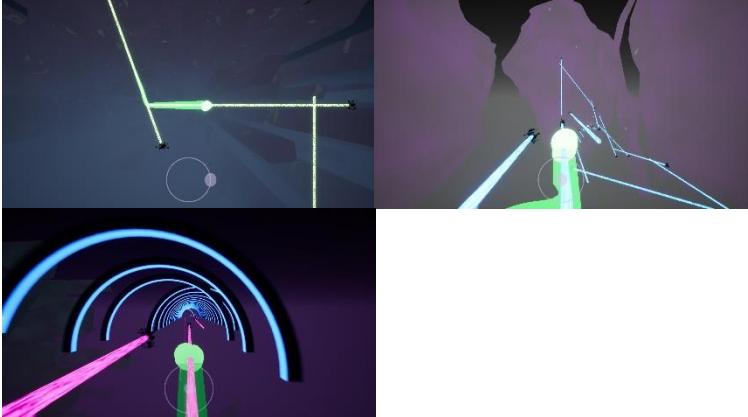# IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: *Live Wire*   Date: *April 15ᵗʰ, 2018*

One-Sentence Description	Live Wire is a fast paced action-arcade game with a tron inspired aesthetic.
List of Team Members and Their Schools	Brad Guerrero, UC Irvine, bradg@uci.edu, 626-419-0151 Victor Orozco, UC Irvine, vaorozco@uci.edu, 530-566-5923 Justin Miranda, UC Riverside, jmira006@ucr.edu, 626-430-4821 Hunter Weeks, UC Irvine, hweeks@uci.edu, 951-595-7696 Anthony Cano, UC Irvine, atcano@uci.edu, 626-318-8438
School Level	College/University
Target Platform and Audience	Desktop (Windows/Mac), Mobile (Android/iOS) Ages 13+ Our game is a fast paced mobile game which we believe would be more popular with younger audiences.
One-Paragraph Summary of Gameplay and Objectives	Live Wire is a fast paced action-arcade game with a tron inspired aesthetic. You play as a ball of light, quickly traversing along conductive pipes in a colorful world. Your reaction speed and eye hand coordination will be tested as you attempt to reach destinations by hopping between pipes while encountering interesting perspective switches.
Key Features	Vibrant soundtrack Engaging fast paced gameplay Colorful neon aesthetic Mobile support Responsive mechanics Perspective switches
Thumbnails of Game Art	
Software Libraries and Packages Used	Unreal Engine 4 (Game engine) Blender (3D models) FL Studios (Music/sounds)
Third-Party and Ready Made Asset Credits	N/A

Faculty Member Name & Contact Information	Josh Tanenbaum, UC Irvine, tanenbaj@uci.edu
YouTube Link	https://www.youtube.com/watch?v=NgaZkSYvzhg
Misc. Notes	

Submitted by: Brad Guerrero, bradg@uci.edu, 626-419-0151

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	Movement mechanic code stability was a huge challenge as there were many movement bugs that occurred when transferring pipes and respawning. Bandwidth for art production and smoothening of perspectives transitions were also a challenge.
How did the design evolve during development? What changed, and what didn't?	The game was initially a game jam game with only fixed third person and side scroll modes. One of the core mechanics pipe hopping was initially limited to horizontal hops but transformed into multi-directional hopping. Refactoring code became a necessity to introduce new mechanics into the game that enabled our levels to be more dynamic. A lot of design changes shifted focus towards making the game controls and level design intuitive for players.

The main gameplay modes of side scroll and third person remained but were improved as we refined our ideas. Moving between start location and destination using pipe hopping is the staple of our game, as well as the game's unique aesthetic |