

mmm... SOUP documentation

Henry Rovnyak, Daniel Ren, Aiden Marchiori

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mmm... SOUP is a game in which you collect letters out of soup to create words. It consists of five levels, each with various features that make collecting the letters the player wants challenging, forcing the player to get creative with words when they pick up letters they don't intend.

1 Technology used

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|---------------------------------|--|
| Godot | A game engine, used to produce the actual game |
| Blender | 3d modelling software, used to produce most of the 3d art |
| Garageband and Bitwig | Music production software, used to make the music (Though it wasn't produced specifically for the game, Henry Rovnyak made the songs years ago for fun and repurposed them for the game) |
| Paint Tool Sai | Digital drawing software, used to produce the cover image |
| Photoshop | Photo editing software, used to produce the cover image |
| Audacity | Audio editing software, used to make some of the sound effects |
| Geonkick | A drum synthesizer, used to make the rest of the sound effects |
| L ^A T _E X | A document preparation system, used to make the documentation |

2 Copyrighted material used

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| List Of English Words | A list of english words, used for scoring and verifying that words are valid | https://github.com/dwyl/english-words |
| Coconut Tree | A 3d model of a palm tree, used in level 4 | https://skfb.ly/6WQQx |
| Water pool | A 3d model of a pool, the ladder and flamingo were used in level 4 | https://skfb.ly/6WKF8 |
| Pool Lounge Chair | A 3d model of a pool lounge chair, used in level 4 | https://skfb.ly/6WKF8 |
| Fredoka One | The font used for the text | https://fonts.google.com/specimen/Fredoka+One |
| godot-demos | Used for transition shaders | https://github.com/GDQuest/godot-demos/tree/master/2018/09-20-shaders |
| Shopping Cart | Used in the main menu scene | https://sketchfab.com/3d-models/shopping-cart-b96f896453b240ae804d0399f1faf027 |
| godot-demo-projects | Used for the level data pop-down in the main menu | https://github.com/godotengine/godot-demo-projects/tree/3.4-b0d4a7c/viewport/2d_in_3d |
| Cooking | The music in Level 2 | Cooking by Alex-Productions — https://onsound.eu/ Creative Commons CC BY 3.0 https://creativecommons.org/licenses/by/3.0/ |
| George Street Shuffle | The music in Level 3 | George Street Shuffle by Kevin MacLeod — https://incompetech.com/ Creative Commons Creative Commons: By Attribution 3.0 License http://creativecommons.org/licenses/by/3.0/ |
| Local Forecast | The main menu music | Local Forecast – Elevator by Kevin MacLeod — https://incompetech.com/ Creative Commons Creative Commons: By Attribution 3.0 License http://creativecommons.org/licenses/by/3.0/ |