RAIDER RUMBLE

Presented by: Merge Conflict Studios
(Leonardo Ascenzi, Kerr Patrick Braza, Ryan Rios, and Cindy Vo)

Outline and our objectives!

Outline

Models

Animations

Lighting

Physics/Collisions

User Experience

Art Direction

Takeaways and Implementations

A fun and smooth experience all around with a comfortable art style that allows the player to enjoy the abstraction of playing with friends at Colgate's scenic interaction hubs!

Our original proposal at:

https://docs.google.com/document/d/12q5YOF1n8nwMPdgjVt2vCMteU5fqW8Dbi8cgMckjJbo/edit

Models

Character Models

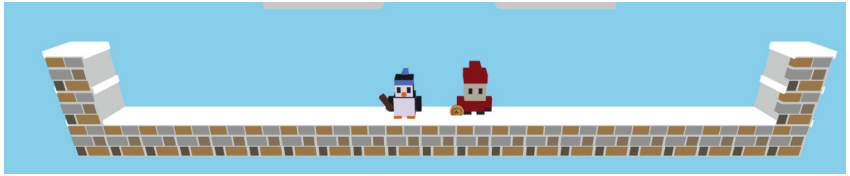
Raider

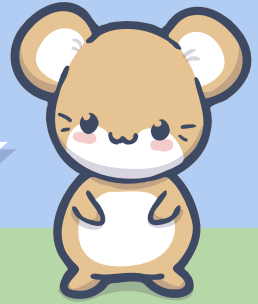
Pingu

General

Stage Models

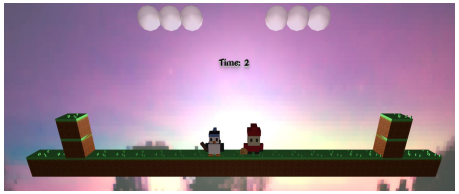
Persson Hall

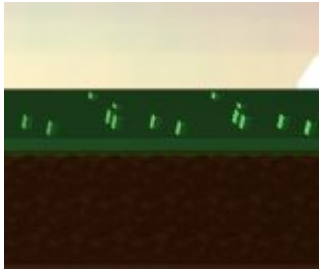


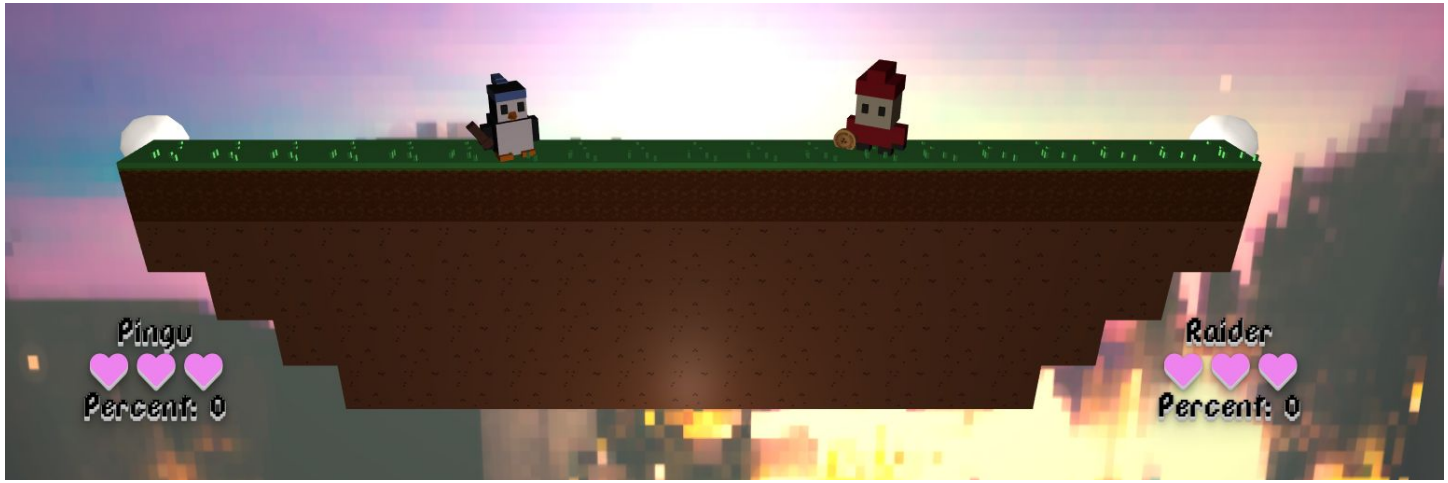


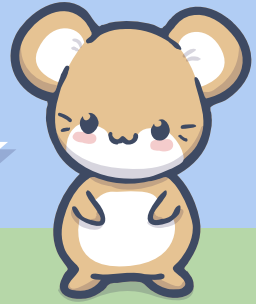
Stage Models

Field of Dreams



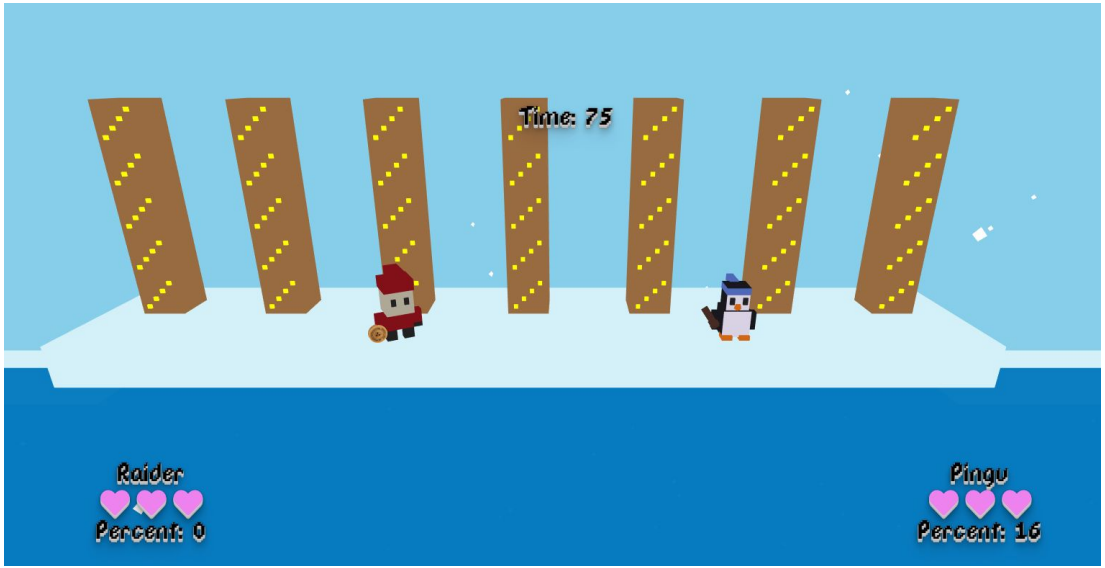


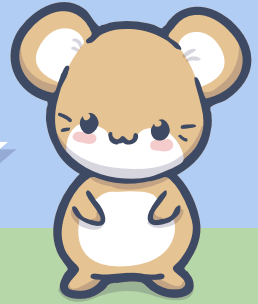




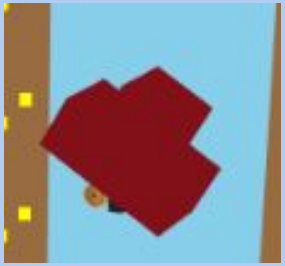
Stage Models

Taylor Lake

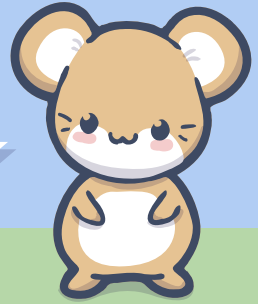


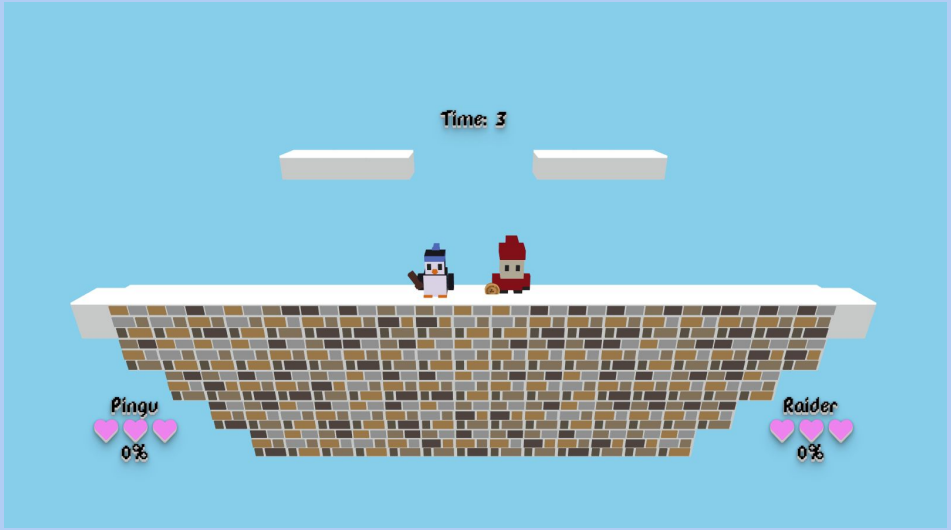


Character Animations



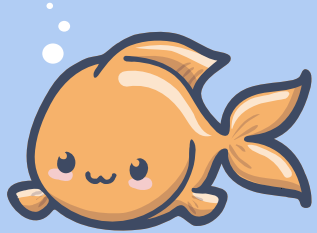
Lighting



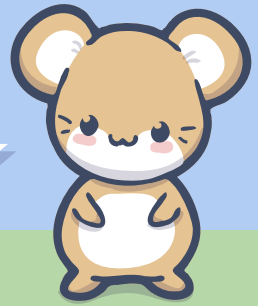

Time: 3
Pingu
0%
Raider
0%

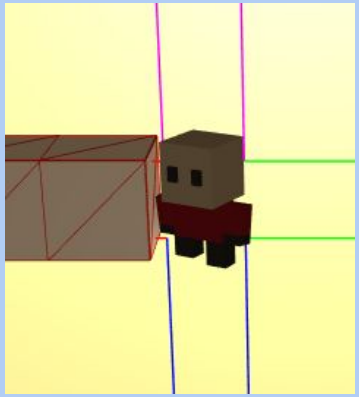
Time: 3

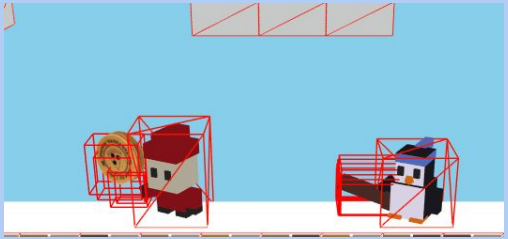
Time: 2

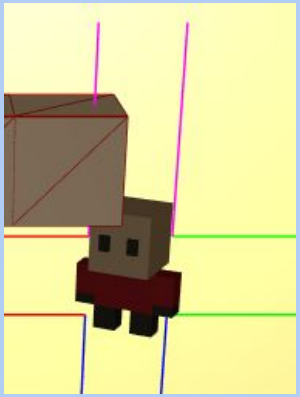


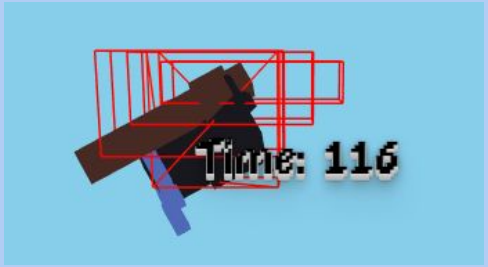
Physics and Collisions

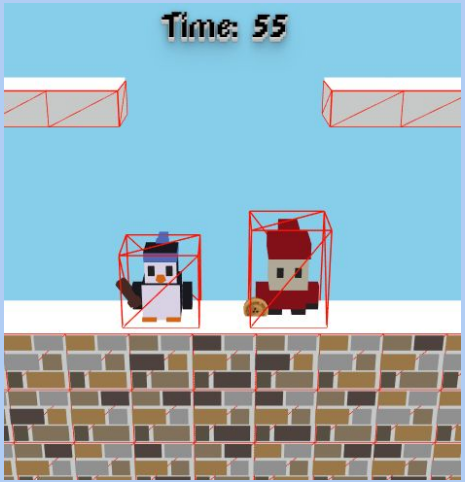


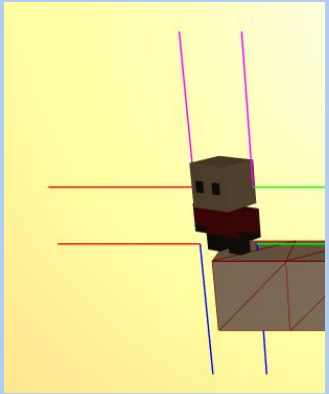


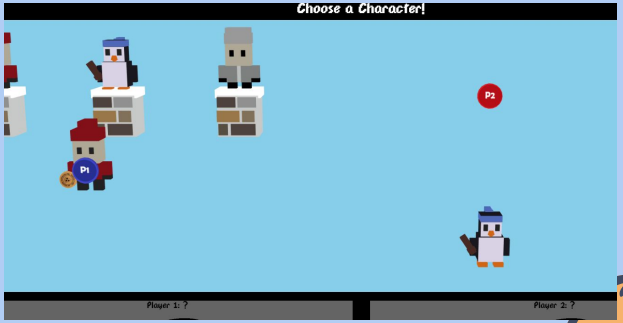


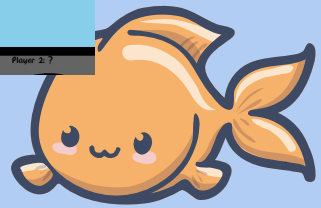



Time: 116


Time: 55




Choose a Character!
P2
P1
Player 1: ?
Player 2: ?



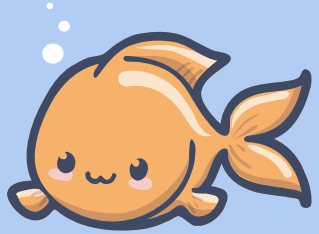
User Experience

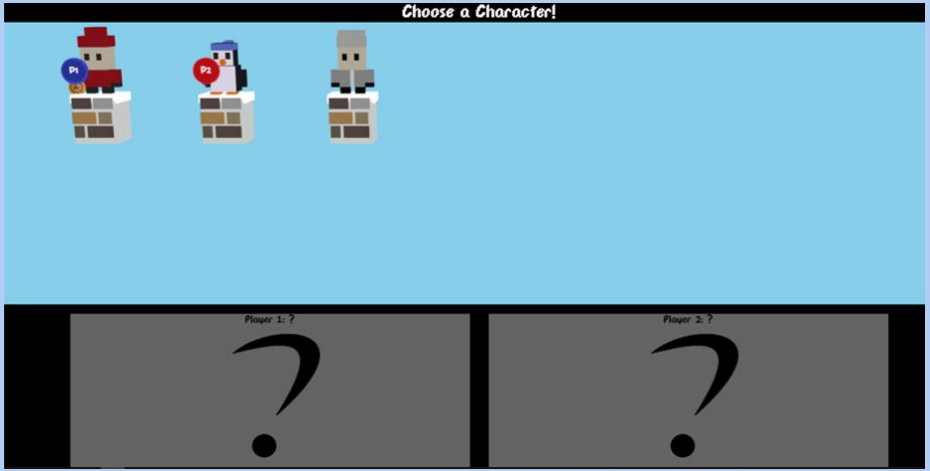
RAIDER
RUMBLE
Press any button to start!
Presented by Merge Conflict Studios

Pingu
0%

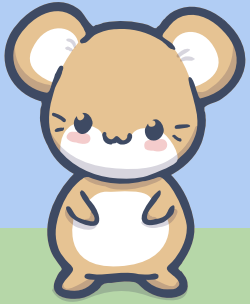
Time: 104

Options
Play
Game



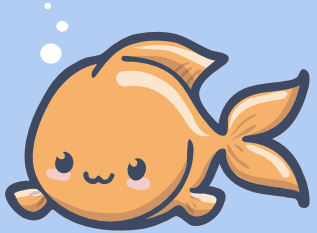

Choose a Character!
P1
P2
Player 1: ?
?
Player 2: ?
?

Click a Stage!
Time of Day: Day
Mode: Omega



Thanks!

Any questions?



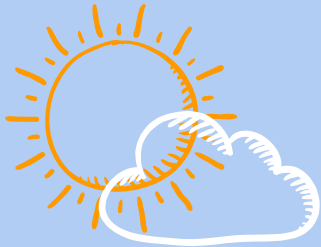
SlidesCarnival icons are editable shapes.

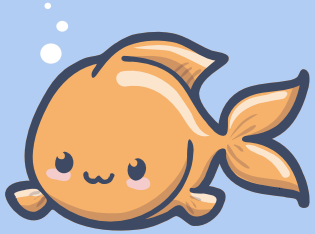
This means that you can:

- Resize them without losing quality.
- Change fill color and opacity.

Isn't that nice? :)

Examples:





Now you can use any emoji as an icon!
And of course it resizes without losing quality and you can change the color.

How? Follow Google instructions
https://twitter.com/googledocs/status/730087240156643328

and many more...