INDIVIDUAL CONTRIBUTION

DESIGNER

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Fall 2021

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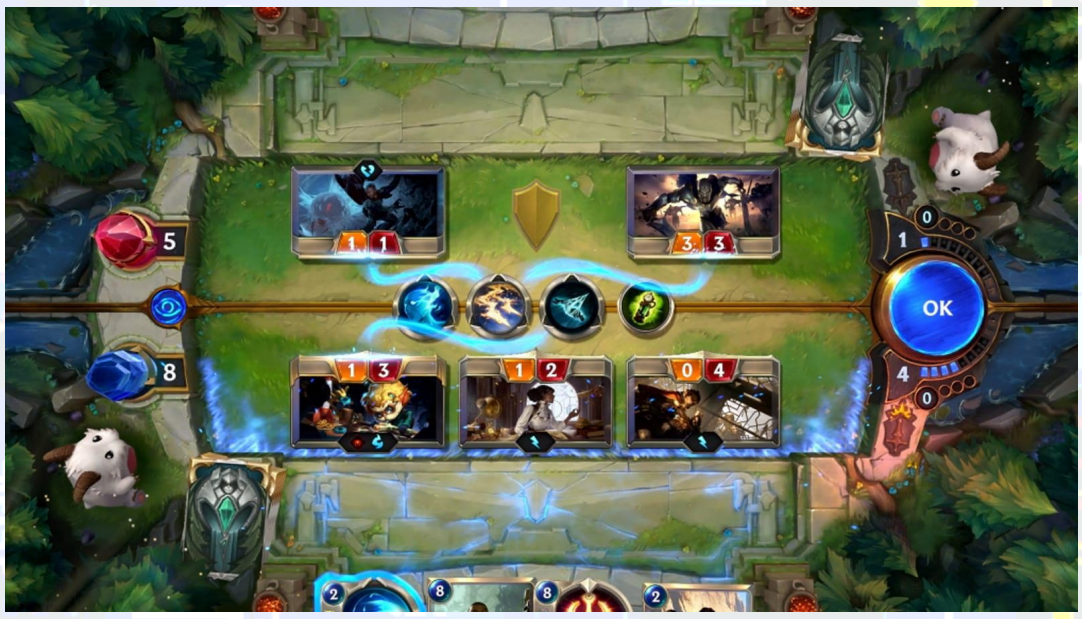
RESEARCH

WarBots was originally inspired by the Transformers. My partner's and I were interested in the robots and their ability to transform and take on different and new forms. We also wanted to incorporate a character design aspect to the game. After interviewing various students and gaining their insight we quickly learned that user's enjoy a character creation aspect to a game if it is directly correlated to the gameplay and mechanic. Using this insight we developed our game and centered it around user's playing and facing off in order to create their characters. Through various stages of testing through paper prototypes we also came to the conclusion that user's appreciate a very luck based game, similar to rock, paper, scissors. Through this ideology we created a value system in which our three elements : Speed, Force, and Agility all beat one another.

RESEARCH

INSPIRATIONS :



Legends of Runeterra

This pc and mobile game heavily inspired the cards and battle aspect of WarBots. The attack and blocking parts of *Legend of Runeterra* helped us develop WarBot's combat system and various card animations.

Robots

The animated film *Robots* inspired many of WarBot's robot parts and the joint system we developed in order for our robot parts to match up with one another and allow for the parts to swap with ease.

Big Hero Six

The animated film *Big Hero Six* inspired much of WarBot's overall aesthetics and color schemes. The film also provided our team with inspiration for various robot parts.

Transformers

The *Transformers* franchise first inspired our WarBots as a character creation game, that later developed into our fighting mechanic.

EARLY CONCEPTS

Iteration 1:

- A character creation game in which players can combine various robot parts and vehicles to create their own robots, similar to Transformers.

Iteration 2:

- An app in which players choose between modular parts and build their own custom robot. Players can then battle other users in rounds of preselected moves. Each player decides their moves and then the moves are revealed to the other and a winner is chosen through the hierarchy of what parts/moves triumph over the other. Players can also be spectators to different battles and bet in game currency on the winner, in game currency can be earned and used to upgrade robot parts and buy more.

Iteration 3:

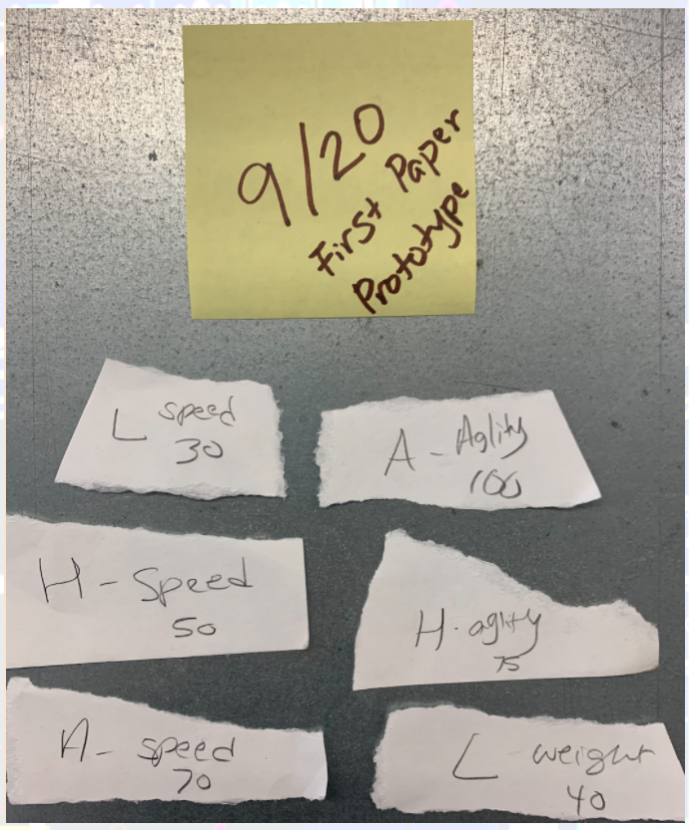
- An app based on building modular robots that are a part of various “races” in space. These races are each based on a specific element of space : gravity, light, and absolute zero. These elements made up our rock-paper-scissor-style battle system where gravity beats light beats absolute zero beats gravity. In this version players would build robots based on these elements/races and fight other players and their bots built based on these elements/races in order to be victorious.

Iteration 4:

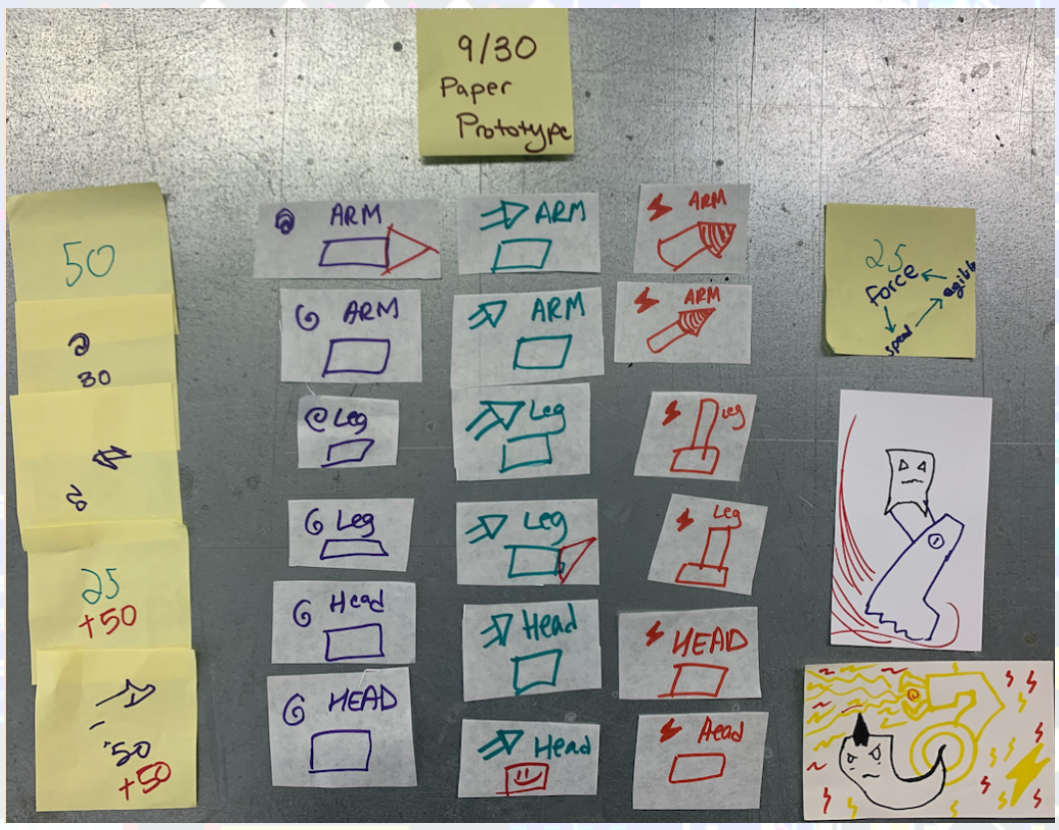
- An app in which players build their robots through different rounds of battle and a stamina point system in which players can boost their cards to make them more valuable and likely to win. Winning cards are decided through the same element system of force, speed, and agility.

EARLY CONCEPTS

Paper Prototype 1
Game Iteration 2



Paper Prototype 2
Game Iteration 2



Paper Prototype 2
Game Iteration 4

Final WarBots Game

GAME OVERVIEW

Title: WarBots

Platform: IOS & Android

Genre: Card Game/Deck Builder

Rating: T for Teen

Target: Causal Gamer (13+)

WarBots is a third-person competitive card and deck building game. Each turn players deal place a card down simultaneously from their faced down deck and the higher value card prevails. The card's values are based on a rock-paper-scissors system in which speed beats agility, agility beats force, and force beats speed. The player with the winning card takes both their card and their opponent's card and places it in their "inventory". Each card features a robot part based on its respective element.Once both player's are out of cards they then revisit their inventory for Round 2 of the game. In Round 2 players match their cards together to create "built" robot cards and decide which of the combined elements they would like that robot to represent. Once the robots are built and elements are chosen, Round 2 proceeds as Round 1, and whatever cards Player's win become part of their permanent galley which they can show off and use in special WarBot's tournaments. A luck and strategy game, player's must remember...all is fair in luck and war!

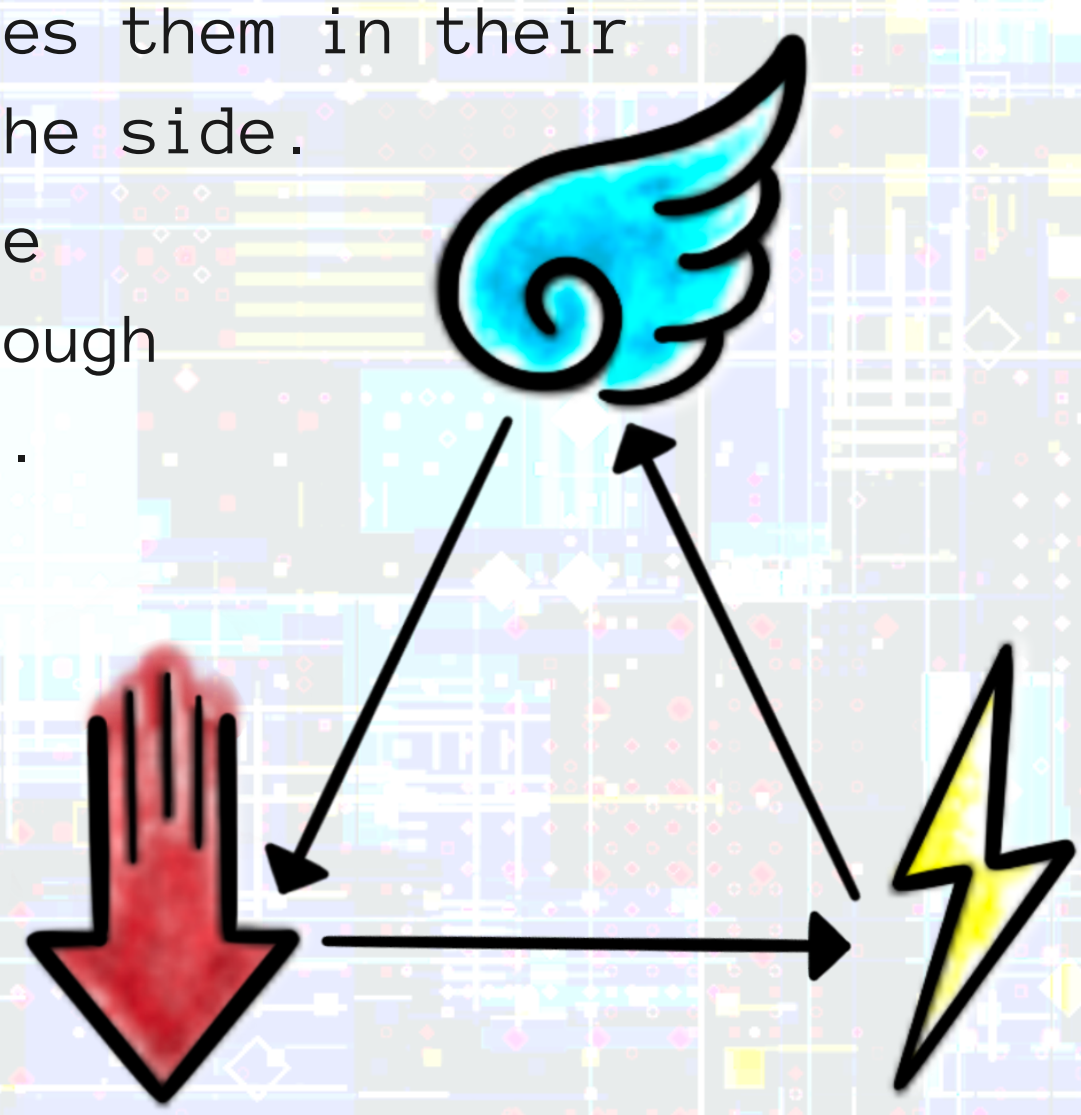
GAME RULES

- The deck is divided evenly and dealt face down.
- Each player places their stack of cards face down in front of them.
- Each turn players turn up a card at the same time as their opponent and the player with the higher card takes both cards and places them in their inventory on the side.
- Card values are determined through element system.

Force › **Speed**

Speed › **Agility**

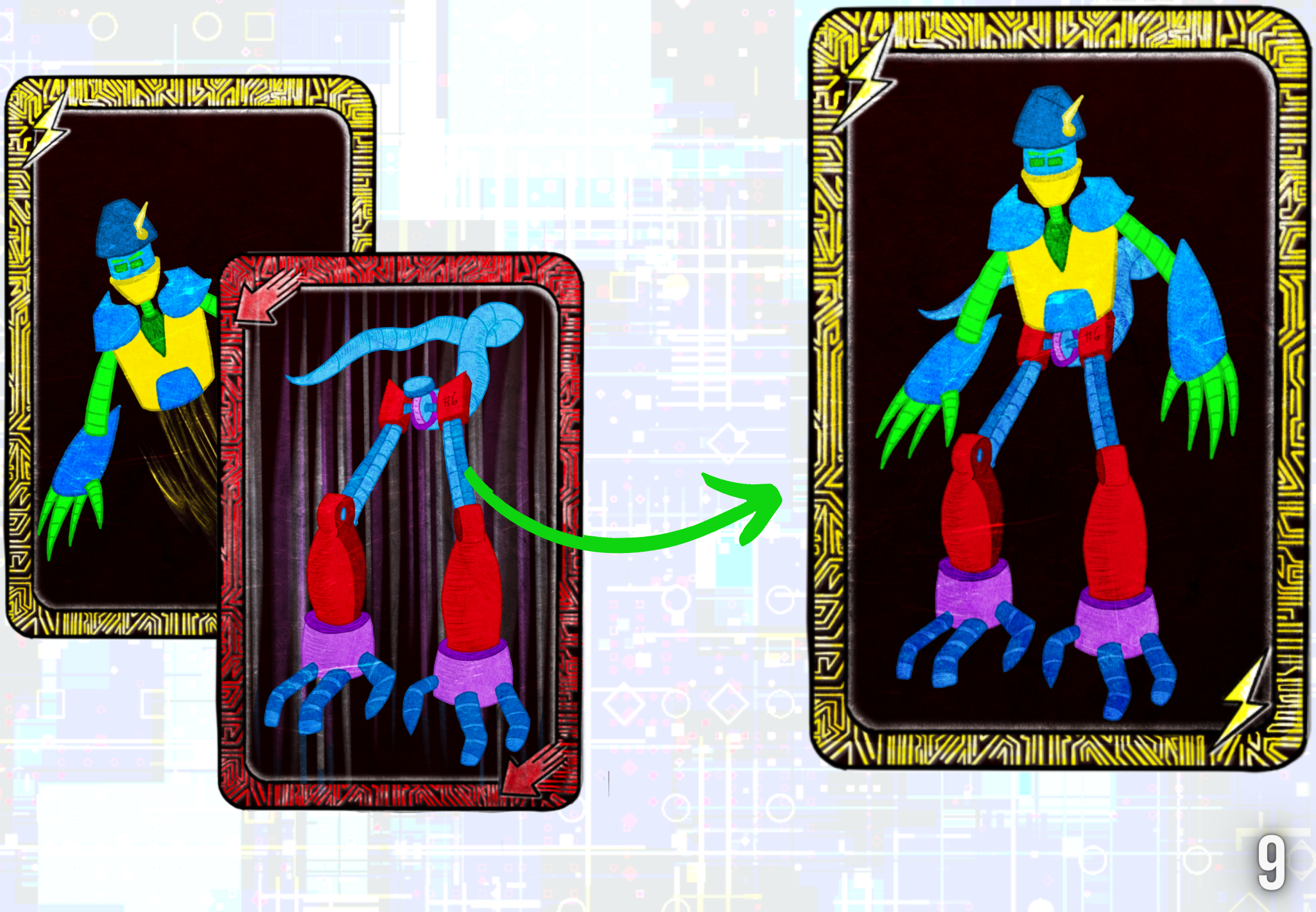
Agility › **Force**



- After both players runs out of cards Round 2 begins.

GAME RULES

- After both players runs out of cards Round 2 begins.
- Players now have access to their inventories and can pair robot parts together that are part compatible, for example a body and limbs. Cards of different elements can be combined.
- After creating their robots players must decide which of the part elements they would like their new built robot to be.



GAME RULES

- After building their robots Round 2 progresses just like Round 1 in which players each place down a card (a built robot card) and the winning element prevails.
- After the Round is completed players keep any built robots they have won and their opponents that they have also won.
- Built robot cards are placed within the player's Gallery.
- In the event of a tie in either Round players then place one card face down and another faced up to break the tie, this is done until the tie is broken.

ROBOT LINEUP

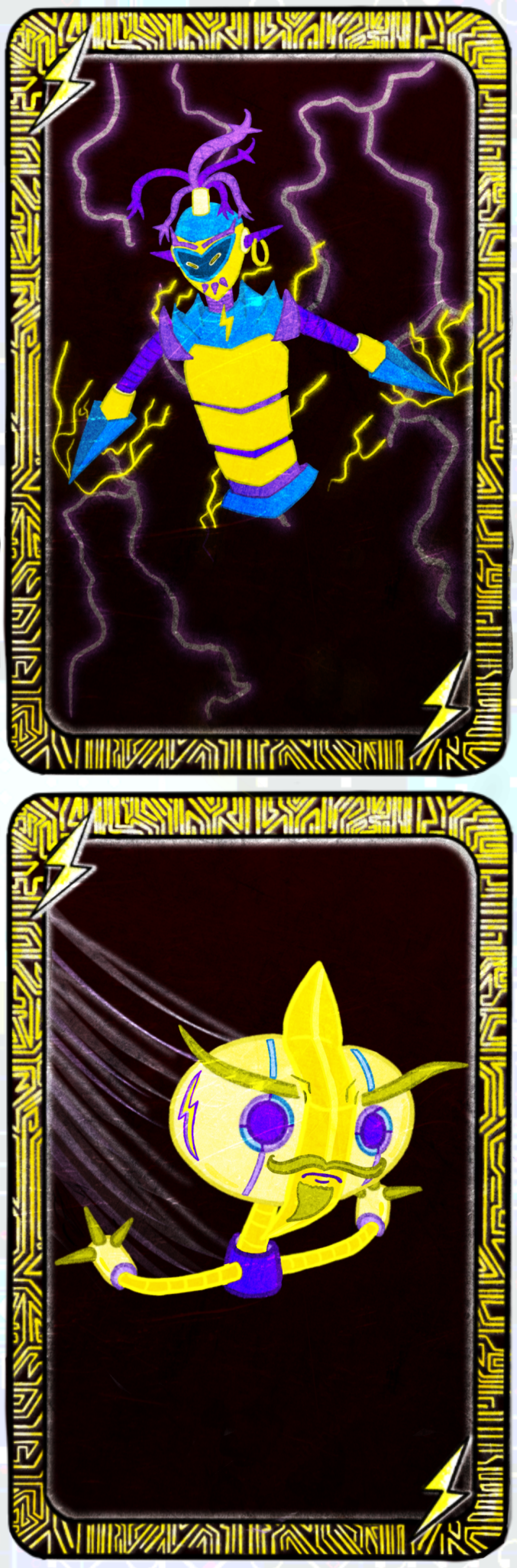
-Colored and textured cards

-Designed cards and backgrounds

SPEED BOTS

ROBOT LINEUP

SPEED BOTS

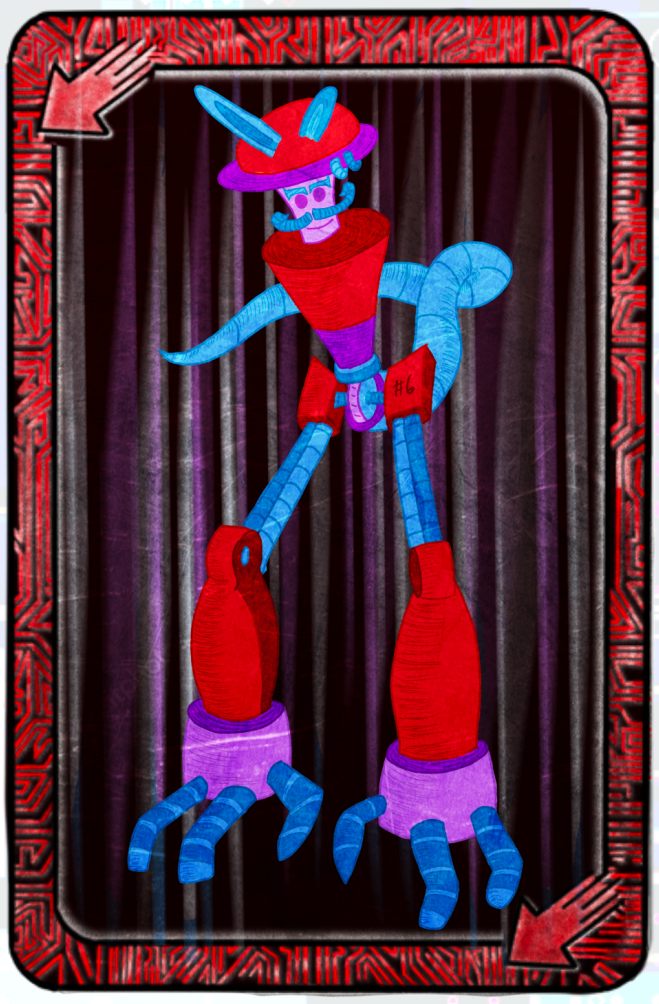


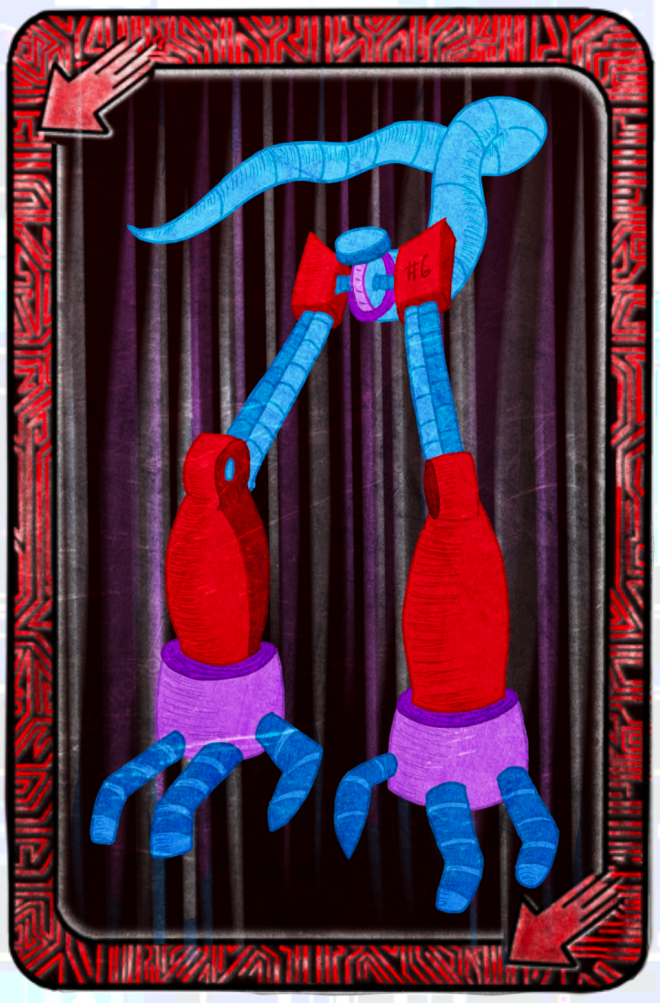
ROBOT LINEUP

FORCE BOTS

ROBOT LINEUP

FORCE BOTS





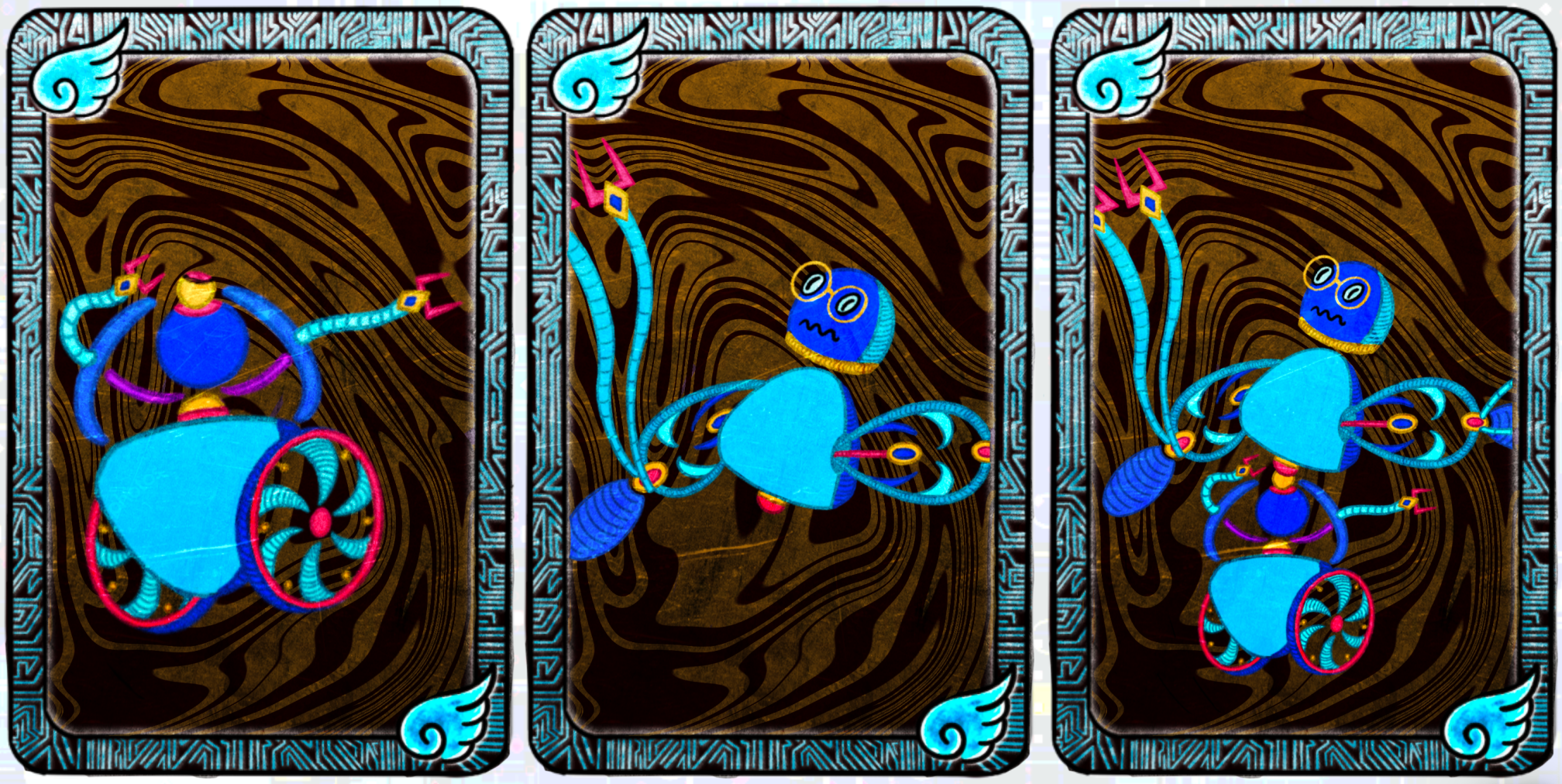
ROBOT LINEUP

-Designed Agility Robots

-Colored and textured Cards

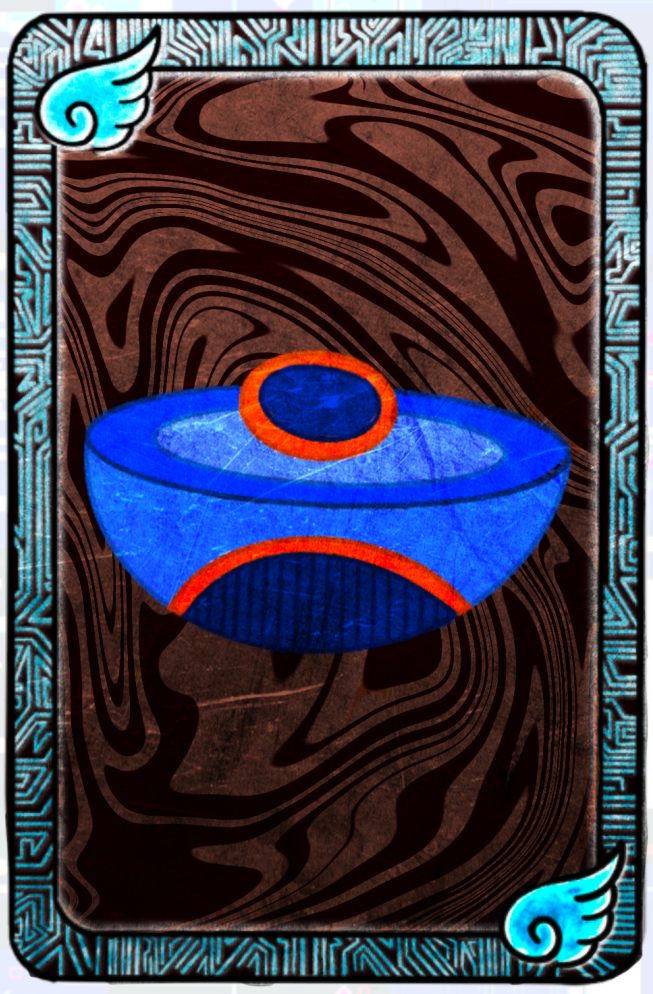
-Designed card and backgrounds

AGILITY BOTS



ROBOT LINEUP

AGILITY BOTS



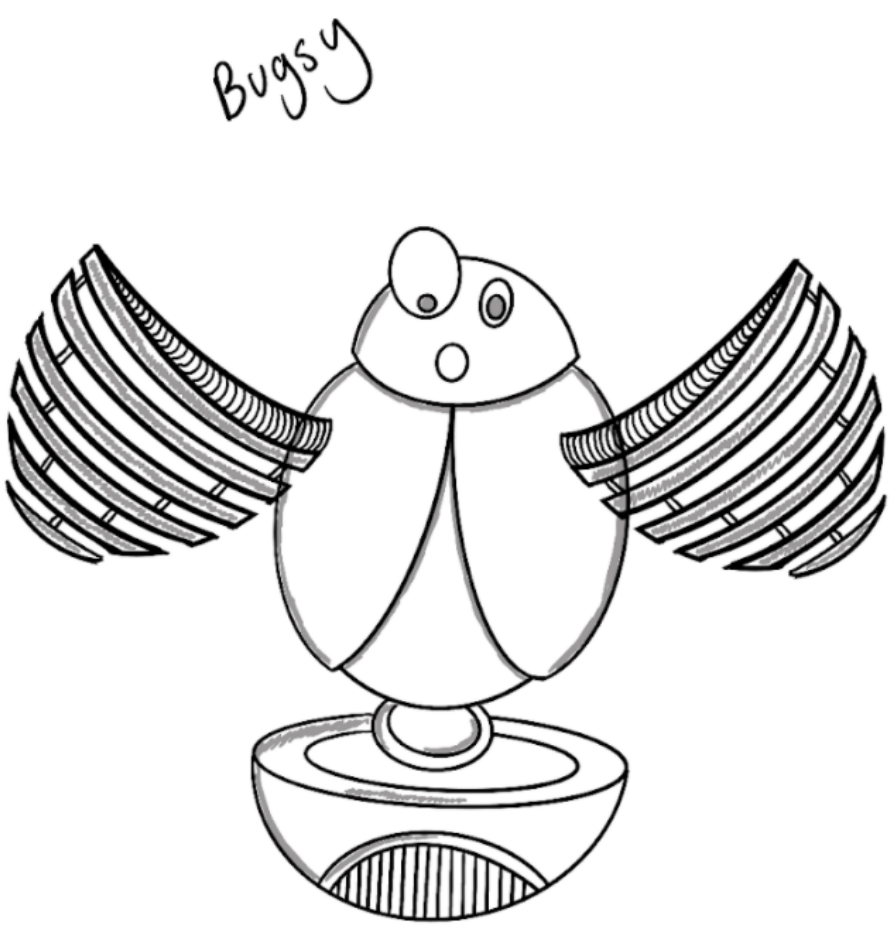
ROBOT LINEUP

AGILITY ROBOT SKETCH PROCESS :

ROBOT LINEUP

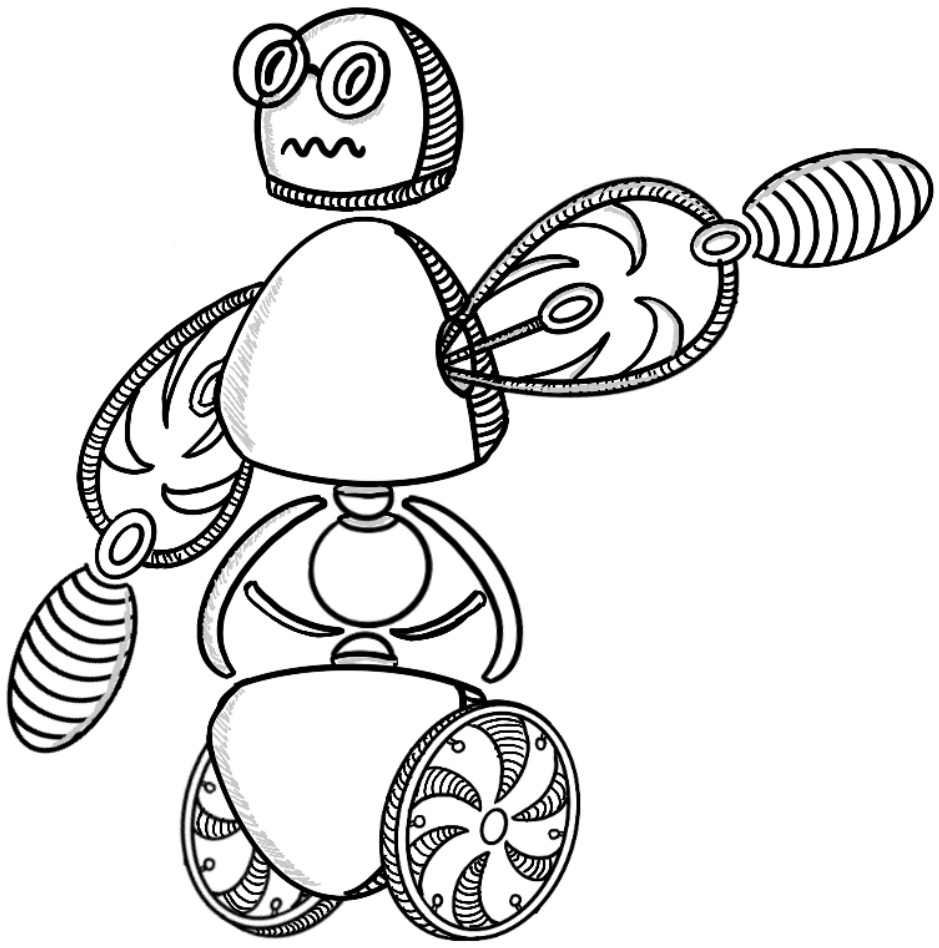
AGILITY ROBOT SKETCH PROCESS :

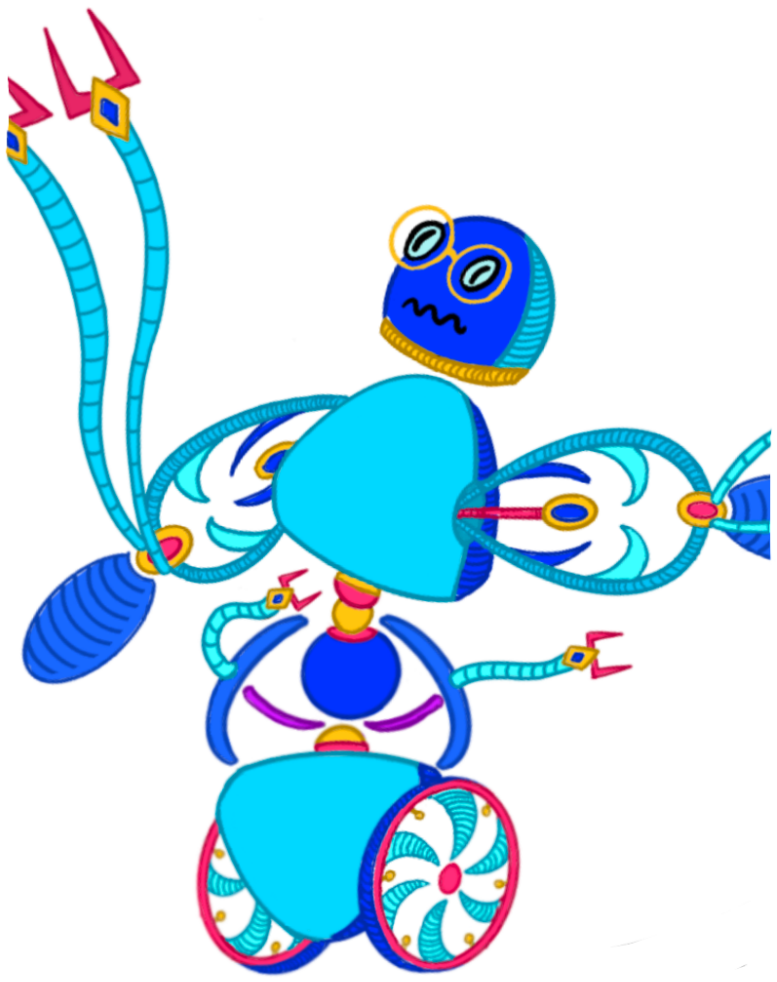
Bugsy



ROBOT LINEUP

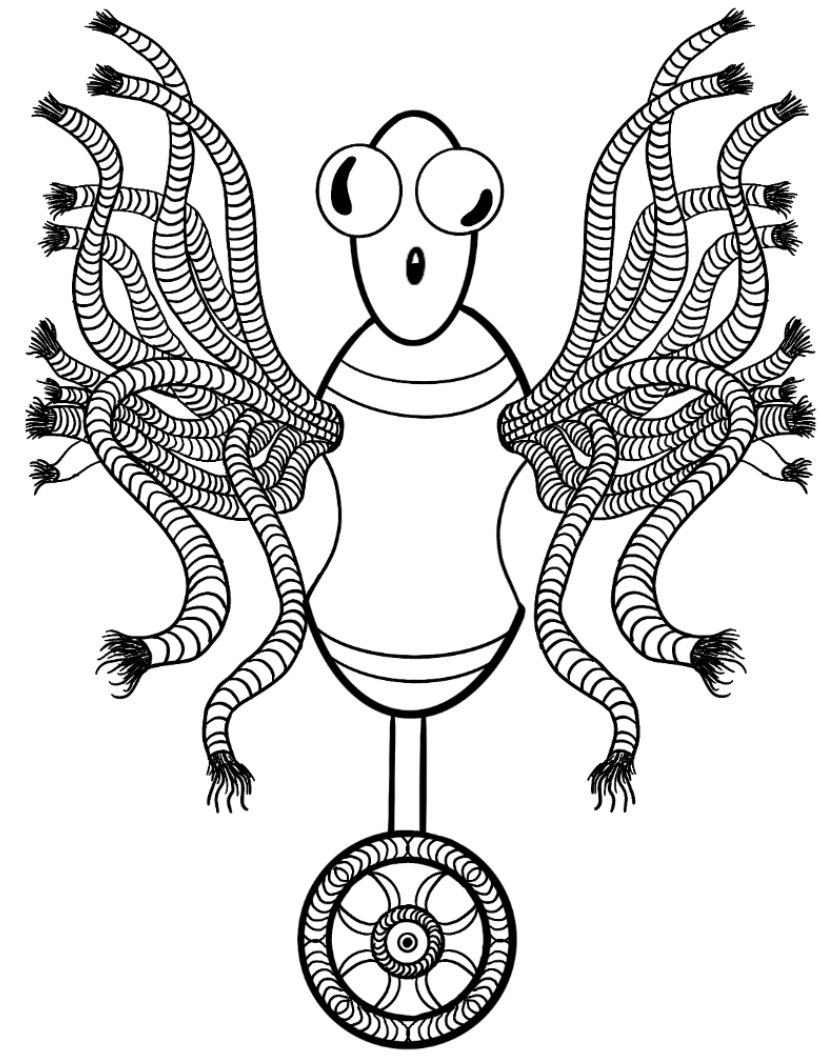
AGILITY ROBOT SKETCH PROCESS :

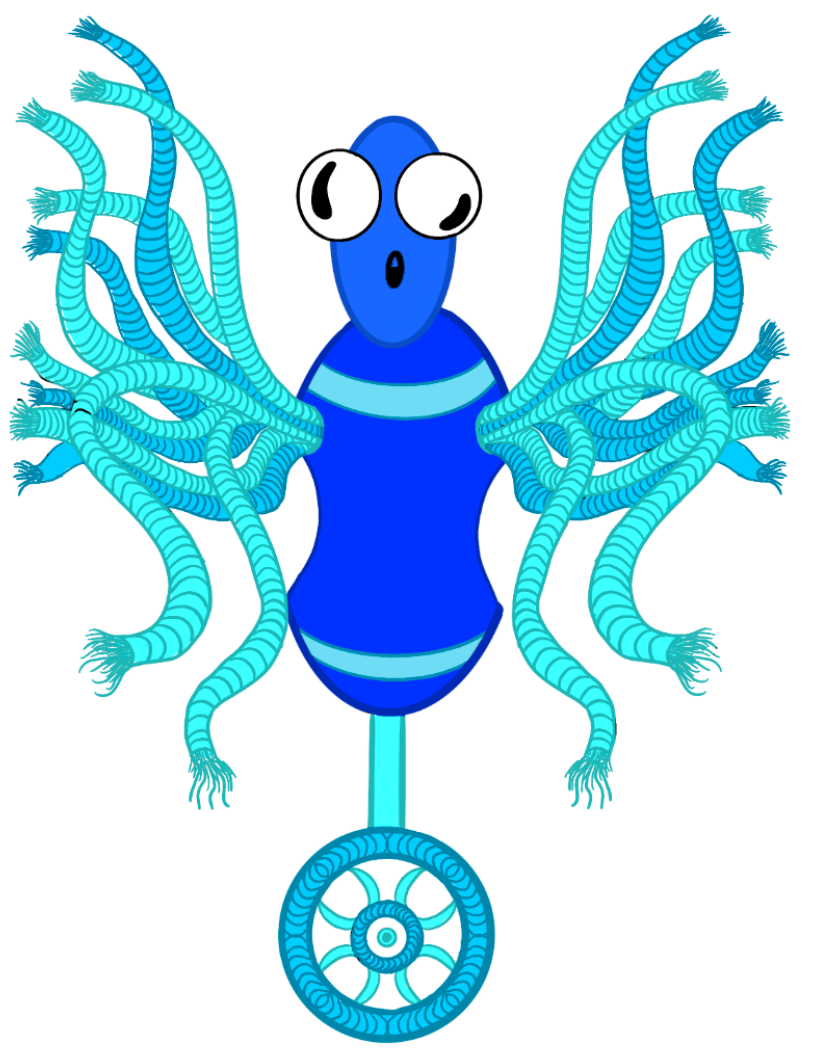


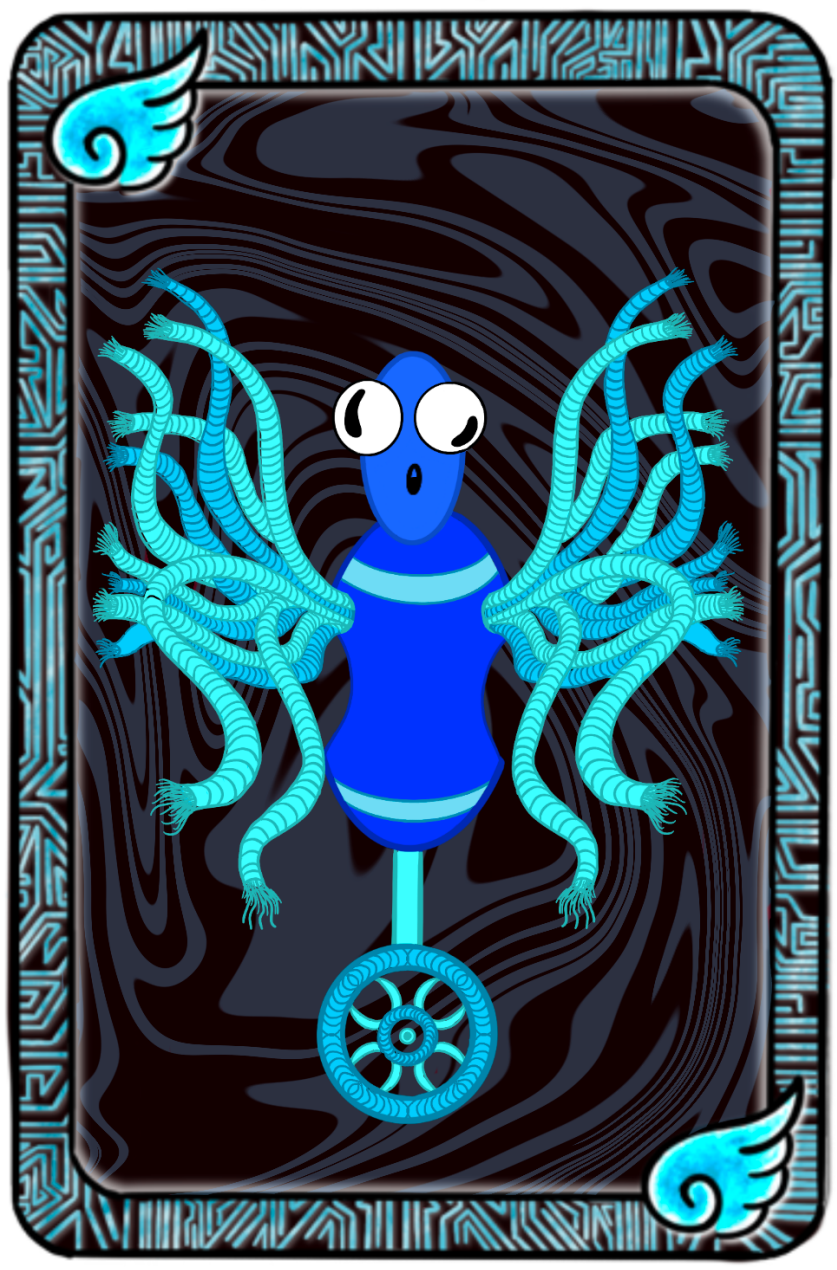


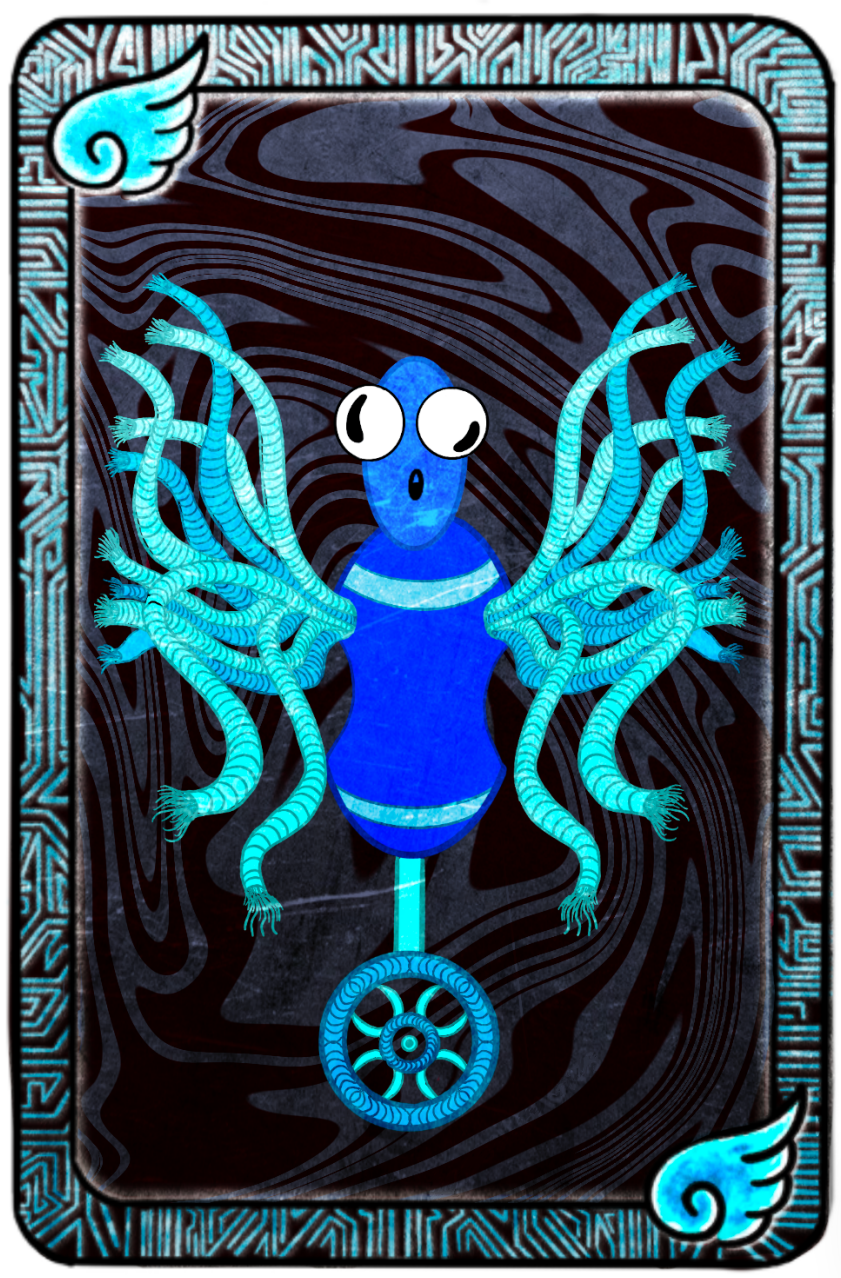
ROBOT LINEUP

AGILITY ROBOT SKETCH PROCESS :



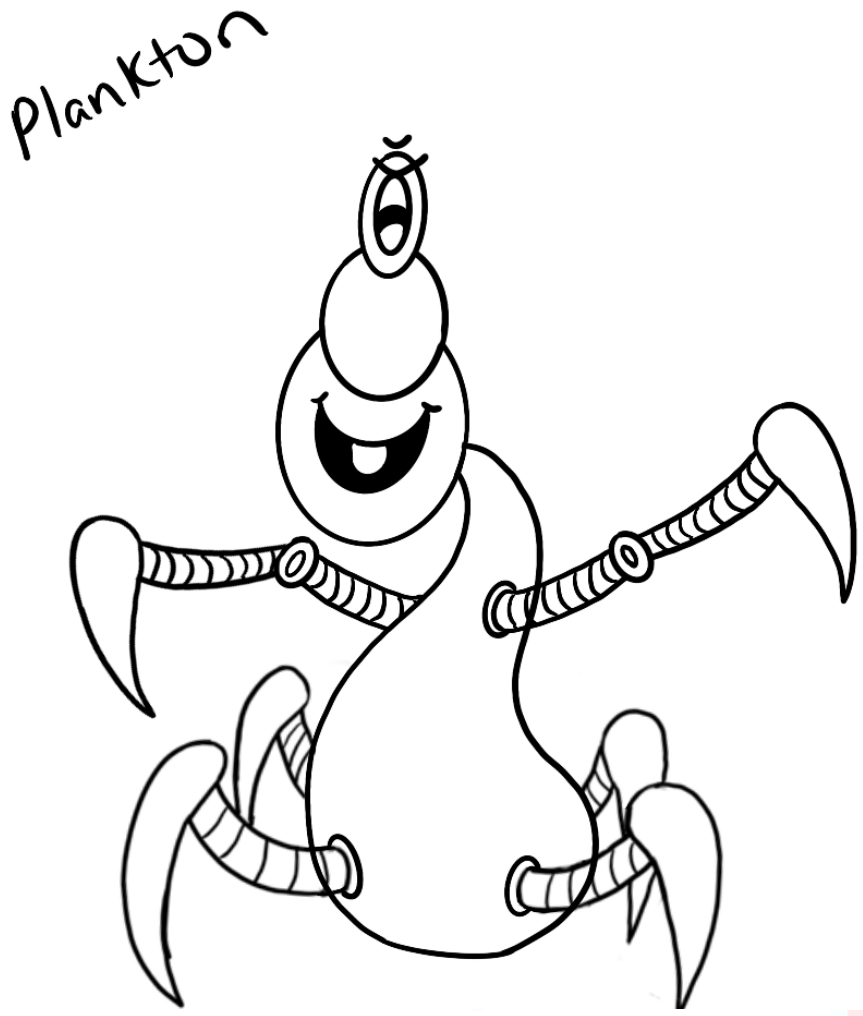






ROBOT LINEUP

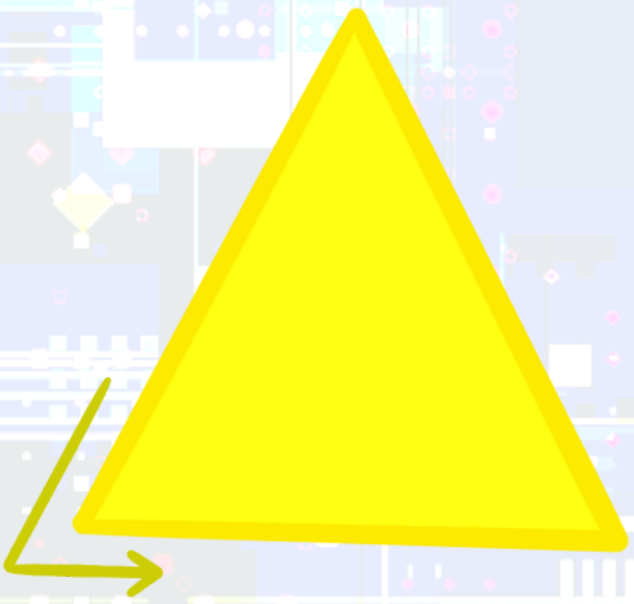
AGILITY ROBOT SKETCH PROCESS :



VISUAL DESIGN

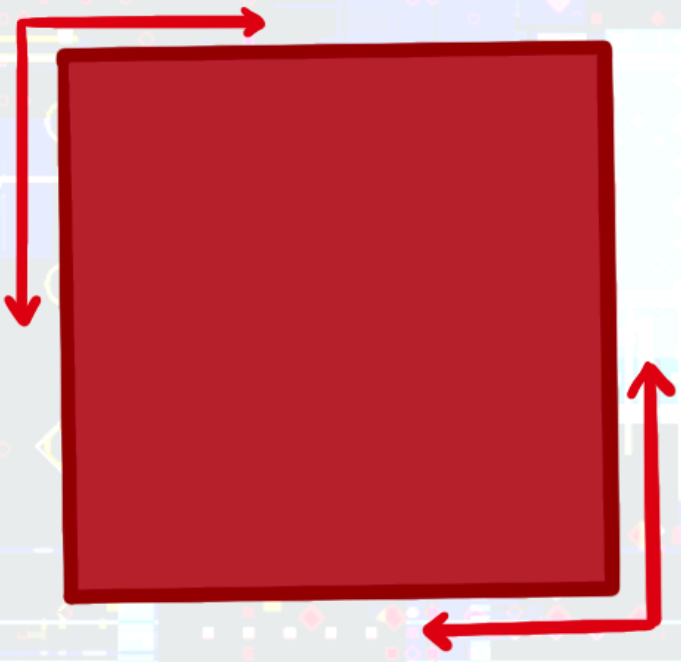
SHAPE LANGUAGE :

SPEED



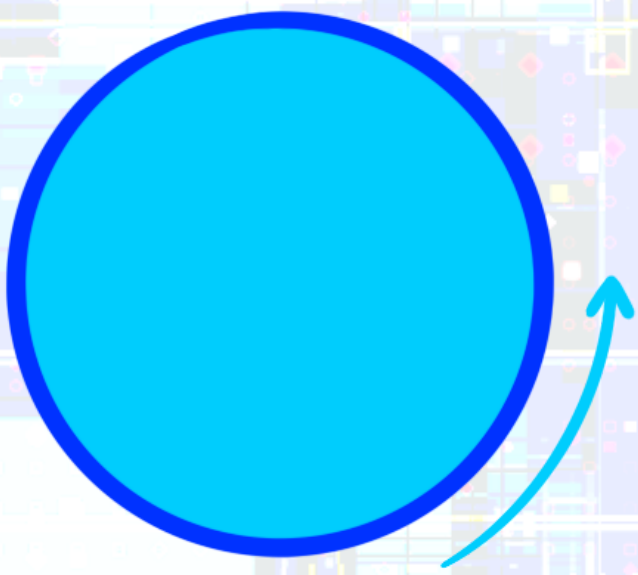
THE SPEED ELEMENT'S DESIGN IS BASED ON A TRIANGLE. THE SPEED ROBOTS AND THEIR SYMBOL ALL FEATURE HARD EDGES AND ANGULAR CURVES AND ALL ALLUDE TO SOME KIND OF MOTION.

FORCE



THE FORCE ELEMENT'S DESIGN IS BASED ON A SQUARE. THE FORCE ROBOTS AND THEIR SYMBOL ALL FEATURE HEAVY RIGHT ANGLES AND PORTRAY THEIR WEIGHT AND STRENGTH.

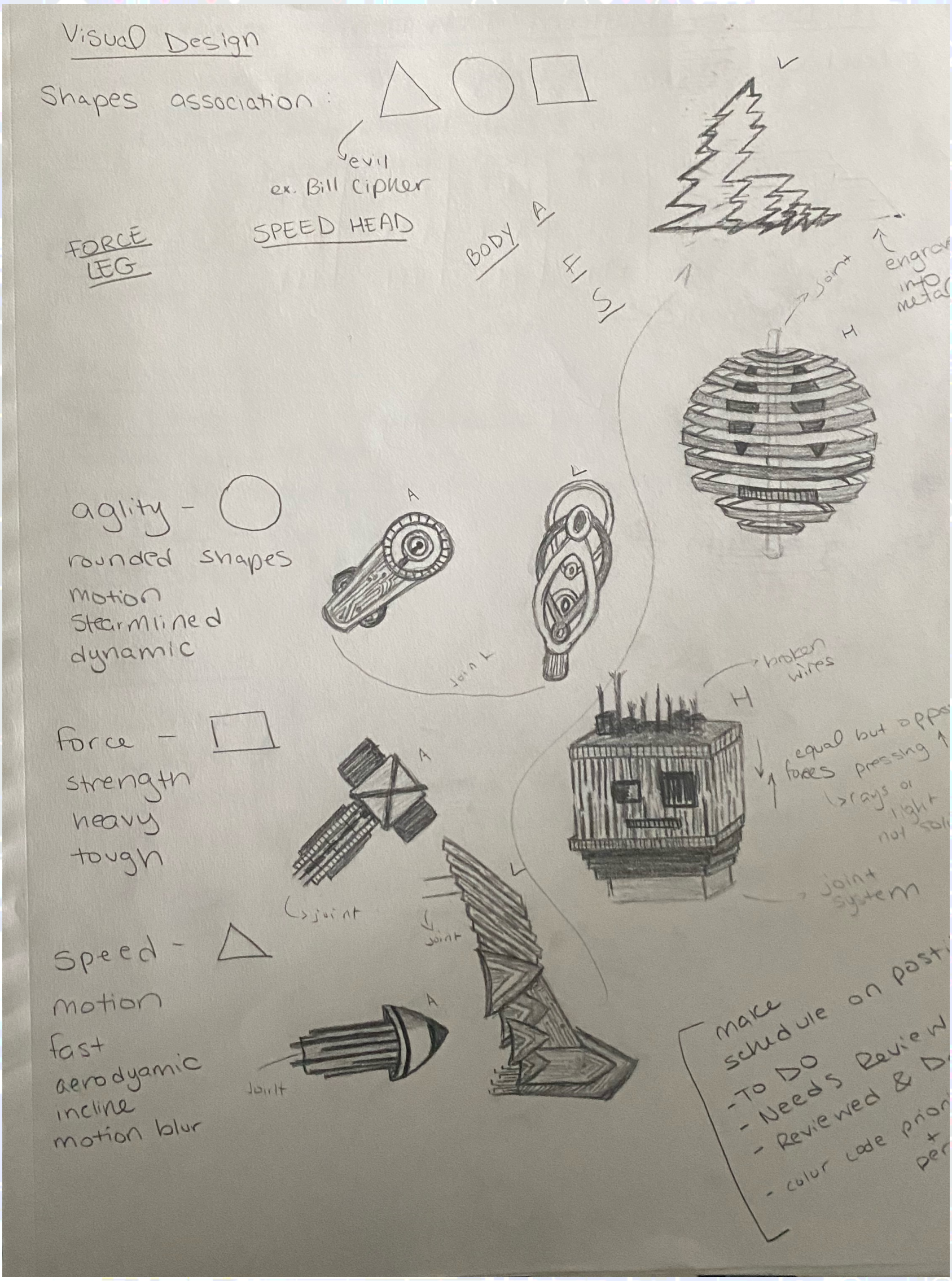
AGILITY



THE AGILITY ELEMENT'S DESIGN IS BASED ON A CIRCLE. THE AGILITY ROBOTS AND THEIR SYMBOL ALL FEATURE FLOWING CURVES AND A MORE AERODYNAMIC AND STREAMLINED DESIGN ALLUDING TO THEIR AGILE NATURE.

VISUAL DESIGN

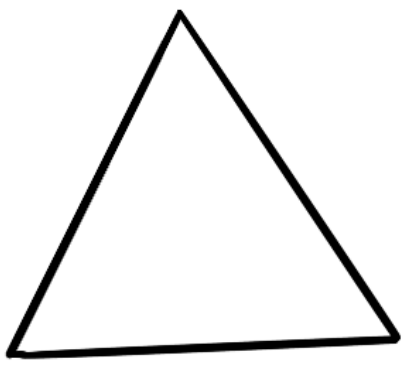
SHAPE LANGUAGE SKETCHES :



VISUAL DESIGN

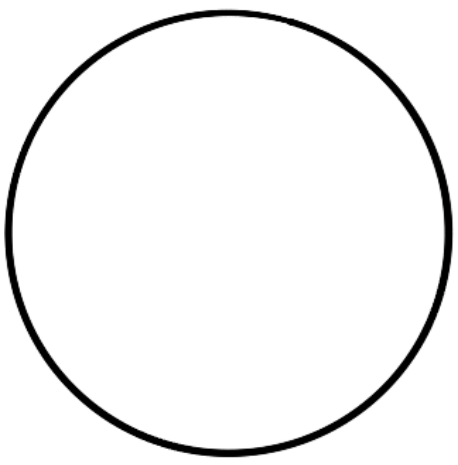
SHAPE LANGUAGE SKETCHES :

Visual Design



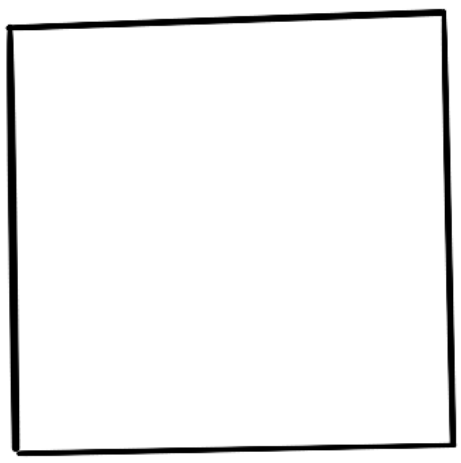
Speed

- angular sharp lines
-
based on symbol for speed
- motion



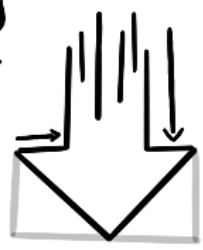
Agility

- smooth flowing curves
-
based on agility symbol
- aerodynamic
  - open curves
  - streamlined



Force

- heavy right angles
- strong
- weight



- symbol for force

Parts for each element + card design based on corresponding shape

VISUAL DESIGN

ELEMENT SYMBOLES & COLOR PALETTES:

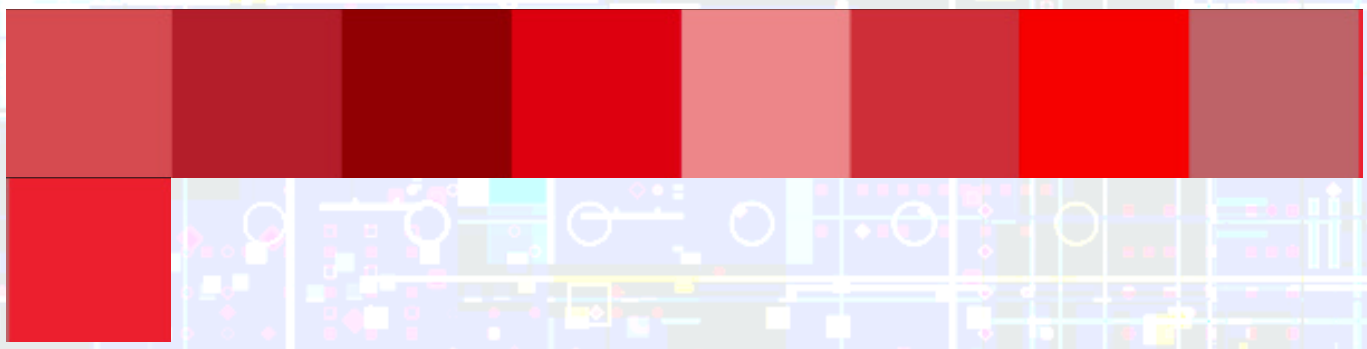
SPEED

Speed is depicted through different shades of yellow alluding to lighting and a bright color and sense of movement and vibrancy.

AGILITY

Agility is depicted through different shades of blue alluding to water and ssense of fluidity and a streamlined design.

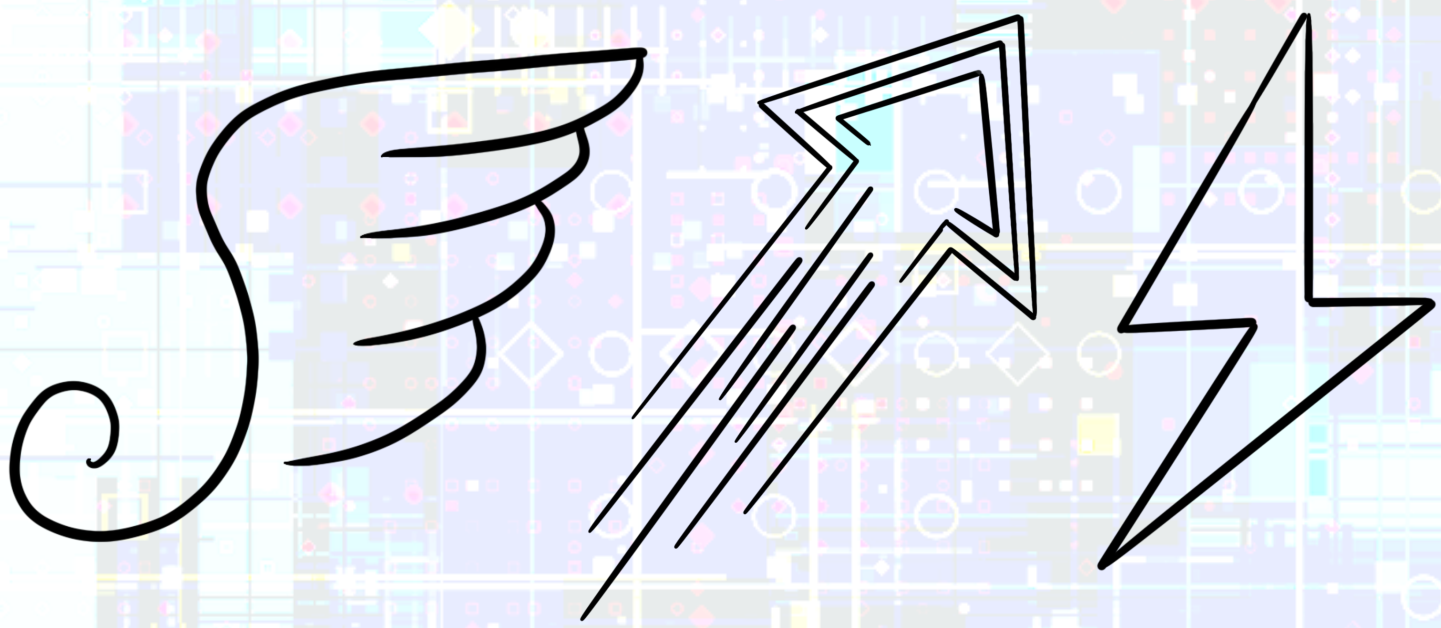
FORCE



Force is depicted through shades of red alluding to a heavy and powerful color and a sense of weight and strength.

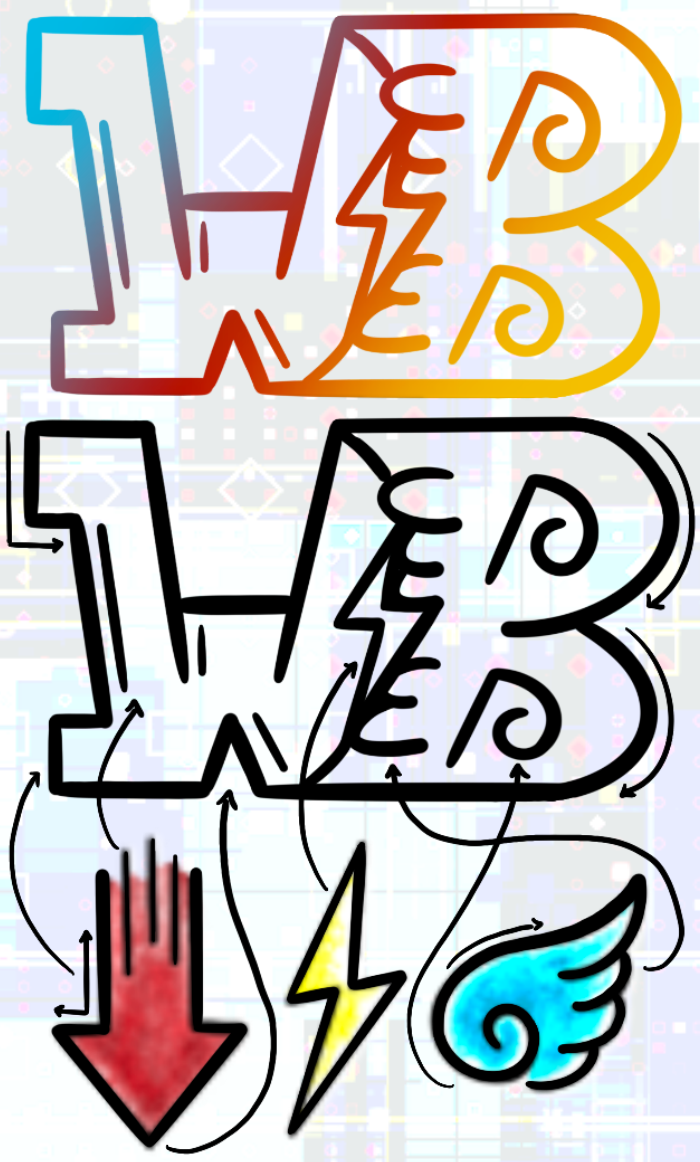
VISUAL DESIGN

ELEMENT SYMBOLES & COLOR PALETTES SKETCHES:



VISUAL DESIGN

WARBOTS LOGO :

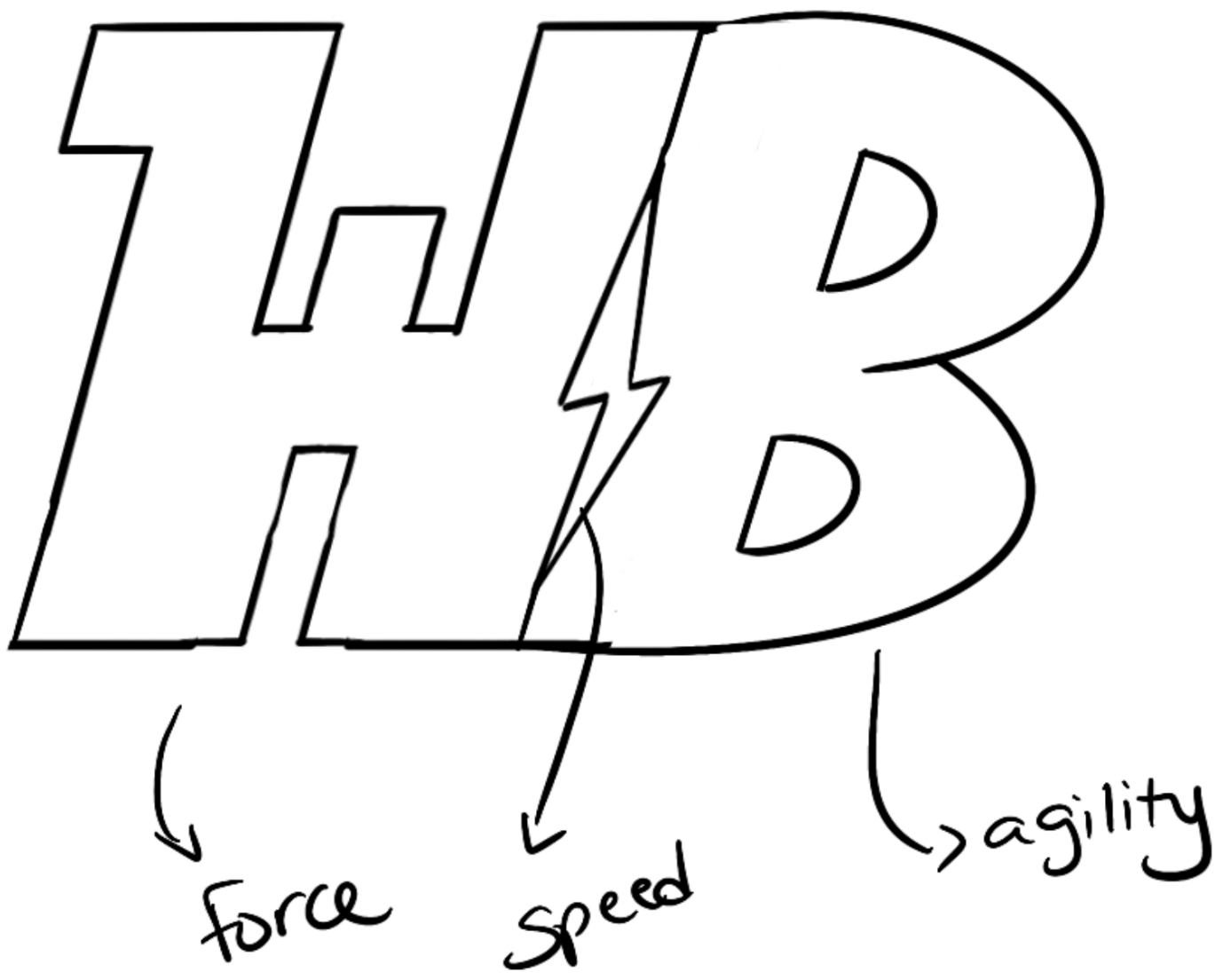


The WarBots logo features the abbreviation for the game "WB" and is based on the shape language and symbols for each element. The W is based on Force and features boxy angles and line work. The speed symbol is shown between the W and the B separating the two. The B is made using the curves and swirls of the agility symbol. The colors are a gradient of each of the element's colors.

COLOR PALETTE:

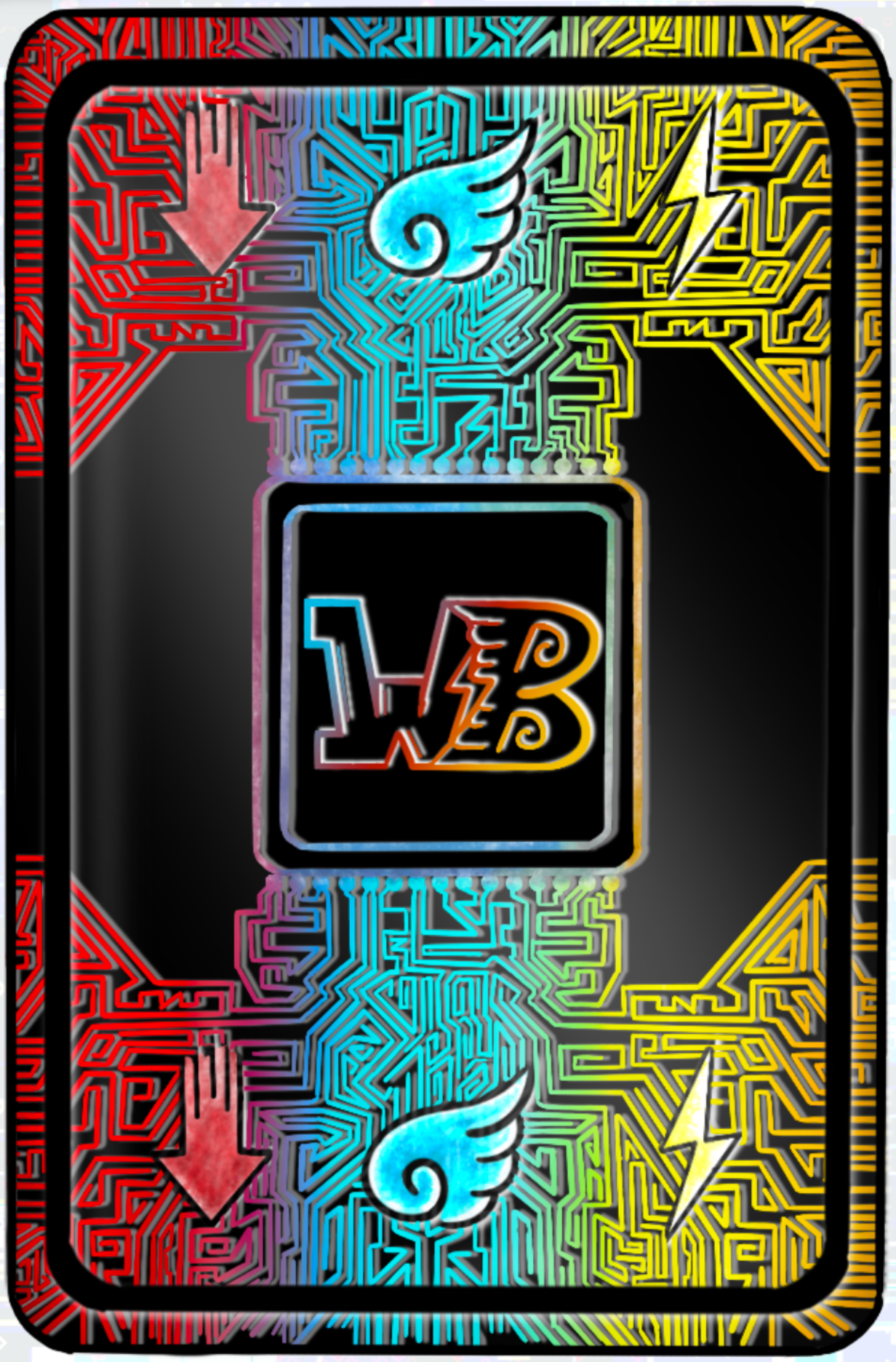
VISUAL DESIGN

WARBOTS LOGO SKETCH :



VISUAL DESIGN

CARD DESIGN:



- The back of the card features line work based on a circuit board alluding to the robotics aspect of the game.
- The color scheme features a textured gradient of each of the element's colors and their respective symbols over it
- The WB logo is centered within the design.
- Each card back is the same to allow for players to not know the card's element

TEXTURE OVERLAY:

COLOR PALETTE:

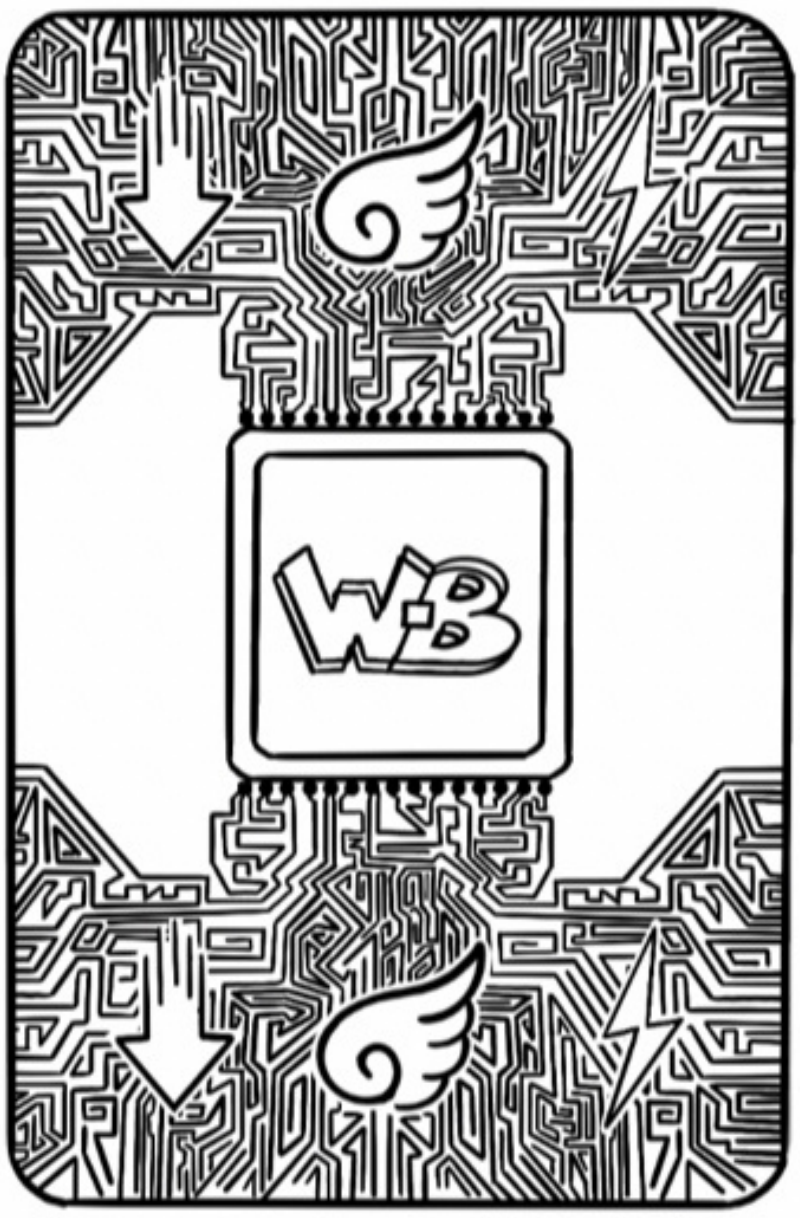
VISUAL DESIGN

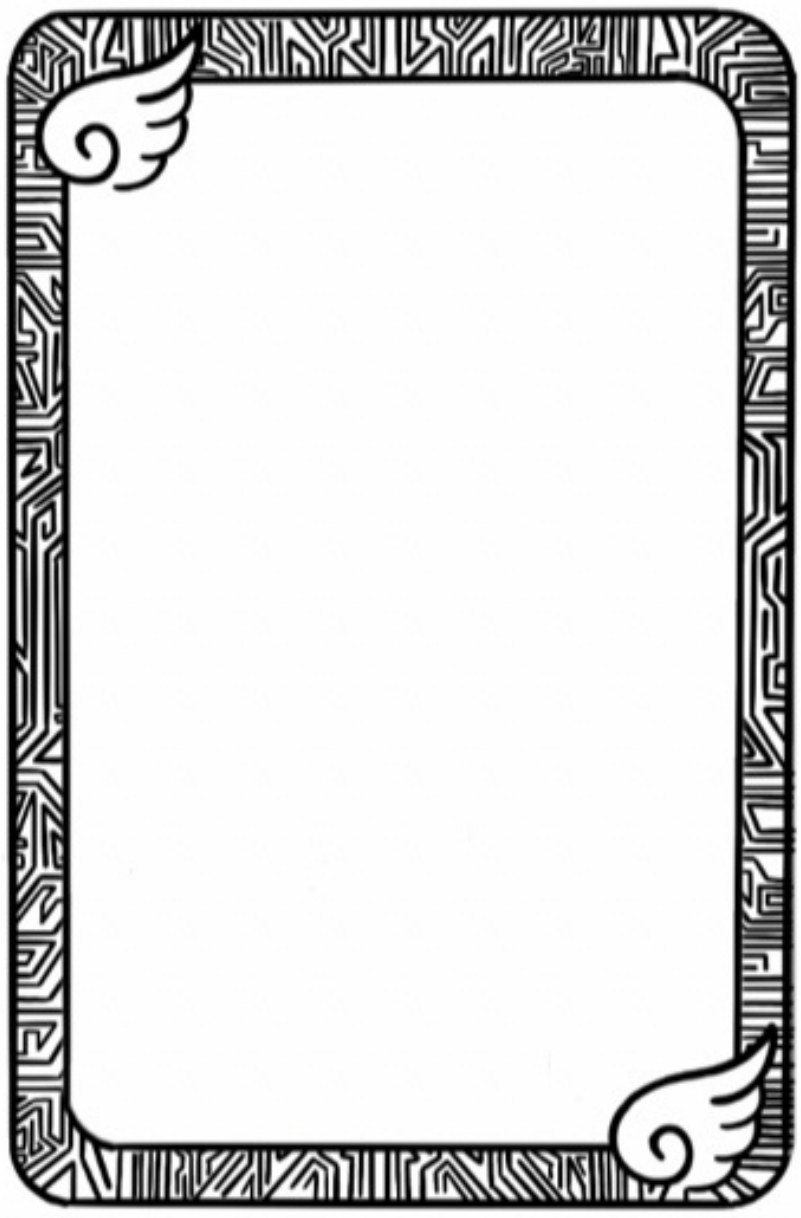
CARD DESIGN :

- The front of each card features a border showcasing its respective element.
- Elements are shown through their symbol and color.
- Cards contain the same textured circuit board pattern as the front of the card.

VISUAL DESIGN

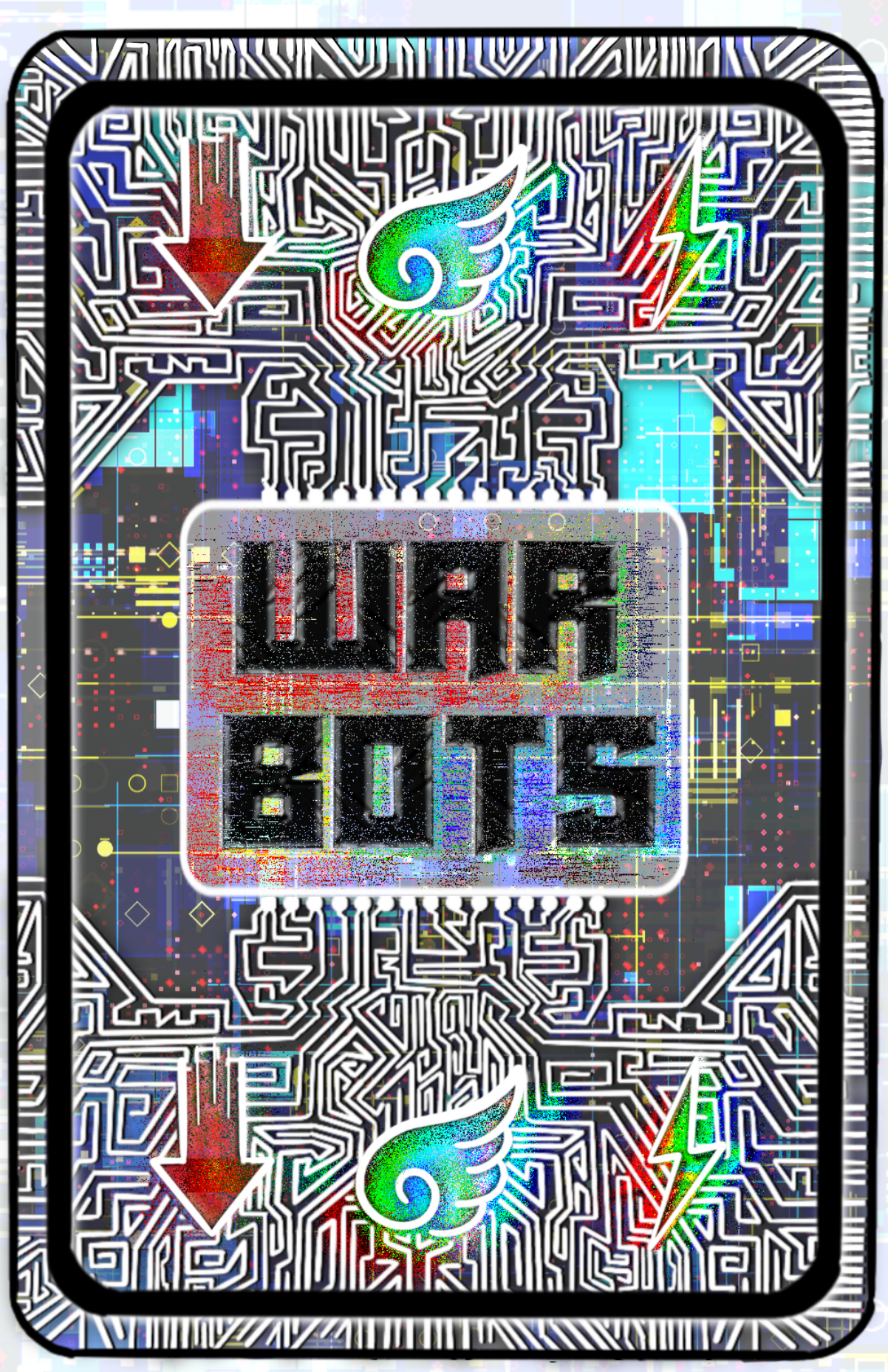
CARD DESIGN SKETCH:





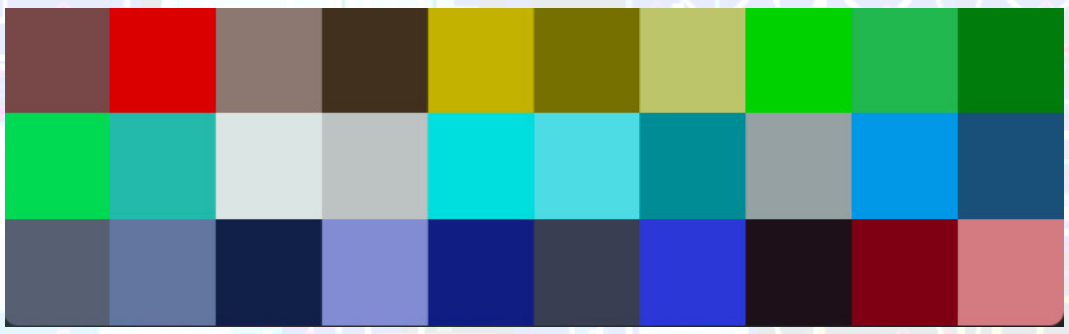
VISUAL DESIGN

GAME POSTER DESIGN :



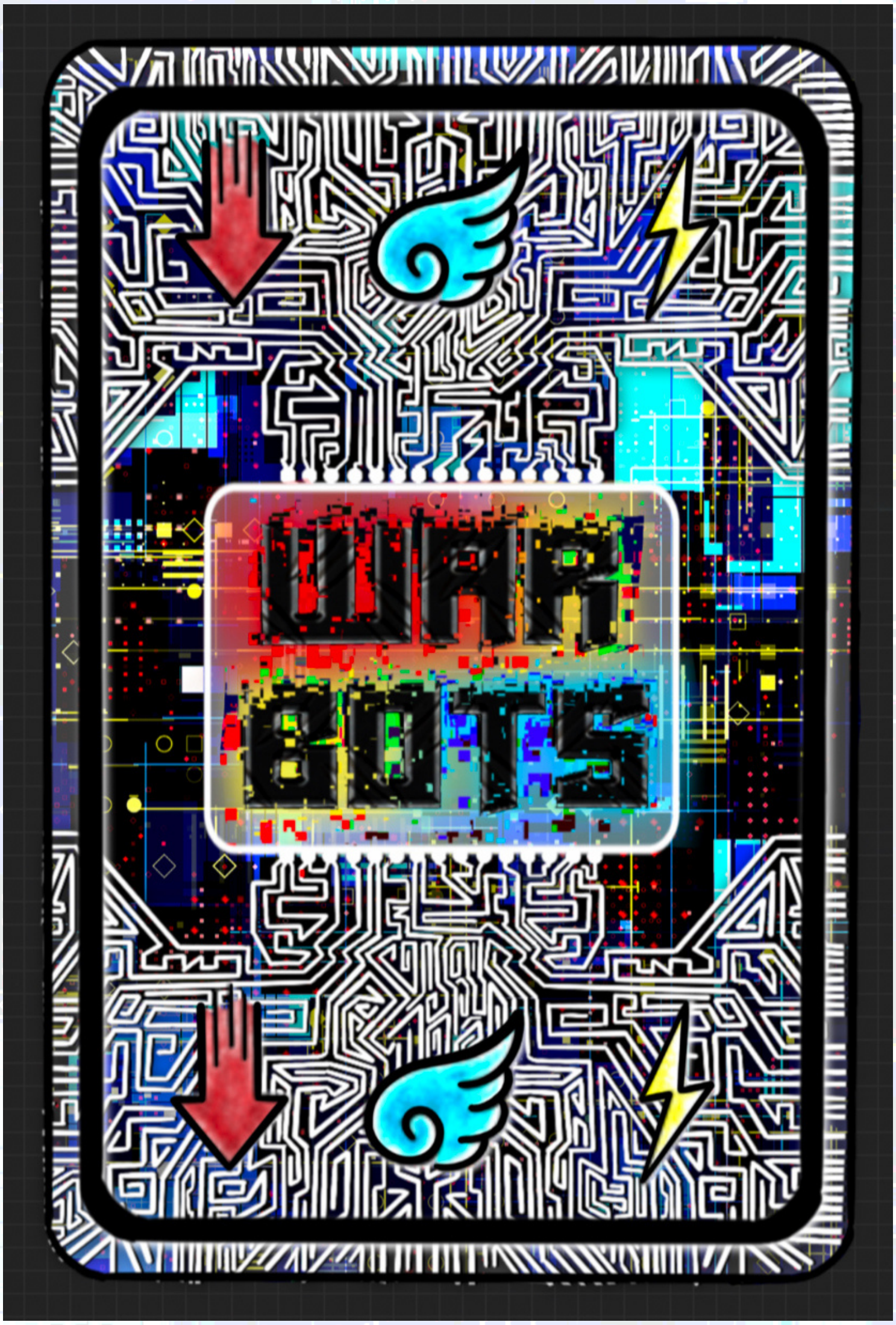
- Poster is based on the card design but in reverse, with white line work rather than black and a colorful glitch effect over the element symbols and WarBot title.
- The glitch effect is a reference to the robotics aspect of the game.
- The WarBot title is written using the custom Cyberjunkies font.

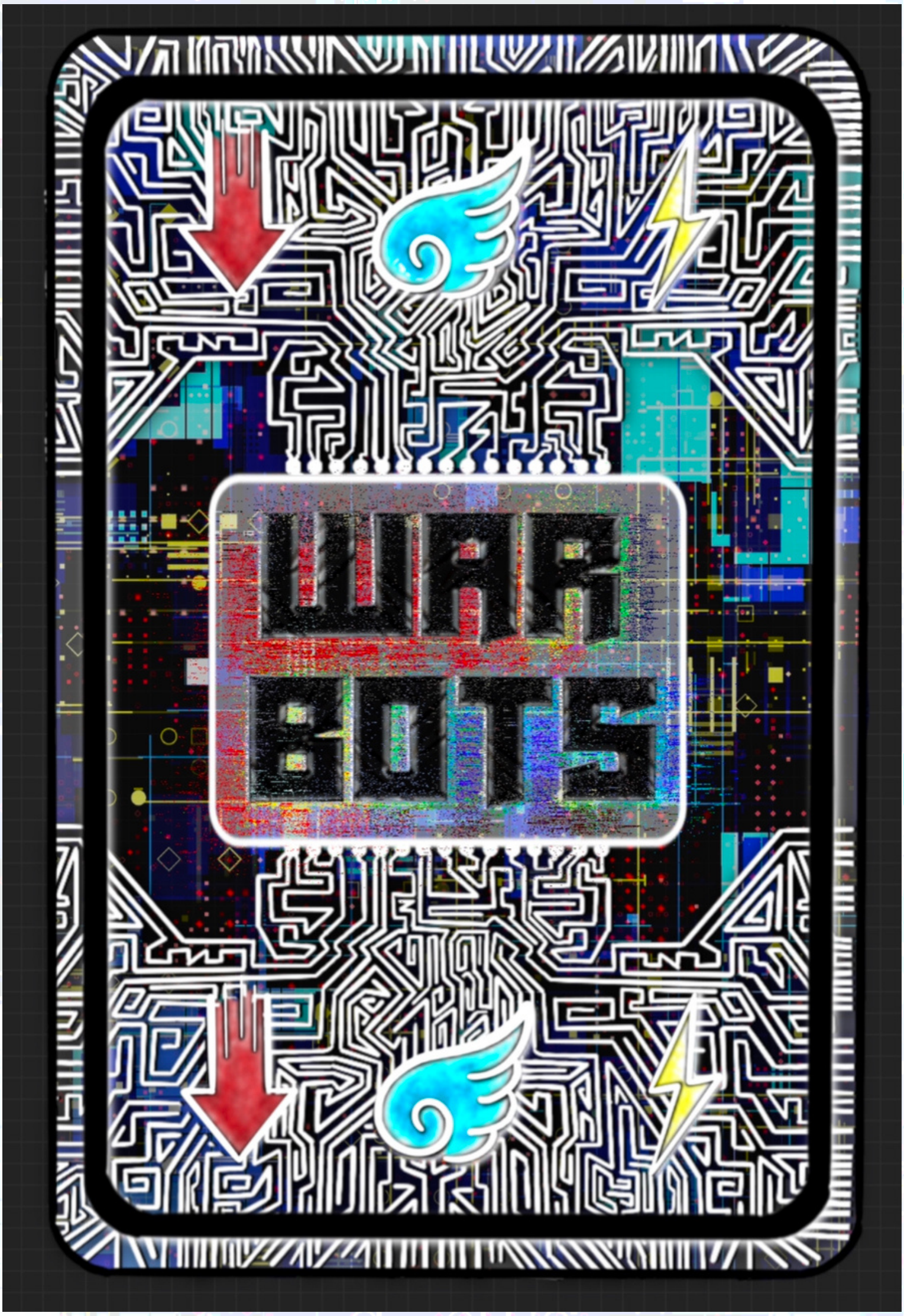
COLOR PALETTE:



VISUAL DESIGN

GAME POSTER VERSION 1:



VISUAL DESIGN

GAME POSTER VERSION 2: