

Assignment 4 Design After-Thoughts Document

This project was a ton of fun to do, given more free reign to work on my project in my own way, I was able to focus on the part I was passionate about. In particular the Character Controller script I created. The bulk of my time on this project was spent on this controller, with some parts of the project lacking because of it.

I would definitely give myself more time for side mechanical things and more wider game design. Since I spent so much time on the controller I wasn't able to give thought to my other mechanical pieces that weren't simply jumping.

I really enjoy the concept of levels as tutorials in level design. Being that the obstacles you face teach you. We can go on and on about how Mario 1-1 is a tutorial built in, and the same can be said for most anything. I really liked that concept so my levels are built with this in mind.

My progression mechanic is small, presented in the idea of more shoes meaning more power, or grip... or something? There's no good explanation but the idea behind it is that each new shoe unlocks a new set of movement mechanics, in the first level with the running shoes, and in the second level with the far jump shoes.

We now return to the continuing adventures of Kombat Kat!

This perhaps final episode in the tales of Kombat Kat show Kombat Kat closer to his journey than ever before. In this adventure Kombat Kat faces only the environment around him, a journey that will eventually lead him to the adventures in Kombat Kat: Money. With only his jumping he must survive to continue his adventure!