

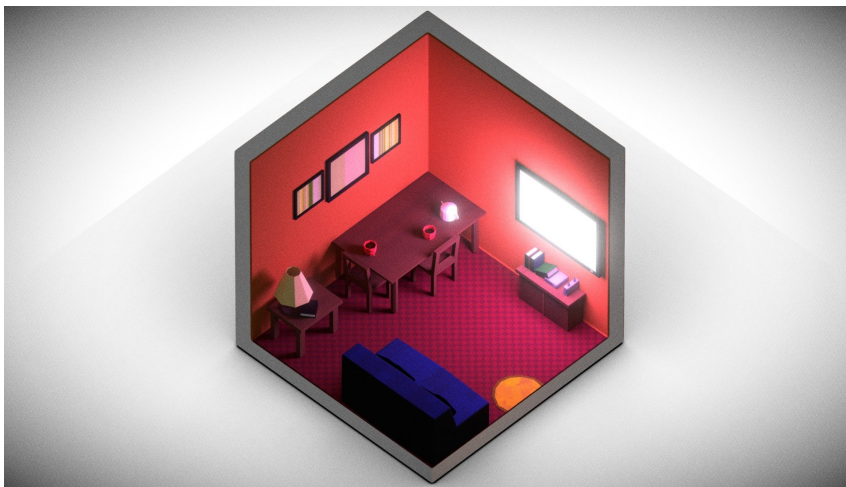
GAME JAM 3 - TEAM 1

Roles & Tasks:

- Angel: Programming
- Alex: Design & Art
- Percy: Sound & Art

3Cs - Character, Controller, Camera

- Character: buddhist cat trying to reach Nirvana
- Camera: isometric perspective (wait for scene to decide if multiple)



- Controller: W, S, D, A (third person) - spacebar (jumping)

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."

Obstacles Ideas

- Inspired by worldly desires: hunger, lust, power, fame
 - Materialism: Cat Treats/ Sushi (Avoid eating premium food)
 - Lust: Sexy Cat (mating call?)
 - Fame: Human visitors petting (npc follow)
 - // Power: Having mountains of cat toys and become the Cat Emperor
 - BONUS: character switcher

Puzzle

- 1 scene/setting - 3 rooms(each solvable with a diff ability)
- interconnected
- 3 simultaneous puzzles
- simple - inspired by 3 obstacles

Characters

- 3 variations:
 - 1. skills: jumping (Materialism)
 - 2. running/dashing (Fame)
 - 3. see in the dark - dark room (Lust)

Gameplay

- 9 tries (indicate lives with heart/paws)
- if 3 rooms > only respawn character X if puzzle is incomplete
- if puzzle complete > respawn regardless of timer
- if timer runs out > respawn in hallway with next character & ability
- timer(?)
- only 1 ability at a time?

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:

- Weird arrow UI
- Likes the change
- Could use instructions during gameplay
- Userstands 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
- Notice check point on F2 right away
- Didn't notice he has lives after 1 playtest, then understood lose lives after every change
- Didn't understand why changing skill spawns him at dong.
- Loved the checkpoints added to the change character mechanics
 - Adds consequence to changing
- Feels a little empty
- Bit slow walk, but alright for precise jump

Lilia:

- Gong is walkthrough
- WHERE ARE THE SOUNDS
- Instructions are not clear
- ENTER looks like button
- change Skin is not accessible - corner icon/keypress (or switch arrow?)

- Skin menu takes over whole keyboard unnecessarily
- HOW AM I DYING - acoustic & visual feedback
- Changing character is interesting but inaccessible (annoying)
- HIDE CURSOR
- Characters look nice but not visually obvious (don't do subtle)

Changes brought after the playtest:

Concept:

- 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.

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

Win Condition:

- Players climb through a vertical platform and escapes once they reach Nirvana at the top
- Failure to do so will result in the game restarting and the player beginning from the bottom floor.

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
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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.
- Time Trouble