

Indian Ocean Simulator 2000

Finnish Game Jam 2017 Presentation

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<https://www.youtube.com/watch?v=HXbfeRJ-7s0>

The Team

- Sakari Laine: Lead developer, he had the most experience in Node.js and JavaScript
- Jere Kaplas: He worked mostly on basic mechanics of the game code and graphics, experience in phaser and graphical design
- Jaakko Manninen & Toni Nevalainen: They had less experience in game development; they focused on creating graphics and creating/finding game resources such as general ideas, images, sounds, sprites etc.

The Game

Why this game and how did we come up with the idea?

- Game theme was “waves”
- Brainstormed and voted on each one’s game ideas
- Indian Ocean Simulator 2000 won the election

You are sailing the Indian Ocean when suddenly people in danger emerge from the depths of the sea. You play against an another player, one of you tries to rescue the people while the other kills them. You have two minutes time to collect as many points in your role as you can.

The Tools

Tools and development methods:

- Node.js
- Socket.IO
- JavaScript
- HTML
- CSS
- Phaser
- MySQL
- Gimp
- Photoshop
- Paint
- Notepad++
- VPS Server with FTP
- Adobe Flash (video)
- Sony Vegas (video)

The Design

- We didn't write design document during game development.
- We brainstormed for about two hours on the first evening before starting to write code and designing graphics. Mostly the design of the game came together as we were developing, instead of setting everything in stone right from beginning.

The Development

- Objectives: to make an online multiplayer game, focus on getting the server side to work, then game play mechanics.
- Testing: We tested the demo by playing online during game development and edited the code according to feedback of our own team and others.
- How close to the original idea did you get: Our final product is close to what we were planning to design initially excluding some details (movement, turning acceleration)

The Development

- Most difficult parts in your work: Logic (e.g real-time movement), also creating the boat-character sprites for every angle were difficult and tedious
- Did we change any plans (to make it easier/harder): Due to the lack of time we didn't implement every functionality that we discussed, such as the movement
- Did we follow a method like Waterfall or Agile (scrum, etc)? We didn't use any, because our plan was very clear from the beginning and everyone knew exactly what to do in order to make the game work as expected

The Future

- What next? If we were to continue the game development, we would add a communication system to the game, either voice chat or a chat you easily communicate with the player you are playing against. We could also apply some sort of a ranking system.
- If you were to redo the demo completely, what would you do differently? We would start developing directly on Node.js platform to save time and maybe spend a little more time designing the game beforehand.

Open Feedback

- Free coke was nice. The event was well organized, and we were able to create a great game. Maybe some other food than just chips next time.