Frinci And Rosie

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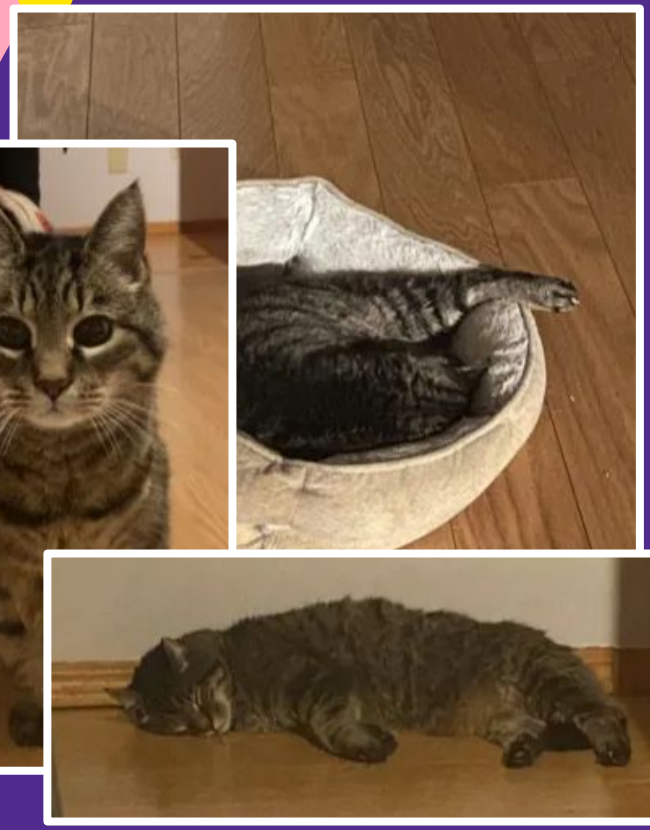
01.
Description, Genre, and Motivation



Frinci

Rosie\

Short Description
Game Genre

A cat and a dog must JOIN forces to collect as many treats as possible while helping each other survive level by level!

Frinci and Rosie is a co-operative spin on the **action platformer** genre.

The action part of the game is done via a **fast paced playstyle** where one must complete an objective after passing through some enemies or obstructions; or in some cases forced to fight such enemies.

The co-operative spin forces a **unique multiplayer playstyle**, this is done by pressure plate doors, specific character skill sets, and unbeatable levels without teamwork.

Finally, Frinci and Rosie is a platformer because the **pets must jump from one platform to the next** defeat enemies like vacuums and robots and must navigate obstacles like heights, trap doors, and pools.

Short Description Motivations

Casual

A casual game geared towards people who have pets or children.

C

Personal

One of us has a cat and the other a dog and we wanted to create a game involving them.

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Inspiration

We took inspiration from watergirl and fireboy a popular two co-op platformer.

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Message

Two animals often depicted as enemies can work together towards a common goal which is getting treats.

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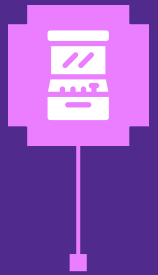
...Thus the message to players is humanity may be different and people may be enemies but we must all work together to get the treats (goals) that we want in this life.

02. Mechanics

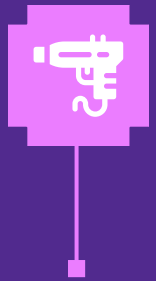
Mechanics Inscribed

Inscribed mechanics are how the player and the game will interact and includes player interaction pattern, objective, rules, resources, boundaries.



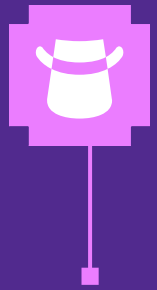
Boundaries

The boundaries are the edges of the screen; there are barrier blocks there to keep pets in the level.



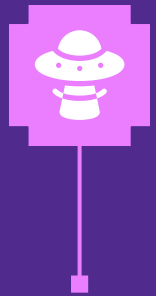
Resources

Treats, currently only act as a “score” in the future they can be used as a currency for powerups.



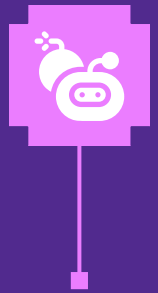
Player Interaction

Moving Rosie or Frinci up, down, left, right as well as special abilities swim, jump, bark, scratch.



Objective

Each pet is trying to collect as many treats as possible on their way to their bowl, which ends the level.



Rules

Both pets MUST get to their bowls without dying, you also cannot skip levels.

Mechanics Dynamic - 1

There are 6 aspects to dynamic mechanics they are procedures, meaningful play, strategy, house rules, player intent, outcome.

01.
Procedures

There may be rules like the dog always moves first because she can swim, or you play without killing any enemies.

02.
Meaningful Play

Several discernible and integrated actions in the game namely the interaction with the ghosts and vacuums where the pets can be visibly seen attacking and destroying the enemies allowing them to move forward.

03.
Strategy

Several paths to the level endpoints which means several different strategies to employ.

Mechanics Dynamic - 2

There are 6 aspects to dynamic mechanics they are procedures, meaningful play, strategy, house rules, player intent, outcome.

04.
House Rules

May involve things such as who gets to play which character in real life, and who is leading the strategy to solve the level.

05.
Player Intent

Player intent, the game serves all four player intents mainly focusing on the achiever, explorer and socializer. Achiever can finish the level, socializer can interact with other player, explorer can find all the path combinations.

06.
Outcome

Interests you with environment changes it and removes various entities, thus changing your score and progression, immediately. Cumulatively the treats and overall score increase level after level.

Mechanics
Cultural

We imagine that players will come out with several different mods that add skins, new characters, enemies and so on to append onto the game.

In the future, players may even envision their own platform layouts for one of the levels and implement them via a “level creation kit” such as Happy Wheels. (this is for future MVPs)

They can affect normal life by **increasing teamwork and friendships** between two players.

03.
Aesthetics

Aesthetics Inscribed

Sight

We have **consistent character, level building blocks, and obstacles** across all of the levels

For example, the ghost stays consistent across the levels so the players have a similar experience across the game.

This extends to the font and the menus, you will see the **pause menu is a different colour than the level end menu** to indicate which one it is.

Consistent aesthetics indicate to a player that the fundamental game mechanics have not changed

Touch

The keys on the keyboard are tactile, which means the respond to the players (you move keys up and down, Frinci or Rose move up or down).

When a **player physically pushes on a key** they get a meaningful response.

Audio, Smell, Taste

These three senses were **not integrated** within our game explicitly.

But players can create sound like cheering, in real life at the end of the level.

Aesthetics Dynamic

Procedural

Animations are on the two main characters, this serves as procedural aesthetics. **They indicate what state the character** is in and change depending on the new state they enter. The animations are **consistent across their states** (i.e. jumping always has the same animation).

The Dog looks like he is running.

The Cat has an attack animation.

Environmental

High background brightness and good character contrast.

Outlined non-contrasting characters in black. This helps both in low lighting situations and when a player may be **colour blind** .

Pixelated characters mean **low resolution players can enjoy**.

Additionally, there are **no flashing lights** to be inclusive to those who may have epilepsy or suffer from **seizures.**

Aesthetics Cultural

Game Art

Game art is when someone **remakes elements** in the game to their own taste, like shaders in Minecraft.

Someone may make **a more realistic Rosie**, a poodle with curly hair so the game is more realistic to play.

Fan Art

Fan Art is when someone creates **art inspired by the game**. This can also manifest in **fanfiction**, where players may write stories about Frinci and Rosie.

Someone may make a painting of **Frinci going for a walk** in a neighborhood, or for a picnic.

04.
Technology

Technology Inscribed

We had **several trackers**, such as current level, time taken, and bones collected. We used state booleans for level progression - which would be triggered once the pets reach their respective bowls.

Once the level end would occur the tracked variables mentioned above would be used to **display stats** in the level end-menu.

We also have a feature that saves the players **level progress** so when they come back to the game they can continue playing from where they left off making the game more enjoyable.

Technology Dynamic

The current game executes without any bugs that **interrupt the game play**.

The game is designed for most people to be able to play, **you don't need a powerful computer.**

There could be a **future possibility of AI** integration into the enemies so they chase you around the map, and make it more difficult.

Technology Cultural

The player base may **add accessibility** to our game such as video to audio description so those with eyesight impairment can also enjoy the game.

One motivation to use Godot was if we made source code public, it would be **easier for others to modify** as Godot is geared towards beginners in game design.

05.
Software

Game Engine

We used **Godot** as our game engine.

The main benefit to godot is that it is **easier to learn**, the IDE for the **scripts is built in**, and there are plenty of **tutorials** online for beginners like us.

Downsides involves **VR beta capability**, thus it is not as reliable as we would like.

IDE

Our IDE was the built in **Godot** editor
We used **Aesperite** for sprite creation and animation.

We used **GitHub** for source control and to makes sure we didn't lose our project.

For Story Boarding we used **GoodNotes** as it has drawing functionality for a tablet.

Another consideration was having a **Windows** computer in order to make the executable as Mac is not able too easily.

Assets - 1

Rosie's Bowl
End game condition for Rosie, must get here.

Frinci
Has the **ability** to climb and scratch.

Rosie
Has the **ability** to bark, bite and swim.

Frinci's Bowl
End game condition for Frinci, must get here.

Vacuum
Can only be **killed** by the Rosie, Frinci runs away.

Ghost
Can only be **killed** by the Frinci, Rosie is too scared.

Assets - 2

Water Tub
Drowns Frinci if he tries to cross, Rosie can swim through.

Floor Pattern
Indicates the **boundaries** of the level.

Box
Basic platform building block, used a “floor”.

Treats
Used as a form of **score**, are collected by the Pets.

Open Box
Basic platform building black.

Scratch Post
Frinci can use his claws to **climb** a scratch post, Rosie cannot.

Important Scripts

Main Functionality

Game Features

Main

First level, also the template for all following levels, is the **parent node to everything**. Container for platform, players, enemies, etc.

Player

Both players, **physics functions** as well as animation players, menus, and interaction with other objects.

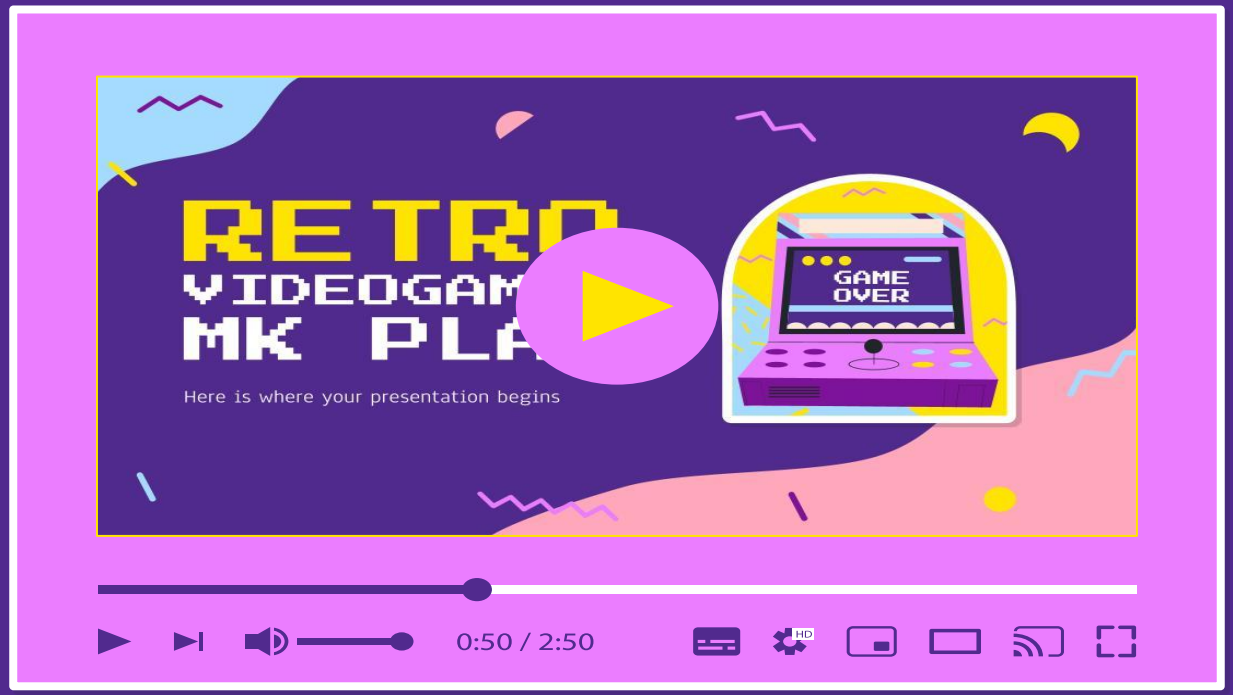
Global

Hosts all variables that need to be **shared across all nodes** such as treat count and level time.

Ghost

Template for all moving and static **enemies**, is able to interact with different players differently. Ghost cannot be killed by Rosie.

Demo


RETRO
VIDEOGAM
MK PLA
Here is where your presentation begins
GAME OVER
0:50 / 2:50
HD

Any Questions?