# What the Cluck

## What the cluck... is „What the Cluck?

It's an 8 player multiplayer, cross platform (PC/PS4) sports game. Set in a fun poultry farmer world, players compete for rooster breeding barns, which supply better roosters. These are then used to conquer more barns but ultimately to acquire the enemies main Farm, where the 'Mother Hen' is seduced. Once her resistance reaches zero, the conquering team wins.

## About the project

In a collaborative effort of 27 students from 6 different countries came together to create this game. After a lengthy process of pitching ideas and voting, "What the cluck?" emerged and won our hearts with it's fun setting and strong multiplayer competitive game mechanics.
Immediately, under guidance of Professor Radicke, we set out to get this game going. We split up the team into five departments. Project Management, Game Design, Engineering, Graphics and Sound.
Eager to start the creative process we of course first had to get familiar with our tools, so everyone started learning about their respective software. Game Design started creating game modes, settings and rule sets. Graphics created 3D objects and animations, Sound created sound effects and strange chicken noises, Engineering implemented features, game modes and wired everything together, and project management ensured everything was running smoothly.
After lots of time spent, staring at computer screens, pushing mice around, play testing, collaborating and discussing we have created a great, unique and unforgettable experience and possibly a fun game as well.
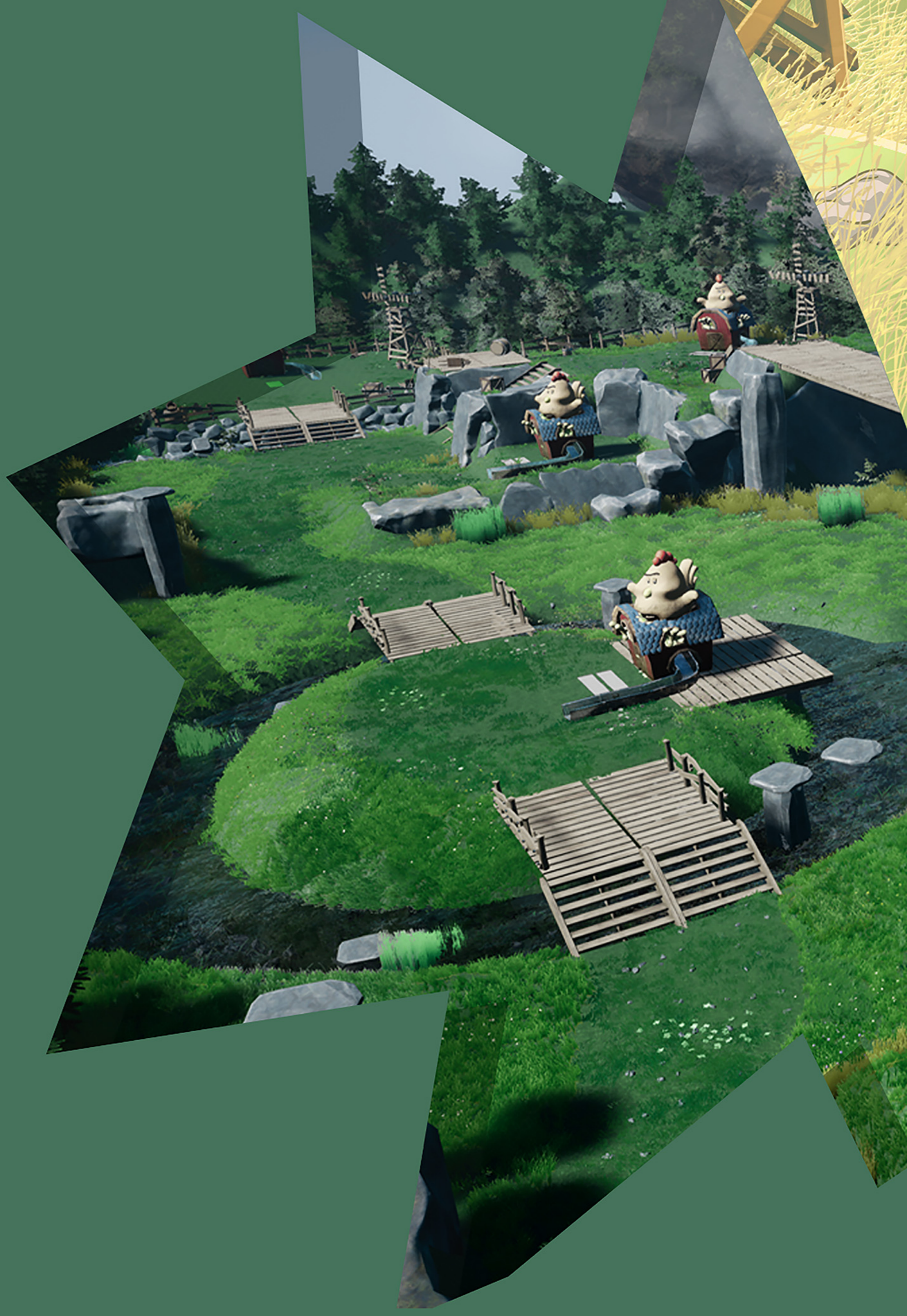
## Technical Stuff

**Plattforms:** Windows, Playstation4
**Software used:** Unreal Engine 4, Maya, FMOD, GitLab, JIRA, Confluence, Slack
**Players:** 4 vs 4 (4 player split screen over network)