Samenurai

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Documentation for the Samurai game Jam from the Rapid prototyping kern module

Contents

Theme

Samenurai is a game about a samurai that is controlled by two people. The game is played by two people who both control the same samurai, player one controls the samurai itself and player two controls the katana of the samurai.

Mechanic

The mechanic that has been prototyped is the player controller who is controlled by two players rather than one. Each player has a different challenge and should cooperate to reach the goal.

One player has the challenge of platforming and avoiding enemies and the other player has the challenge to protect the player from harm by slashing enemies with the katana.

Goal

The goal of the game is to collect all three coins without dying to the damage conflicted by the enemies.

Iterations

The first iteration of the game was simple and abstract version. Where the level is very small and there was no clear goal or challenge, purely the mechanic. Only the player could kill the enemies not vice versa.
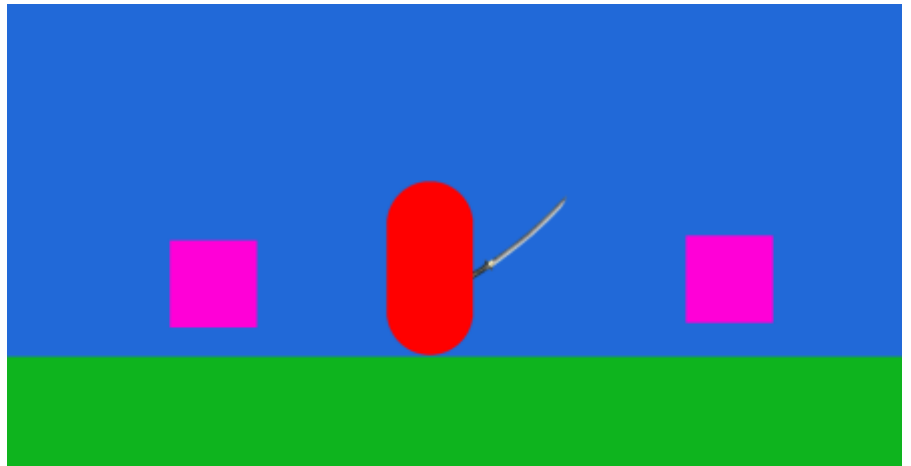
The second iteration added art and a death condition. The enemies were a bit more complex and could actually kill the player. They throw shuriken at the player. I also added some UI. The playtest also resulted in the player not experiencing movement the right way, it was confusing because the background is quite static. I added a background so that the player knows how the samurai is moving.
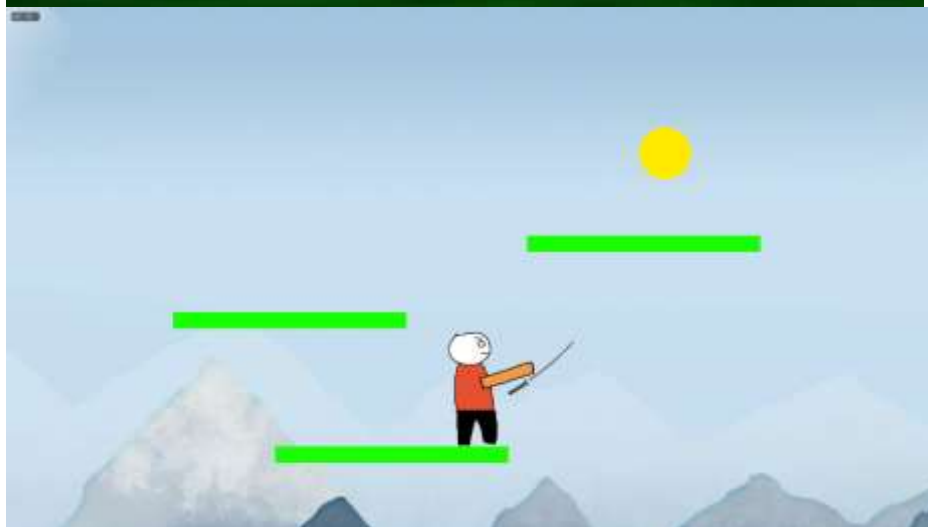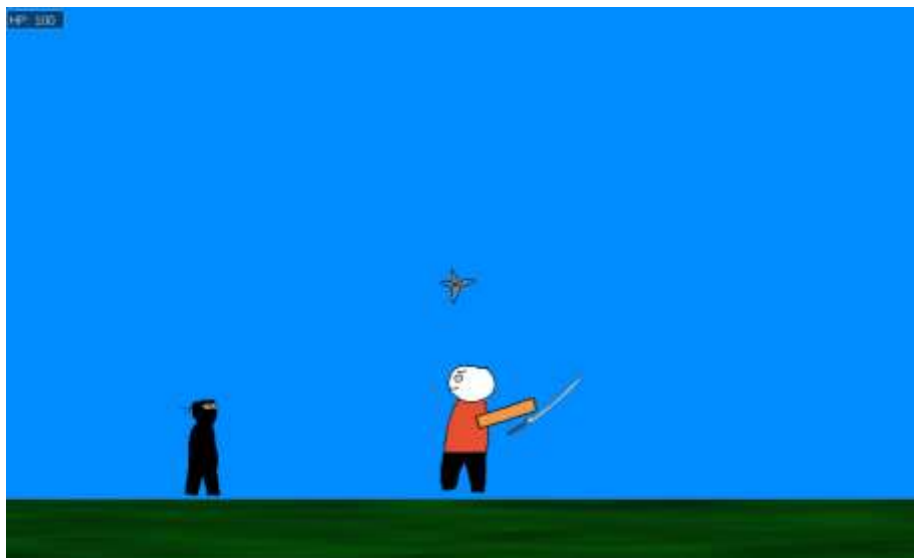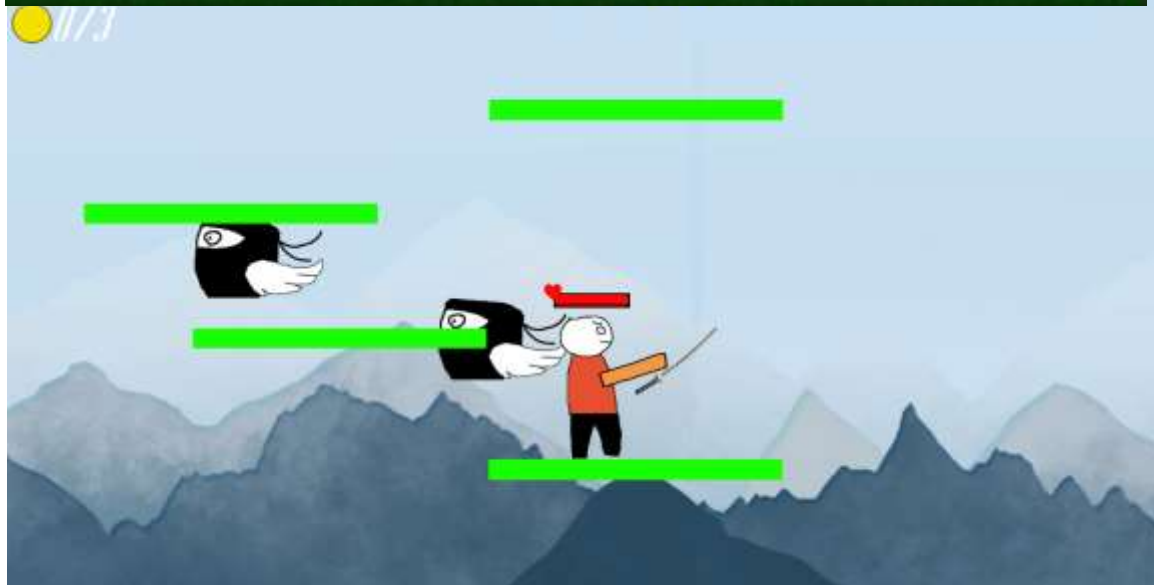
This time I play tested the second version and got the feedback that it was too horizontal and that there was no direct challenge for the player who controlled movement. So, in the **third iteration** I added platforming, this way the player 1 was more challenged than just walking around. This resulted in the players feeling like they were not playing together but in turns. I attempted to fix this in the last iteration.

In the **last iteration** I added flying enemies and quite some polishing to induce the game-feel. The flying enemies were added to make platforming more of a 2-person challenge than a single person challenge.

This includes:

- Music
- Sound effects
- UI improvements
- Movement improvements

This version is playable on the Itch Link: https://rawl.itch.io/samenurai

Gameplay video

YouTube link: https://youtu.be/kzUIlO-UmhI

Sources

Sounds:

Lose music:

https://freesound.org/people/LittleRobotSoundFactory/sounds/270403/

Win music:

https://freesound.org/people/LittleRobotSoundFactory/sounds/270402/

Blood sound effect

https://freesound.org/people/Kreastricon62/sounds/323526/#

Katana swoosh sound effect

https://freesound.org/people/PorkMuncher/sounds/263595/

Coin grab sound effect

https://freesound.org/people/Walking.With.Microphones/sounds/557223/

Damage to player sound effect

https://freesound.org/people/sventhors/sounds/421876/

Game music

https://freesound.org/people/Setuniman/sounds/346272/

Visuals:

Grass texture sprite:

https://opengameart.org/content/grass-textureseamless-2d

Mountain wallpaper:

https://assetstore.unity.com/packages/2d/environments/night-mountain-lake-seamless-127703

Space wallpaper:

https://assetstore.unity.com/packages/2d/textures-materials/dynamic-space-background-lite-104606