CHAINLINKED

GAME PRAKTIKUM SS25

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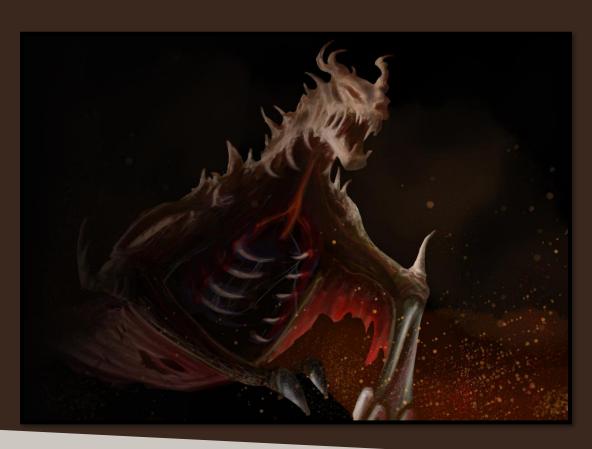Eleftherios Dermatopoulos
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A lot of prototypes

HOW TO MAKE A GAME [GOOD]

- Trying out what works (prototyping)
- Paper prototypes allow trying out new things fast
- Throwing out Ideas is easy
- Trying out multiple things in parallel
- Divide into groups, each working out different ideas
- Exchange prototypes between groups to playtest with a new perspective

WHAT IS CHAINLINKED

- 2D card battler, made in Godot

- 4-Player co-operative PvE

- Players use powerful spells and attacks that they chain together to fight a boss enemy

- Players need to consider Boss effects and each other when making choices, emphasizing teamwork