ROG GAME

Portfolio Piece 4

Vision Statement:

ROG Game is a custom-designed game created for ASUS, featured in their official show act on the AMD stage at Gamescom 2024. In this game, the player or influencer controls a ROG logo, maneuvering through three lanes to avoid incoming AMD logos. The twist? The player is blindfolded and relies entirely on the crowd's shouted instructions to dodge the obstacles. With increasing difficulty, it challenges players' reflexes and teamwork, making it an exciting and interactive highlight of the event.

Information

- 📅 around 4 Weeks (mostly besides work in my free time & on weekends)
- ➤ 2D Endless Runner
- 🖥 PC
- ⚙ Godot Engine
- 👥 1 team member

Tools Used

Game Engine
Godot Engine

Graphic Design Software
Paint 3D, Photoshop

IDE/Text Editor
Godot Script Editor

Project schedule and activities

◆ **Game Design (Main Activity)**
- ✦ Conceptualized and designed the game after its requested Reference.
- ✦ Developed game mechanics and controls.
- ✦ Balanced difficulty and adjusted game speed.
- ✦ Designed and implemented dynamic level progression
- ✦ Created and integrated multiple difficulty levels.

◆ **2D Graphic Design (Side Activity)**
- ✦ Created background graphics and UI elements.
- ✦ Selected and customized fonts for the game.
- ✦ Designed the visual elements of the game's interface.
- ✦ Integrated and replaced Placeholders Assets with the requested Assets from Asus.

◆ **Audio Design (Side Activity)**
- ✦ Curated and integrated menu and game-over sound effects.
- ✦ Selected background music for the main menu and gameplay.
- ✦ Designed and implemented audio feedback for in-game events like button presses and scene changes.

◆ **Video Presentations (Side Activity)**
- ✦ Prepare voice-over videos regularly to present the current status of the project to Asus.
- ✦ Collect Feedback from the Videos and change the requested Feature/ Code or Graphics/ UI.

◆ **Private Playtests (Side Activity)**
- ✦ Identify problems with the overall game pacing.
- ✦ To also identify if additional menus/ screens are necessary.

Lessions Learned

Adapting Gameplay for Live Event Interaction

✦ **Problem**: The original game design was too challenging/fast for the intended live audience, which led to changes and extra private playtests. The level of difficulty needed to be adapted to the performance and engagement of an audience, while being fast enough and manageable enough for a certain amount of time to allow the blindfolded player and responding audience to navigate the game well.

✦ **Solution**: To overcome this challenge, I implemented a difficulty selection screen that allowed the speed of the game and the number of obstacles to be dynamically adjusted. This flexibility allowed the game to adapt to the needs of the live event, maintaining excitement and engagement without dragging on too much. In addition, I integrated a pause menu for instant adjustments and tuned the visual and audio cues to support the blindfolded player and enhance the overall interactive experience.