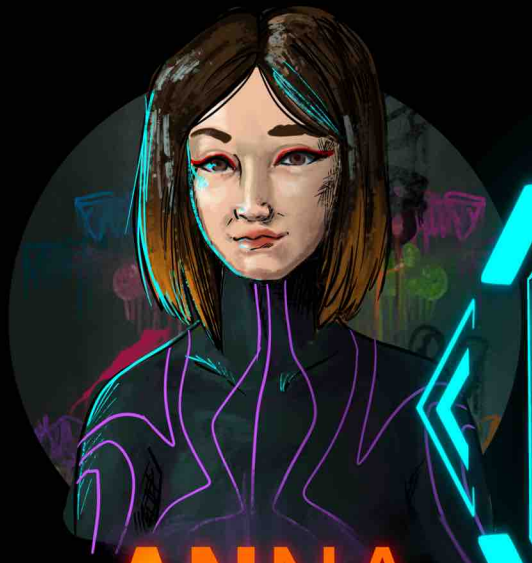
TO ALL THE PEOPLE THAT SUPPORTED US

We want to dedecade this page to Al the people that helps us in the process of making this Game.
We want to especially thank our Professors Susanne and Thomas as well as all the other people that supervised our project, thank you Jules and Friedrich.
A big thank you also to Sebastian for all the support and help with the complicated code errors!

We also want to thank our families and frinds for giving constant feedback on our Game and of corse thank you
to all the people that play tested our Game
and helped us to make it even more fun .



TEAMMATES AND TASKS



ANNA
YADYGINA

- Programming
- Enemie behavior
- Gridsysthem
- Dragabal room Frames
- Menu System

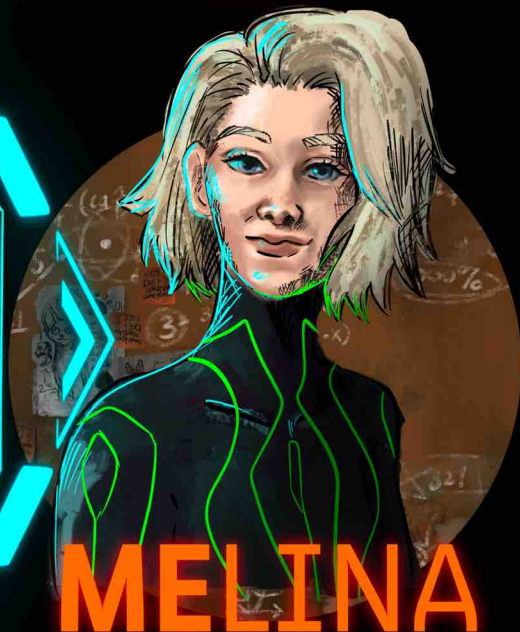
- Programming
- inventory system
- Gridsysthem
- Dragabal room Frames
- Concept art

GEEHE
JEON

HANA
HONG

- Programming
- Dialoge System
- Inviorment Art
- Animation
- Dialoges
- User Interface

- Programming
- Player Controller
- Concept art
- Charakter Design
- Inviormrnt Art
- Animation



MELINA
WEBER

htw

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University of Applied Sciences

DEHIVE