

## GAME JAM 3 - TEAM 1

### Roles & Tasks:

- Angel: Programming
- Alex: Level Design, Sound Design and 3D Assets
- Percy: Character Design, UI Icons & Design

### 3Cs - Character, Controller, Camera

- Character: buddhist cat trying to reach Nirvana
- Camera: isometric perspective



- Controller:
  - W, S, D, A to move,
  - SPACEBAR to jump,
  - Q to open up the skills menu and 1, 2, 3 to choose the appropriate skill.

### Concept

Buddhist Cat battles his mind in the quest to achieve Nirvana.

“Nirvana, the state to which all Buddhists aspire, is **the cessation of desire and hence the end of suffering**. Nirvana in Sanskrit means “the blowing out.”

- Instead of avoiding worldly desires, players now must navigate through a set of puzzles and find a way to climb up top.
- Each floor has a checkpoint/respawn point symbolized by a gong. Jumping out of
- Players are trapped in samsara, the cycle of death and rebirth. Reaching a gate up top means reaching nirvana, ending their samsara and suffering.

## Puzzle

- Tall platforms that are only reachable by jumping with the black cat
- Ladder that may be climbed with the white cat
- Pushing obstacles that may only be pushed by the yellow cat
- Puzzles take a total of

## Characters Variations

- The Black cat with long feet can **jump**
- The White cat with gloves and shoes can **climb**
- The strong Yellow cat with big arms and big legs can **push**
- Characters are built and drawn differently to showcase their ability. For instance, the yellow cat has a pattern around its arms, the black cat wears shoes while the white cat has gloves and shoes.
- These colors are also inspired by colors of cats in real life!



## **Gameplay**

- Players must go up through all 4 floors to reach nirvana
- They have 9 tries/9 lives, indicated by red paws icon top left
- Failure to do so will result in the game restarting and the player replaying from the bottom floor.

## **Playtest feedback:**

### **Professor:**

- Falling off doesn't convey danger since both the height & the atmosphere of a cat protagonist
- Changing character doesn't reflect reincarnation -> ruin gameplay
- Why should I change skin
- Too many directions at once is confusing
- Confusing UI, missing current skill, menu not closeable
- Gongs feel like pieces of puzzles
- Very steep ramp hahaha
- Sell more why one character does one thing (more visual feedback - both model & UI)
- Not sure who the character is, why change skill?
- Doesn't understand why lives are being lost
  - Understood when he respawned at the gong
- Movement could be faster
- Have a warning that changing cost a life
- Camera should be adjusted to properly follow the player

### **Che:**

- Small text in the menu
- Lost 3 lives on first try to understand mechanic
- Understood he lost life by changing characters
- Knew to restart to replay

- No sounds = bit disappointing
- Felt clunky changing character, might be better to use a wheel
- Hard time with depth of field with the top platform
- Color coating to the different characters

**Patrick:**

- Could use instructions during gameplay
- Understands puzzle dynamics pretty immediately
- Automatically climbing is weird
- Understands lives/change mechanic
- Mapping skills to specific key
- Respawn at gong makes more sense (makes for more interesting puzzles)
- Liked character design

**Owen:**

- Pushing track is a good hint
- Didn't notice that changing skill causes losing lives
- Loved the checkpoints added to the change character mechanics
  - Adds consequence to changing
- Suggest adding decorations to the scene
- Bit slow walk, but alright for precise jump

**Lilia:**

- Instructions are not clear, too dense
- Disliked the placeholder UI for changing skill
- Wants acoustic & visual feedback for losing lives
- Changing character is interesting but inaccessible
- HIDE CURSOR
- Characters look nice but not visually obvious about their skillset

**Changes brought after the playtest:**

**Mechanism:**

- The checkpoint system was tested for either respawning at the checkpoint when changing characters or staying at the same place. We decided to respawn the cat at the checkpoint as it matches with

**UI:**

- Brand new set of UI icons
- Press Q to open the menu, 1 2 3 to change, Q again to close the menu.
- Current skill is displayed as an icon up top right for clarity
- 

**Camera:**

- Camera will follow the cat by moving vertically and showing each floor individually.

**Post-Mortem:**

- One of the obstacles we met was brought from miss-communication from the puzzle and level design. As the level was designed, the assets and the structure were sent to be assembled in the game engine. Unfortunately, documentation of the design decisions were not attached with them. When the level was assembled in unity, some of the design choices were lost and had to be reworked later on, giving a heavier workload to them and wasting time. A better way would be to attach a step by step of the puzzle demonstrating how the level worked.
- We also spent a short time during the conception stage and focused on the production part early during development. Doing this, we had to do a lot more back and forth towards developing the world and atmosphere of the game since we needed to develop it at the same time as we were setting it up in the game itself.

