Playtime

Team Members

Nikki Simke, Kevin James, Joseph Nelson,
Austin Roberts, Katherine Bobby, Hope Kretz

3D multiplayer game made with Unreal Engine 4

The Idea of the Game

Playtime allows the player to take control of one of two characters: an evil doll that is out to kill the little girl she's been given to or a teddy bear that is on a mission to save his best friend and destroy the doll. While the little girl is asleep, these characters sneak through her bedroom in search of a way to accomplish their goals, knowing they have to avoid being seen.

Creation

This game was a collaborative effort between art and computer science students. Artists created 3D assets, characters, and animations using Maya while programmers wrote complex code in C++ to dictate how the game worked. Everything was combined within the Unreal Editor to create the fun and competitive game you see today.

How to Play

Players must navigate the 3D bedroom environment in order to pick up weapons to carry out their goals. The doll wins the game when she returns to the bed and uses one of the weapons on the little girl. The bear wins when he attacks the doll with a weapon and brings her life bar down to 0. The players can grab and move items in the room and use them to reach higher platforms, and they can also make noise when they bump into furniture. The game runs on timed rounds while the little girl is sleeping, and the rounds end at morning. Either player can lose when they are caught moving.