Journal

The first things I implemented into my game were movement for the player and the crane. After making sure the players moved fluidly and adjusting speeds I created my first level making the layout feel intuitive. I found debug logs extremely useful for implementing features I intended to finish later. After finishing the first level I coded a script for the pressure plates so that different plates would enable different groups of the level layout. Initially, I wanted to include all of it in a button management script although I found creating individual scripts for each button to decrease the load time and ensure each one activated. I then coded in a script to change levels on the players who collided entering a box that I would later make a trophy. I initially coded picking up the boxes with a collider that activated and trapped the box although this method made movement difficult so I changed approaches. My second iteration utilized an empty collider called “pickupzone” that would make the rigid body react with the cranes causing it to move when colliding with the box.

After finishing the second level's layout I made graphical changes, turning the tutorial and second level from using brick to gold as it fit the scene of an arcade machine better. After finishing the first two levels I conducted my first playtest, with feedback in tow I implemented a timer and collectables. I instantiated the collectibles and the timers with a game manager script, making sure they stayed active when changing scenes. Designing the third level I wanted to spike difficulty so I included spikes and jumps I’ve seen in games like Celeste. I also made graphical changes making the third level use brick. On the fourth level, I chose a cave for the setting. I spent significant time creating paper prototypes for different layouts and settled on a bridge in the center and forcing players to play around and under it. I then encountered a problem with the crane becoming stuck, I was able to fix it by creating a new layer for it to react to.

In working on the win screen I wanted to create a scenic environment so I found art to use on the asset store that fit the environment. I was lucky to find the perfect backdrop. After that, I, worked on implementing a scene tracker into my scripts to make sure the win screen only showed when activating scene five and also freezing the timescale so that my final times could show properly. I used another backdrop in the same asset pack to create the title screen. I then created a pause menu and quit game buttons. I used a similar script to what I used on my spikes to reset the game. One problem I ran into that took a lot of time to resolve was the windscreen not showing. I figured out that my scene index was only checking on collide. Shifting my index down one resolved this problem. After that to finalize my game I created a script to increase the size of the text as an accessibility setting. I spent most of m time after this improving levels graphically and making sure colliders were placed in a way that felt fluid with the player's movement. Initially, my game focused more on the puzzle aspect, although through player feedback I found the central point of my game to be platforming.