

CRYSTAL WARS

Created for: ICT333 at Murdoch University

With: My First Gorilla Studios (<http://www.myfirstgorilla.com>)

Time: 13 Weeks

Platform: Torque Game Engine

Awards: Honeywell Industrial Information Technology Prize

Roles: Game, Character and Interface Design, Lead Artist, Animator, Scripter

Crystal Wars is a fast-paced, multiplayer oriented game that blends the RTS and RPG genres to create a unique experience. Players form two teams of three-to-five people each, choose from six unique character classes and attempt to be the first team to control five of the seven crystals scattered across the map.

Character classes in Crystal Wars possess a unique skill tree which enables them a huge variety of specialisation thanks an innovative system of upgradeable skills. Short, hectic rounds ensure that players will be able to play one class in dozens of different builds, suiting every occasion.

Crystal Wars uses the award-winning Torque Game Engine with custom-built user-interface and control code, as well as a custom-built skills system and scratch-built characters with shared skeletal animations.

Crystal Wars is the biggest project I have ever been involved with, a fitting testament to our final year at Murdoch University. At a conservative estimate, My First Gorilla Studios logged over 2500 hours of work in those thirteen weeks (all whilst working full time jobs), not to mention tallying up over 100 pages of game design notes, 10,000+ lines of C++ engine code, 20,000+ lines of customized TorqueScript and breaking 700 Subversion revisions. We concepted, modeled and animated 17 unique characters with a total of 85 unique skills.

As one of the Lead Designers I feel the Crystal Wars represents some of our finest work to date. The skill tree design in particular I feel is unique and very powerful, and would not hesitate to re-use a similar system again as I believe it offers great flexibility. I am very proud of the characters I helped create and the work I did. I believe Crystal Wars has a unique look and play system that would make a commercial version of it a very strong success.

More information and links at: <http://portfolio.timtekindustries.com/crystalwars.php>