Oktoberfast

"Wo ist mein bier!?"

Je ne sais quoi

Joel Shuart, Josh Malmquist, Charles Williams, Kevin Idzik, and John Palermo

Description

Welcome to Oktoberfast, an up and coming tavern! You are a server who must run around the bar delivering drinks to patrons without spilling all the beer in the process. Remember: our customers won't wait long for their beer, so get them their beer.

Game Features

- Deliver beer to each patron patron before the timer runs out
- Each successful delivery will reward you with a tip
- Don't spill too much beer in order to get a good tip
- Serve as many patrons as you can before the time runs out

Work Documented

- Kevin Idzik
  - Movement (strafe and rotation/accelerometer)
  - Controls screen/icons (menu item and pregame)
  - Beer delivery/tipping (monetary)
  - Table collision events (beer spill/table blink)
  - Game replay/singleton recreation management
  - Cut/balanced audio
  - Performance improvements
  - Minor level asset population
- Joel Shuart
  - 2D Art Assets
  - Sound manager script
- Charles Williams
  - Beer sloshing and tipping
  - Beer spilling
  - Bouncing off of walls (collision/knockback)
  - Balancing movement values/rotation rates for stein and beer
  - General bug-fixing
- Josh Malmquist
  - Main Menu
  - Game UI/End Level screen
  - Menu/UI System Management
  - Level Timer
  - Prop assetfication of OG level and part of current level
  - Lighting

- ○ Patron Randomization and switching
- ○ Pause Menu
- ● John Palermo
  - ○ Design drawings for various hallways levels
  - ○ Greyboxing of various hallway levels, main open hall level
  - ○ Replacing greybox with assets in main open hall level

Images/Video

Patron To Serve
Sir Joel
Patrons Served: O
0:04

Patron To Serve
Sir Joel
Patrons Served: O
0:11

Deliver Beer

Press the screen to slow down

Oktoberfast

Start

Controls

Credits

Sir John

Patrons Served: 0