

2 Charming

By Team...ToyBox

Team Roster

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About the Project

Genre: Dual ended, side-scrolling puzzle platformer

High Concept Statement: Two characters start on opposite ends of the level. You must have them work together to be able to have them both reach the middle of the level.

Engine/Tool: MelonJS, Tiled, Aptana, Sound Forge, Audacity, Wwise

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About MelonJS:

An open-source HTML5 based community game engine, released under the MIT license, that you can join, but that you can also modify or extend in any way to fit your needs.

Main Reason using MelonJS:

someone used it during GGJ 2014

Unique

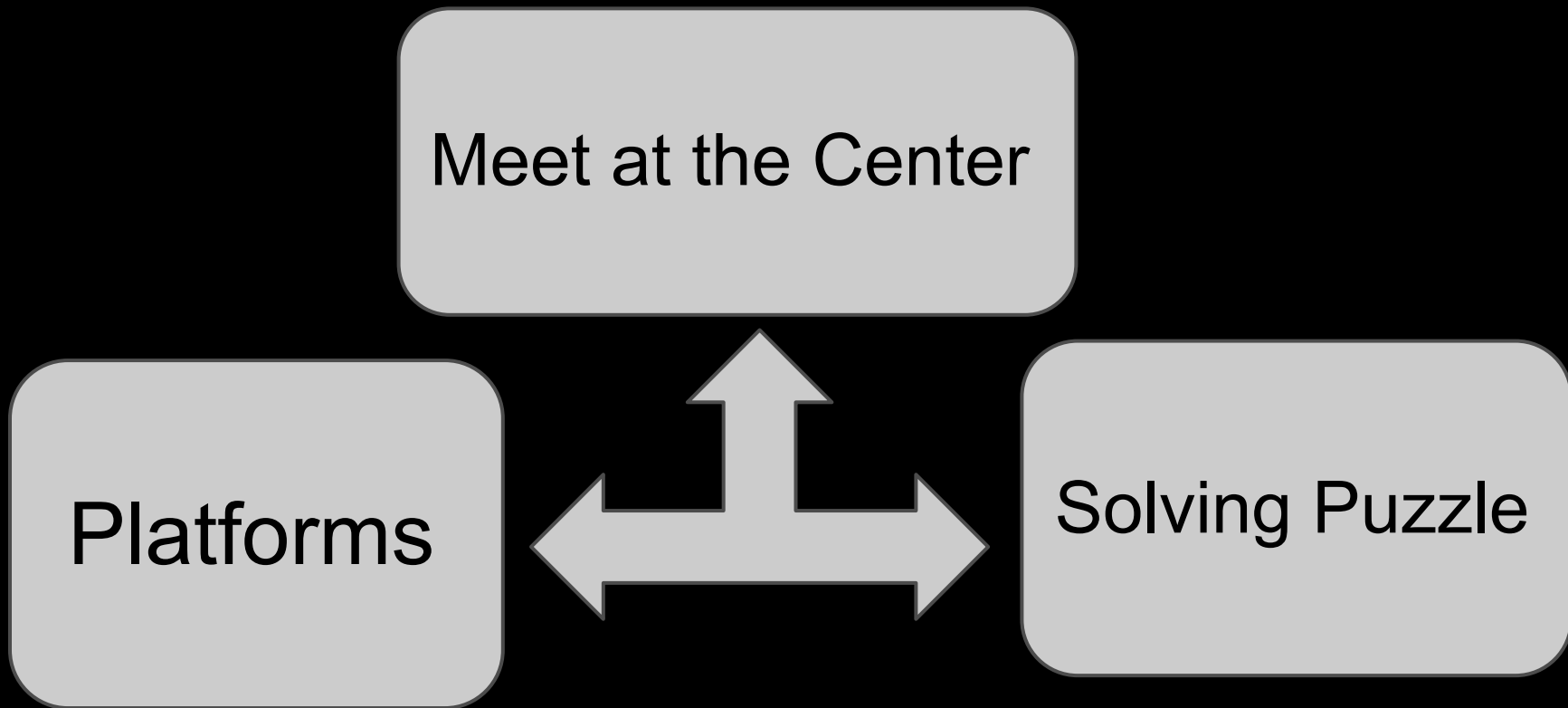
2 Characters

2 Characters with different mechanics

Types of platforms

Be able to switch between characters

Core Gameplay Loop



Intended Audience

Someone who likes Mario, Mega Man, or Splunky. Basically platformers and solving puzzles.

Art Direction

We were going for a charming look, getting inspiration from toys and simple cartoons.

Audio Direction

The audio style was the combination between 8-bit platformers and Japanese anime. The tools that we worked with was Wwise, Audacity and Sound Forge.

Development Highlights

Good:

Learning how to use MelonJS

Creating our own characters

Bad:

Having to cut boss battles and checkpoints

Project as It Is Today

Bugs!!!

No boss battle or checkpoints

Too plain looking

Post-course Milestones

Boss Battle

Checkpoint

More enemy types

Smarter enemies

Platformers with different characteristics

Demo of Project

