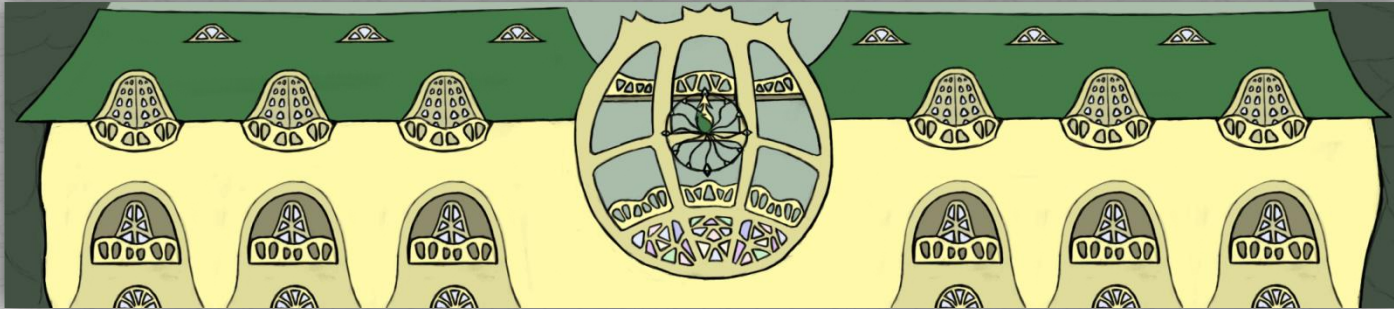


Stationsgebouw uit in-game wereld



# A Dream Came True

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2012 entry Microsoft Imagine Cup  
Game Design Xbox / Windows

*27 juni Finale Imagine Cup Nederland*

# Inhoud

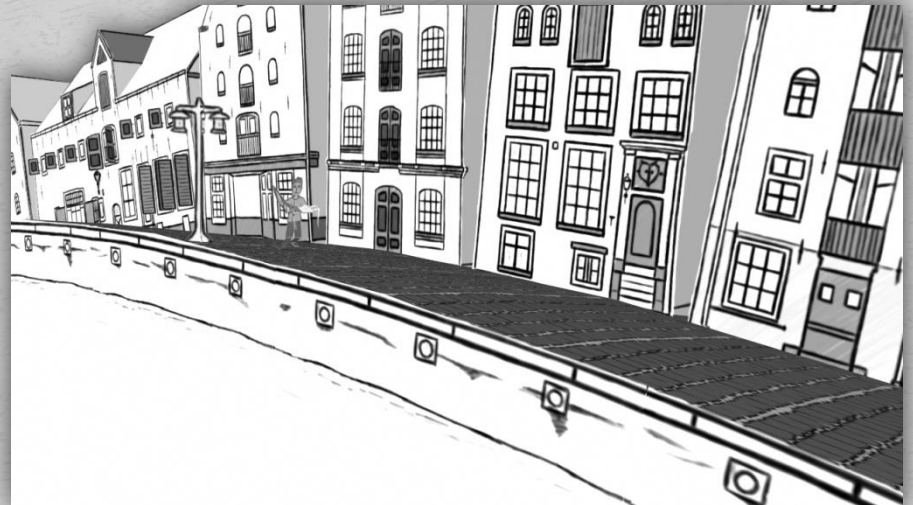
- Doelen
- Milleniumdoelen
- Concept
- Proces
- Doorontwikkeling
- Game-in-actie



Woongedeelte van de in-game wereld

# Doelen

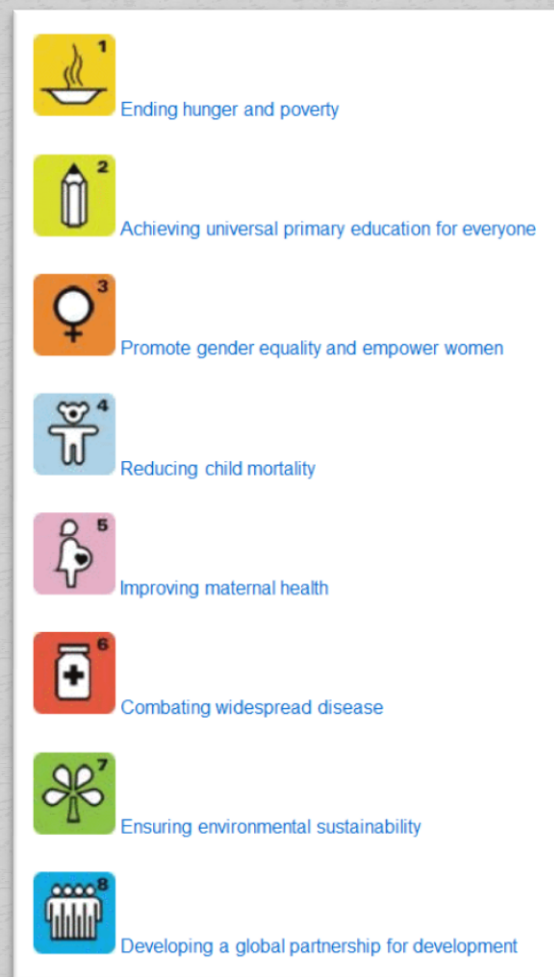
- Imagine Cup winnen (goh!)
- Focus op concept
- Hand-drawn
- Game flow
- Immersie en sfeer
- Alle milleniumdoelen
- ...en laagdrempelig!



Scene uit 3D project voorafgaand  
aan inschrijving Imagine Cup

# Millenniumdoelen

- Millenniumdoel per level
- Educatie in demo
- Alle doelen in verdere levels
- Toepassing...?

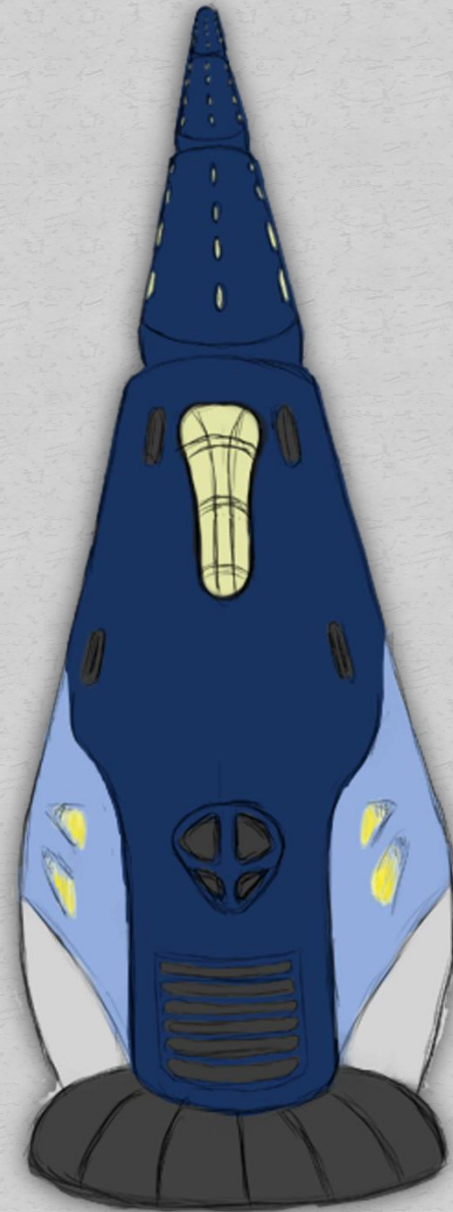


De Milleniumdoelen



# Concept

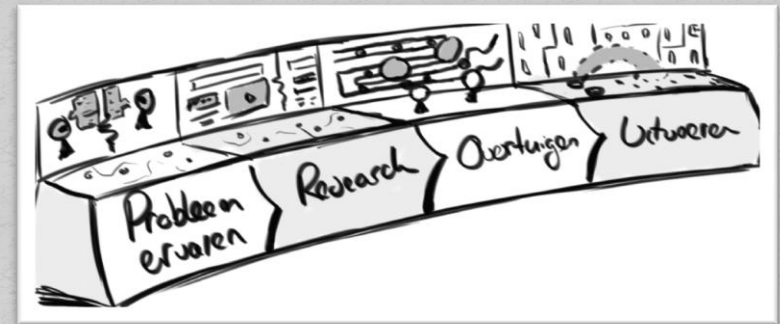
- Realiteit als droom
- Ondergrondse stad
- Niveaus



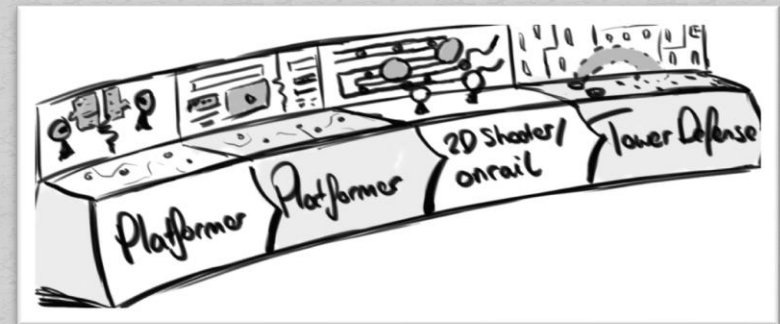
Vervoersmiddelen op middelste  
niveau

# Concept

- Fasen
- Belangen & verhaallijnen
- Doel



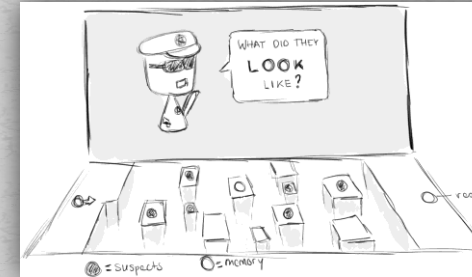
Fasen v/d game



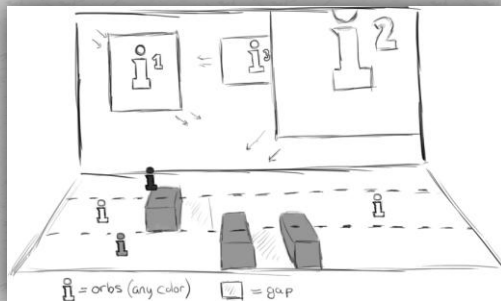
Type gameplay

# Concept

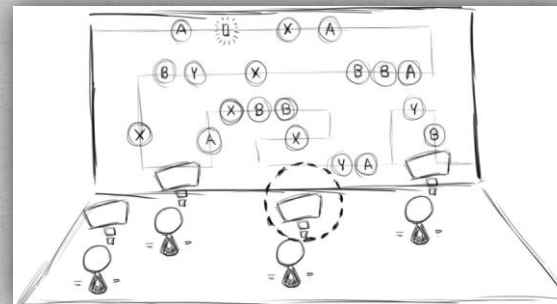
- Vrije beweging
- Puzzels
- Platformelementen
- RPG-elementen



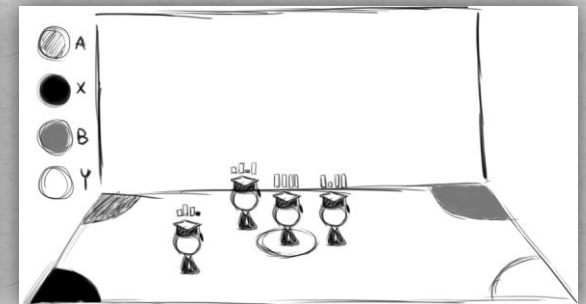
Ervaren



Onderzoeken



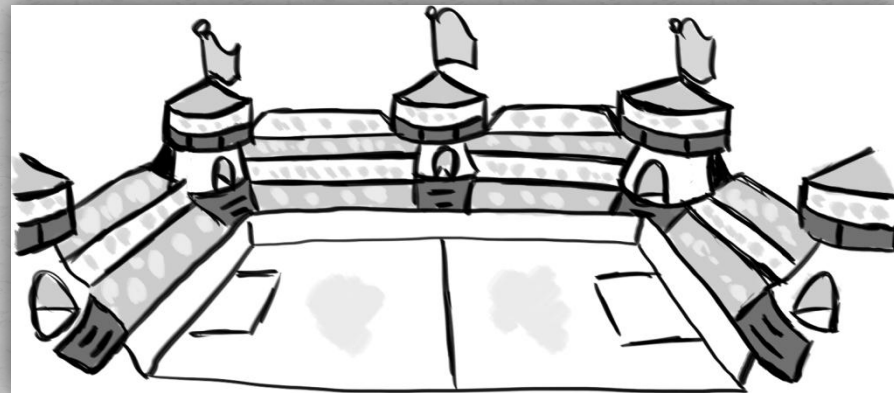
Overtuigen



Uitvoeren

# Proces

- Samenwerking
- Concept(en)
- ...en meer concepten
- Deadline project



Concept waarin elk doel behaald  
diende te worden door arena-  
based game-elementen

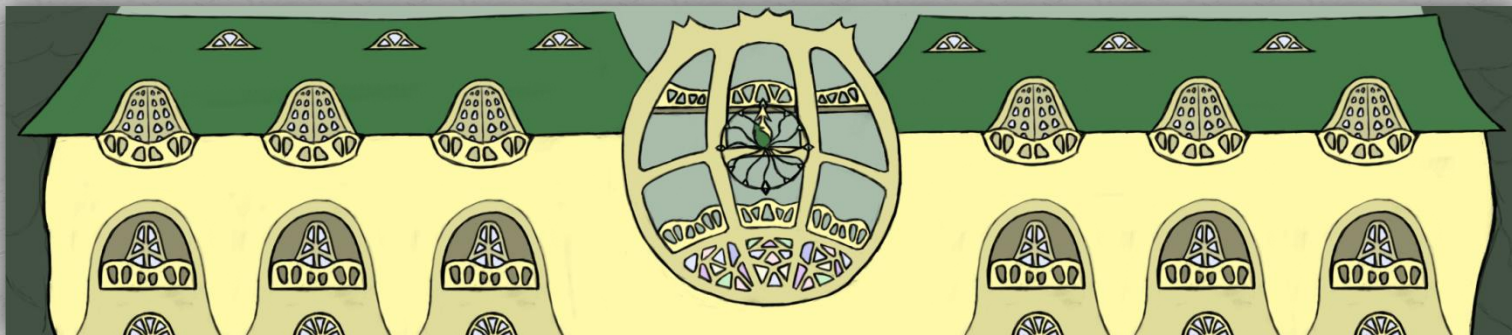
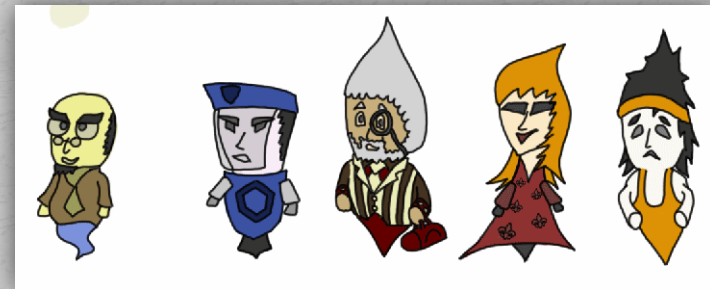


# Proces

- Art direction
  - Uniek
  - Imperfecties
- Character design
  - Passend bij wereld
- Voice-over
- Audio & game music

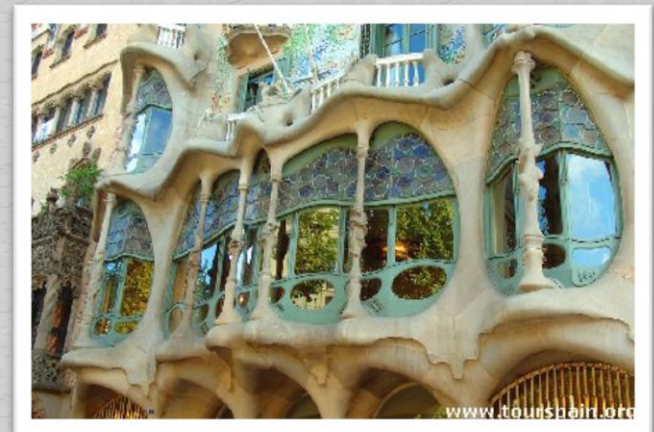
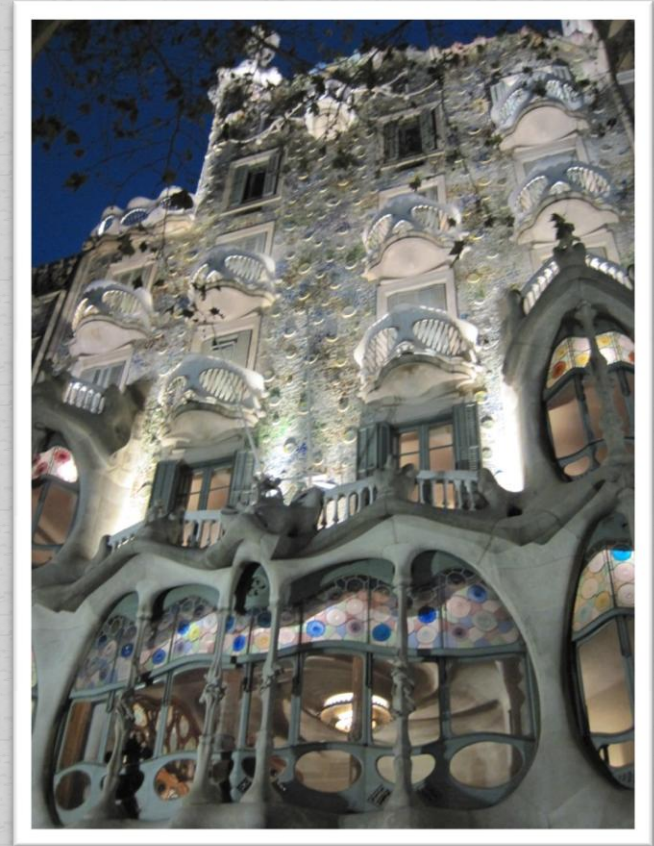


Game characters



# Proces

- Inspiratie / architectuur





# Proces

- Inspiratie / gebouwen functie



# Proces

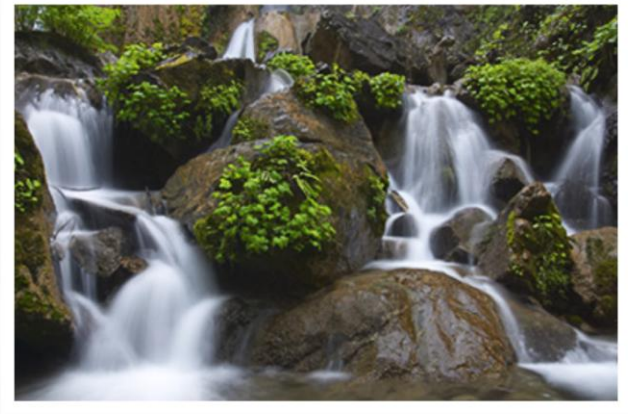
- Inspiratie / voertuigen





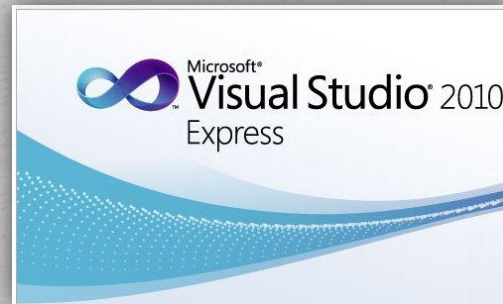
# Proces

- Inspiratie / flora



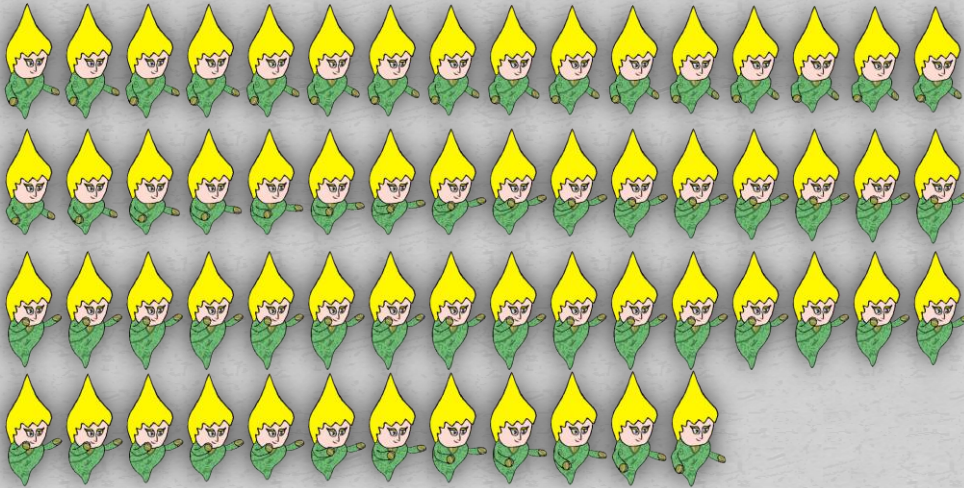
# Proces

- Middelen
  - Artwork – tablet + Adobe Photoshop CS4
  - Code – Microsoft Visual Studio
  - Animatie – Adobe Flash CS5

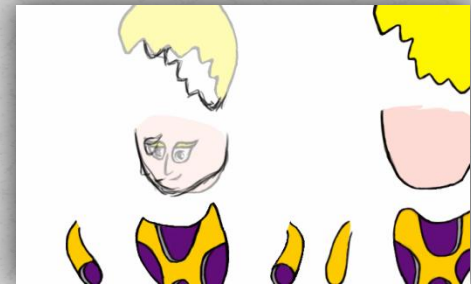


# Proces

- Werkwijze artwork & animatie



animatiesheet



proces artwork



# Doorontwikkeling

- Mogelijkheden afmaken?
- Techniek?
- Playtesting?
- Co-op?



# Game-in-actie

Pam pam paaammmmmm...