

Necrospire

Chapters

- Game development choices
- Task implementations and details
- Feedback Integration

The reason I chose to program a skeleton building game

- One of the main reasons was that I wanted to try something new. Every time I start a game project, I have always stuck to platformers because I was familiar with those, or any sort of action game. Making something else entirely proved to be interesting to code and it helps understanding other parts of game making that you would otherwise not get from making the same type of project over and over. Which should help with developing games in general, as you unlock new ways of thinking about other types of games.
- The skeleton part was at first supposed to be a full on monster, but that concept proved too much for coding something like this for the first time. And because we wanted to go for a spooky aesthetic anyway, the skeleton fit perfectly

Array

- Added BoneSpawner BoneSpawner prefab + organized prefabs
- Added Icons and Folders Human bone icons, Human bone prefabs, Prefab folder, Black Material
- Beginnings of the Main Menu
- Added Game Scene



Script Ribcage

Attachment Points 5

Element 0	LeftShoulder (Transform)	
Element 1	RightShoulder (Transform)	
Element 2	LeftHip (Transform)	
Element 3	RightHip (Transform)	
Element 4	Neck (Transform)	

+ -

testCage

- Neck
- LeftShoulder
- RightShoulder
- LeftHip
- RightHip

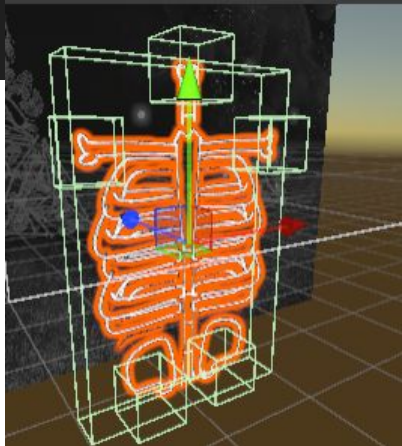
Uses of the array

Used for getting socket position

```
public Transform GetClosestSocket(Vector3 position)
{
    Transform closestSocket = null;
    float closestDistance = Mathf.Infinity;

    foreach (Transform socket in attachmentPoints)
    {
        float distance = Vector3.Distance(position, socket.position);
        if (distance < closestDistance)
        {
            closestSocket = socket;
            closestDistance = distance;
        }
    }

    return closestSocket;
}
```

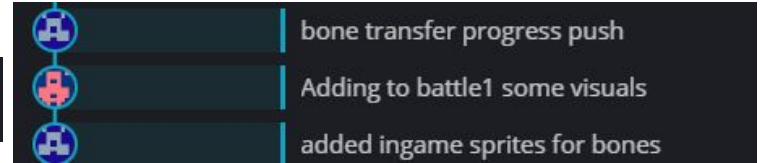
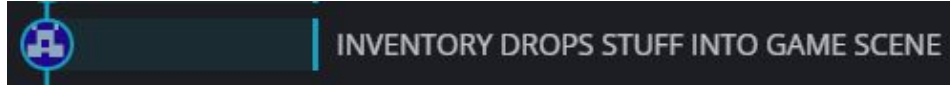


Used for wiggling animation

```
foreach (Transform socket in attachmentPoints)
{
    if (socket != null)
    {
        float randomRotation = Mathf.Sin(Time.time * wiggleSpeed) * currentBoneIntensity;
        socket.localRotation = Quaternion.Euler(0f, 0f, randomRotation);
    }
}
```



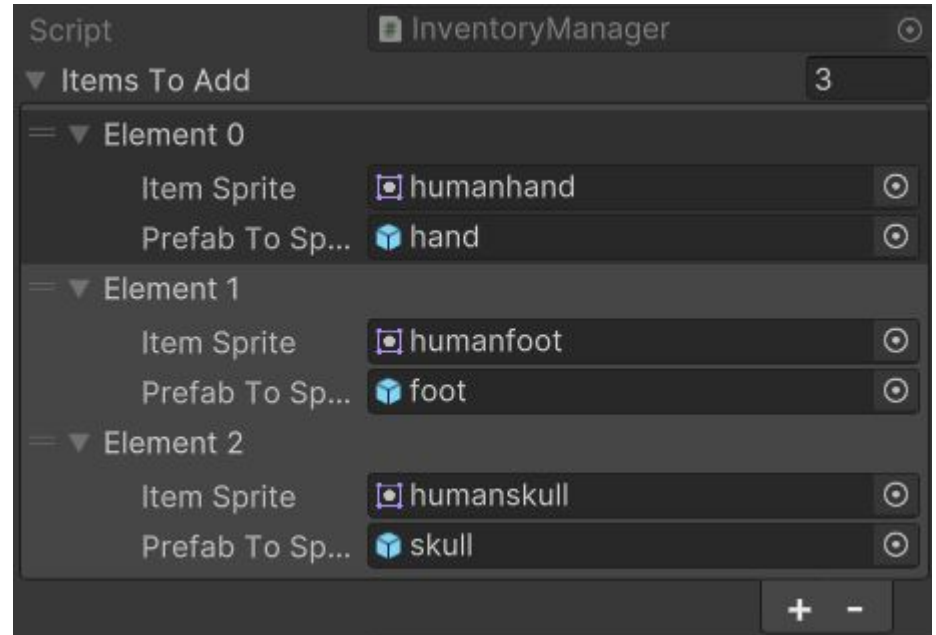
Linked List



```
[System.Serializable]
public class ItemData
{
    public Sprite itemSprite;
    public GameObject prefabToSpawn;

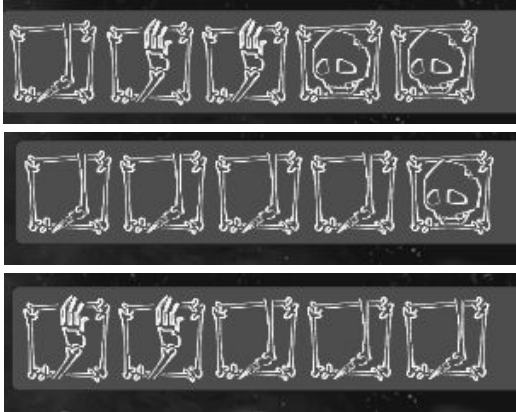
    [HideInInspector]
    public GameObject uiObject; // created at runtime
}

public List<ItemData> itemsToAdd = new List<ItemData>();
```

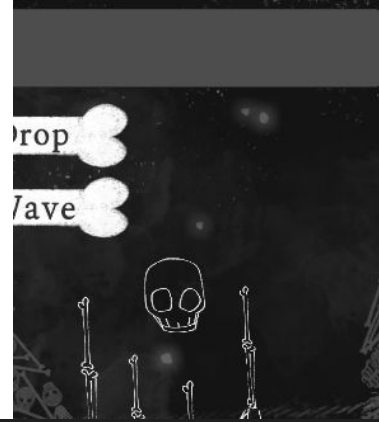


Uses of the Linked List

Randomize Inventory



Drop items from inventory



```
if (itemsToAdd.Count > 0)
{
    for (int i = 0; i < randomItemsToAdd; i++)
    {
        ItemData randomItem = itemsToAdd[Random.Range(0, itemsToAdd.Count)];

        // copy so u dont modify original
        ItemData newItem = new ItemData();
        newItem.prefabToSpawn = randomItem.prefabToSpawn;
        newItem.itemSprite = randomItem.itemSprite;

        AddItem(newItem);
    }
}
```

```
IEnumerator DropItemsOneByOne()
{
    isDropping = true;

    while (inventoryItems.Count > 0)
    {
        ItemData item = inventoryItems.First.Value;
        inventoryItems.RemoveFirst();

        if (item.uiObject != null)
            Destroy(item.uiObject);

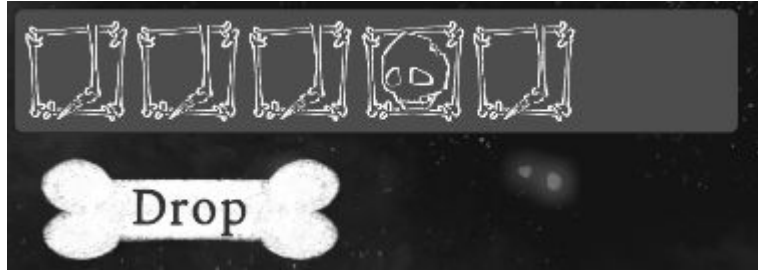
        if (item.prefabToSpawn != null)
            Instantiate(item.prefabToSpawn, spawnPoint.position, Quaternion.identity);

        yield return new WaitForSeconds(dropInterval);
    }

    isDropping = false;
}
```


FEEDBACK INTEGRATION

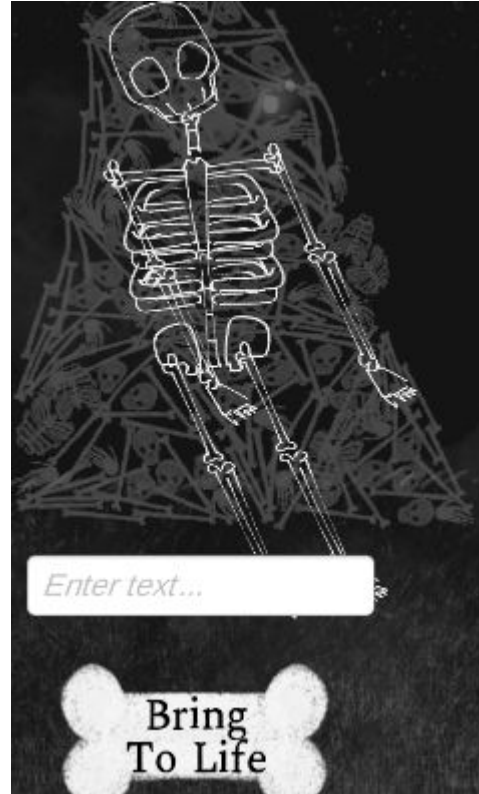
inventory physically drops



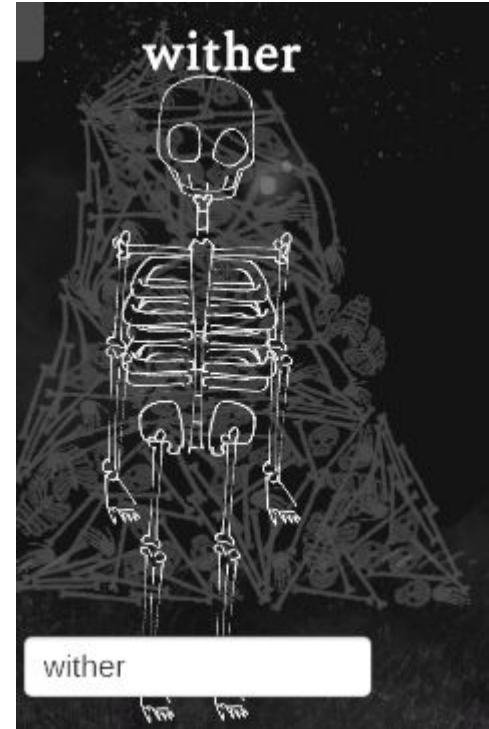
waving interaction



animated skeleton



naming skeleton



The game is on itch.io as well!

The game was also supposed to be presented on May 2nd for the game jam but terrible circumstances happened



Once a Creator god, you were demoted for trying to go your own way. In the void, you create skelly creatures to challenge local spirits and win your way back into the Order, but is it worth it? Will your tower of bones capture their attention?

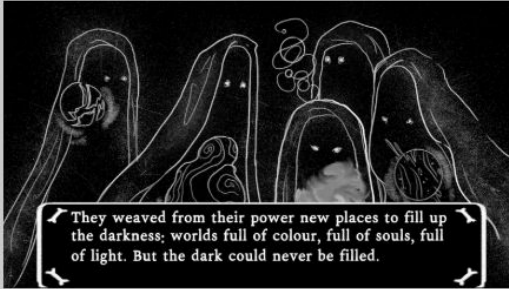
Story-focused, point and click, minigames.

Our artist is @roseredbear on Cara! You can find us programmers on GitHub and Itch.io!

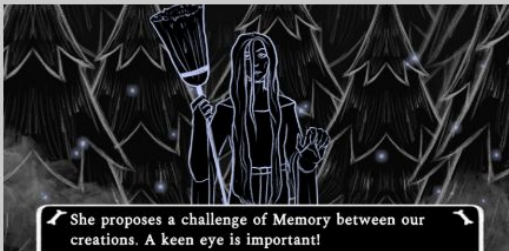
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They weaved from their power new places to fill up the darkness; worlds full of colour, full of souls, full of light. But the dark could never be filled.



She proposes a challenge of Memory between our creations. A keen eye is important!

<https://smcodes.itch.io/necrospire>