Crawfish Games: Squirvival

Crawfish Games - The Team

- Thomas Allenbaugh - Climbing System and Squirrel

- Stephen Erickson - Level Generation

- Daniel Frecka - Multiplayer, AI, and Items

- Jared Hagans - Sound and Controls

- Cameron Hopkins - Menus, Documentation, and AI

- Brandon Patridge - HUD, Level and Asset Design

Gameplay - New Additions

- Added new animated menu and loading screens

- Updated Landscape generation

- Added new loading screens

- Updated 'Predator vs Prey' Multiplayer Gametype

- Added (Initial) 'Collect the Nuts' Gametype

- Updated Squirrel Movement and controls

- Added "Parkour" mode

Gameplay - Summary

- Squirrels must collect enough nuts to survive the winter before the timer runs out.
- Predators attempt to eat the squirrel.
- Squirrels can utilize various power ups to evade predators and eat nuts to heal.
- Single and Multiplayer modes:
  - Squirrel vs. Predators
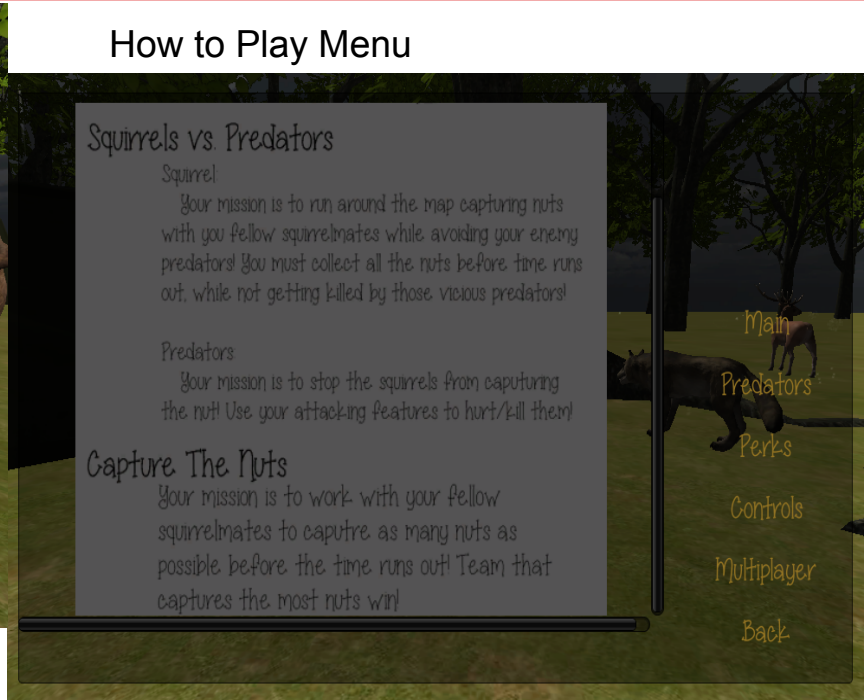 - Squirrel vs Squirrel with

    AI Predators

Squirrel's Home Base

New Menus

Main Menu

How to Play Menu

Squirrels vs. Predators

Available Hosts

Start New Game

Refresh Hosts

Back

Gameplay - Squirrels vs Predators

- It's hunting season, and the game is squirrel.
- Squirrels attempt to collect the desired # of nuts before time runs out or all the squirrels are eaten.

Bear devours a fresh squirrel for lunch with a side of mushrooms

Gameplay - Squirrels vs Predators

- Squirrels are built to run away from predators. Hiding in trees is the primary strategy.
- Predators can be wolves, bears, or foxes, and they are on a team.
- Predators attack with with the left mouse button.
- Squirrel now leaves a scent trail, making it easier for predators to find the squirrel in the larger map

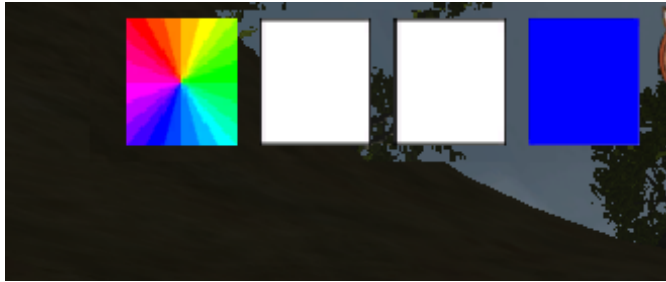Customize your game settings with sliders on the right side
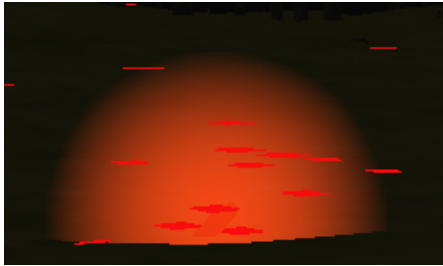
Gameplay - Squirrels vs Predators

Gameplay - Powerups

Colors correspond w/power up

Example of a powerup object

- Inventory introduced to allow user to store powerups for use in dire situations.
  - steroids - Infinite stamina
  - invisibility - AI ignores you
  - nut vision - see all nuts through level for a short time
  - speed boost - Run faster

Gameplay - 'Collect The Nuts'

- Two teams of squirrels compete to collect the target amount of nuts before the time expires. First to that amount wins.
- Up to 4 v 4
- AI Predators still roam the map
- Squirrels can use the Dash attack to stun other squirrels and cause any carried nuts to fall back onto the ground
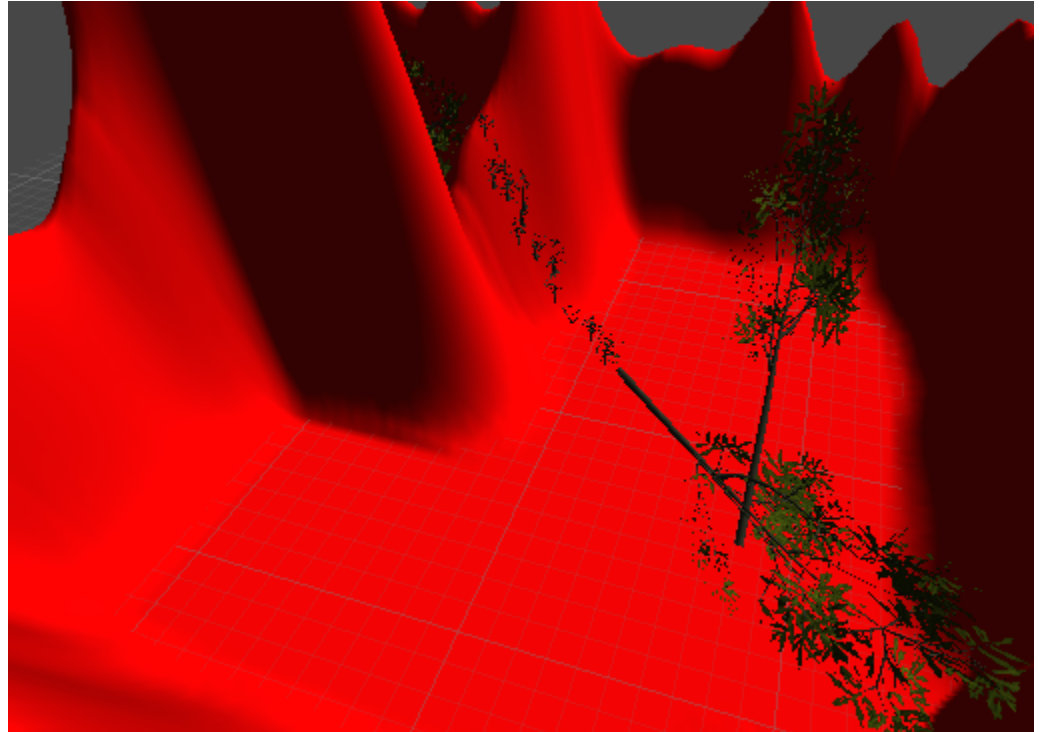
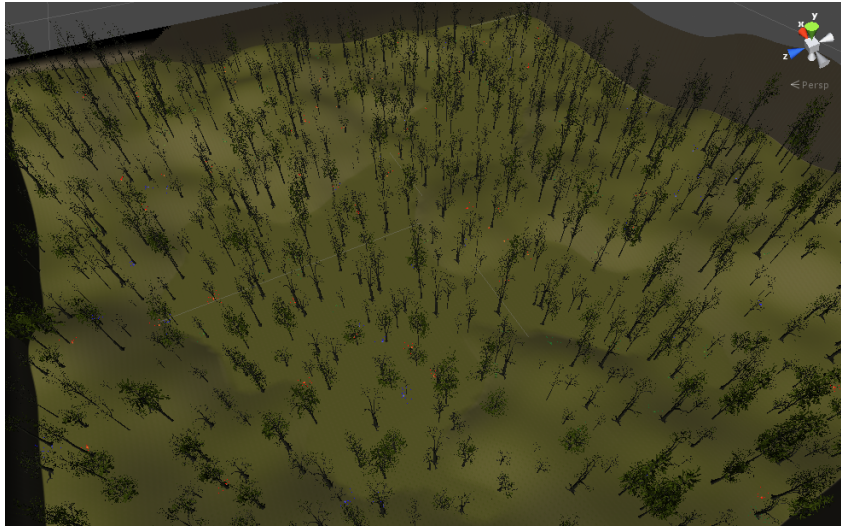Game Lobby

Gameplay - Solo Parkour

- Terrain is deadly, stay on the trees
- Try to retrieve and return with the acorn
- Simple mode to practice climbing, jumping, navigating
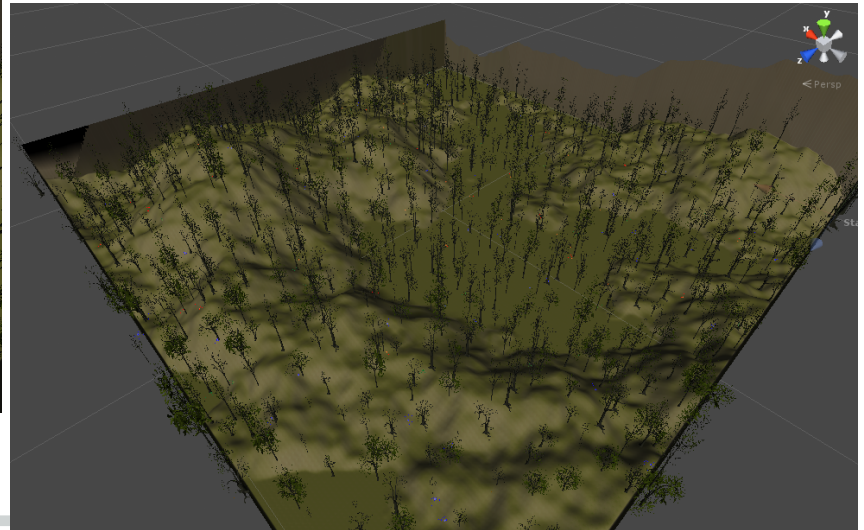
Gameplay - Procedural Generation

- 'Fractal' Application of layers of Simplex Noise with slope-based texturing.
- Can produce smoothed fields or detailed mountains.

Low amplitude mountains with fewer octaves

Higher Amplitude Mountain with many octaves

Gameplay - Squirrel Updates

- Two new abilities: Eat Nut (Restores health) and Dash (Quick move forward that can stun other squirrel players.
- Improved Gliding and climbing
- Updated Cameras with mouse control and 3 perspectives:

First Person   Close Third Person   Far Third Person

Gameplay - Squirrel Updates

- Gliding controls
- Support for XBox controller and mouse and keyboard
- Squirrel leaves behind scent trail that predators/rivals can see and follow
- Main goal - More fun just jumping around, gliding and climbing trees

Questions?