ignite

Innovative Games - Week 13 · November 22, 2013

Cheng Yang ● Garrett Kimball ● Ravi Kommineni ● Rex Hsieh ● Sahana Vijai ● Shaveen Kumar Tzu-Hsun Lu
Advisors: Mike Christel ● Dave Culyba   http://www.etc.cmu.edu/projects/playstation-ignite/

Our delivery of assignment 4 went well, and we're very pleased with the game that we put together. *Do 'em up Derby* is the most polished experience we've delivered so far! On Monday we got our final assignment from Sony: Take what we just built and design a single-player mode for it. We should retain the driving and shooting mechanics of the previous game but design a new experience that is fun for one player instead of four.

Our new story is this: the player takes on the role of a new mafia good getting his feet wet in the business. We're designing a larger, more interesting city, and working on the driving mechanics to feel more fluid and fun. The art style and theme will remain the same, but we'll be taking this extra time to really polish up what we've got and add lots of variety to the landscape. The One-sheet for our design is one the next page, so take a look!

On Monday we'll be presenting our work to ETC faculty for "Soft Opening" to get feedback as we look towards finishing up the semester. Check in next week to see how that went and how progress is going with our final cycle!

-Team PlayStation Ignite

Initial design of the new map
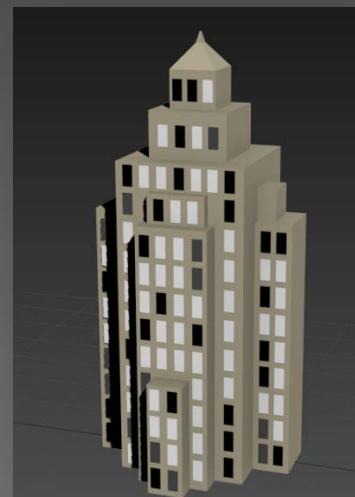
Carnegie Mellon University
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Do 'em up DERBY - Singleplayer

Player - A new made man in the family trying to prove his worth and is given tasks to complete.

Mechanics
Driving
Shooting
Pickups/clues

Redesign map - bigger city with area division.
Dynamic camera (top down) with mini-map
Leader board for replayability - score=money from mission

Timed mission based levels

1. Tutorial: "Go get cannoli for the boss! It better not be cold when u get back."
    - Delivery (point A to point B)
    - Parking

2. Mission 1: 'Set fire to a convenient store! He hasn't paid his protection fees'
    - Pick up time-bomb (activated)
    - Deliver it to destination/target before it blows up !

3. Mission 2: 'Kill the witness(convenient store guy) before he reaches the court'
    - target - moving cop car
    - shooting

4. Mission 3: 'Stalk the boss's mistress and kill her secret lovers without her knowledge'
    - precise driving
    - shoot/ run over mistress's lover after the mistress leaves

5. Mission 4: ' Protect boss's car from other family.'
    - Shooting
    - AI - Attack from other cars

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