

INNOVATE-IT



Game Design Real Time Challenge #2

Local Multiplayer

60 Points

Due: 3:00 PM

Innovate-IT Showcase, Spring 2023

Overview

For your second real time challenge, you will be tasked with creating a multiplayer game. This won't be any random multiplayer game, though, you will be creating a *local* multiplayer game. (at least) two players will use *the same keyboard* to play your game together, at the same time. The benefit of a completely local multiplayer game is that you can use your existing knowledge of control schemes to create a multiplayer game.

Again, you can be as creative – this task is open-ended, but with a constraint on the controls required to play the game. Additionally, you will have much less time to create this game, and so a full prototype is not required.

Restrictions and Expectations

- Your game must be playable by at least two players at the same time using a single keyboard and mouse. Controllers, multiple mice, and extra keyboards are not allowed. Be creative in how you implement this! Part of the fun of a local multiplayer game created in this way is the awkward/silly controls.
- Your final submission should at minimum consist of a cool multiplayer mechanic constricted by this control scheme. You do not need a story, good art, or any sort of theme (though those are great bonuses). The main focus is creating something fun to play.
- Your game should be appropriate for both your age group (high school) and venue (a public event containing people of many backgrounds and beliefs). Your game is required to be appropriate for both categories. You will be penalized or potentially disqualified if your game is considered to be inappropriate by the judgment of a judge, the venue leader, or Innovate-IT management. If you are concerned or questioning whether a mechanic, element, or effect in your game is appropriate, please reach out to Innovate-IT staff.

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Tasks

1-Page Explainer (if needed)

Because this isn't a full prototype and is just a mechanic, you'll likely have some information you want to include in addition to your Unity project (explanation of your mechanic, control schemes, any unimplemented ideas, or anything else you want to share). You could also talk about any future games this mechanic might fit into.

Mechanic Prototype (required)

Your primary focus for submission should be a Unity file used to demo your mechanic and implementation to the judges. At minimum, this should be a single mechanic in a Unity file, though extra framing (story, graphics, theme) is great!

Scoring and Rubric

Requirements (20 points)

- The game supports at least 2 simultaneous players.
- All players must use a single mouse and a single keyboard (shared by all).
- At least one fun multiplayer mechanic is shown off.

Mechanic (40 points)

- At least one large mechanic was implemented.
- The mechanic involves all players in the game.
- The control scheme is easy to follow and is playable (possible for multiple people to use).
- The mechanic is creative and fun.

Extras (up to 10 bonus points)

- The game is pretty or well themed.
- The game has a good sound design.
- A story was made to frame the mechanic.
- The team implemented an extraordinarily exciting or funny game mechanic.
- Multiple large mechanics were implemented.