Proto

First up we have the initial prototype. When creating this my focus was on the arm movement, and that is a running theme throughout development. You can pick up the arms with left click and attach them onto walls by colliding them together. Shown on screen now is the ability to pull yourself in towards the anchor points of the arms. With tweaking of how the arm springs work this is taken out in later builds. Currently there is no restriction on how far the arms can be dragged, and they are also able to be pulled through walls. I have worked on resolving this in later builds. You can let go of a single arm with a button or both with another button.

It quickly became obvious in the early playtesting that the sticking and letting go of objects needed refinement.

Version 2

Version 2 brings in a basic UI that I started work on collaboratively with a developer. I created an entirely new arm movement system, where the arms follow exactly the location of your mouse pointer, the arms can no longer be dragged through objects, and when not in use the arms are stored with the player. This new system also resolves the grabbing and letting go issues. Right click now let’s go of both arms and if both arms are already grabbing something then left click will pick up the first attached arm. I also added a restriction to how far away from the player you can pull the arms, going past this point makes the arm snap back to the player

Version 3

The UI has now been extended to include a tracker for level goals. Hazards have been added, when the player hits them it reduces their health and they restart the level on death. I have created pressure plates that can trigger other objects scripts. The plates have a lot of options for the designers, they can be pushed by the player or items, require a certain weight, trigger any other scripts, and either be a hold down or toggle type plate.

Version 4

I have started work implementing objects that can be picked up and carried. You can let go of objects with right click, this will also let go of walls though so I need to find another way to handle this, When playtesting I found that the items will often get stuck onto the stored arms. When you are holding an item that arm can no longer be used for climbing. There has been a lot of playtesting and discussion around this system and it still needs a rework, we have a couple of methods in mind and will be testing them out in the future. You will also see physics objects added in now that can be knocked around adding life to the world, this idea came out of group playtesting.

For some levels we will have a character chasing you down a set path. For this I have made a waypoint system where you can set waypoints and select an object to move along that path at a given speed.

Version 5

Text boxes have now been introduced, I helped the writer get these working in the project, changing some of the code to deactivate when text is on screen.

Now we see the addition of sound in the form of music and additional sound effects .

Alternate

We now have a radius bubble to display the arm length limit.

We have branched the project here to A-B test some different movement options. This new movement I have created gives control of the separate arms to left and right click, holding down the mouse button keeps the arm out, and letting go returns it to the player. This adds greater control over the arms and slows down gameplay, two things that were requested by the designers. Through playtesting I have found its quite difficult to not get confused between which arm is attached to which button, and players often let go of the button accidently when wanting to stay grabbed. To resolve this I plan to no long require the button to be held once an arm is attached to a wall. With the ability to use both arms at once you can do more powerful flings, this will be a focus for future testing.

Goodbye from me and bubbles.