# What I made

The project package or the whole project can be downloaded from the git repo here: https://github.com/TheFitzyG/DesignTest.git

Everything added or modified by me is in the hierarchy below the '///// New / Modified Content /////' game object.

At the start of the level, the player will see the exit but it is unreachable. Next the player should notice a beam to their right and a creature moving back and forth across it, and then notice the key hanging below. The player must time their capture of the creature so that the key lands on the boardwalk and not in the swamp below.



- I Created a respawning system for the key and the player in case they fall into the swamp.
- I needed to add some code to the player controller in order to register collision events. OnCollisionEnter isn't called automatically on character controllers. So I added a work around.
- The creature on the beam is intended to be a monkey with a key hanging from its tail. Based on what I've seen about the game, the things to capture are usually creatures of some description.
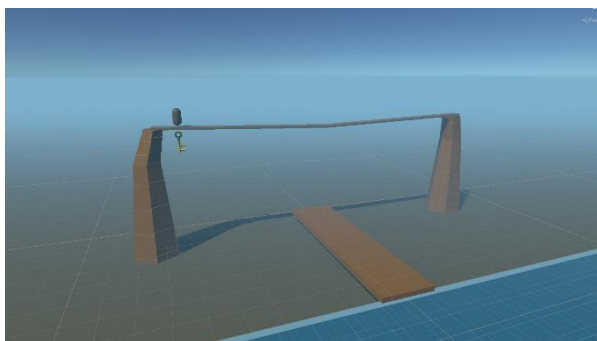


If the player times it correctly, they can go down the boardwalk and collect the key. This will start a short cutscene showing a pillar raising from the ground between the start and end platforms.

- The key has a timeout in case it lands where the player cannot reach, nor has it touched the swamp. 15 seconds after landing, the key will automatically die and respawn on the monkey's tail
- The cutscene uses Cinemachine to hijack the camera. I needed to create a custom transition though to improve the transition speed into the cutscene.
- The pillars were roughly modelled with Probuilder.
- The pillars' movement, logic and audio is controlled by Playmaker FSMs.

The player should now see, if they haven't already, that there is a second pillar required to reach the end goal. They must find a second key. Looking around the level the player will come across a tower with a key encased at the top. Beside the tower are cubes in different colours at each level. The player must search the level and capture these creatures in order so that the corresponding trapdoor in the tower will open.
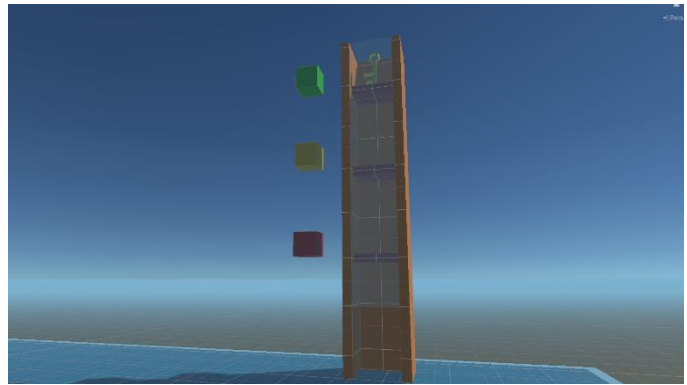
- The coloured cubes here Ideally would be drawings or pictures of the creatures needed to capture. The important thing is capturing them in the right order as only one trapdoor will open at a time.
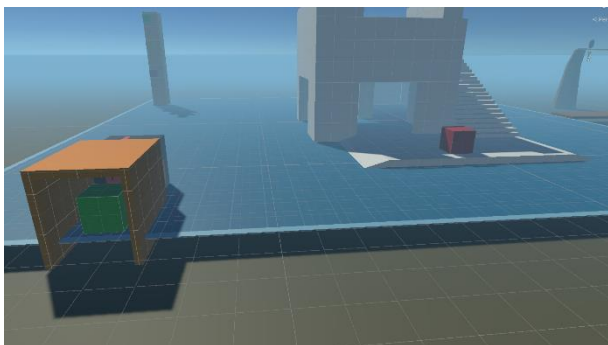
The first creature (Green) is hidden in a cave behind a push block, the second (Yellow) is on top of the building where the player first started from and the third (Red) should be wandering around the level, or fleeing from the player if the player gets close.

- I created a primitive fleeing behaviour in C# to achieve the flee / wandering behaviour. I tried to limit myself to playmaker as much as possible per the rubric, but in this instance what I wanted couldn't easily be done in playmaker.

Once the key reaches the bottom of the tower, the player can again interact and again a cutscene will play showing the second pillar rising. At that point the player just needs to do some light platforming to cross the pillars and reach the goal.

- The 2 keys can be completed in any order.
- I wanted to focus heavily on the capturing mechanic, which seems to be the core of Snap Quest. So, both of my key's required the player use that mechanic. I was unsure how much platforming is involved in Snap Quest, so I used it sparingly. With some adjustments my level could work without the need for the jump button.
- I had a lot of fun on this challenge and I would love the opportunity to do more.

# What I would do given more resources

One of my initial thoughts for a puzzle was needing to take a picture of 2 or more things at the same time. Needing to get to a vantage point to see all the required objects. However, the camera in this project only allowed for one object to be recognised at a time.

I would also have liked to make the red Creature more engaging. I created a fleeing behaviour so that it will run away from the player if they get close, but it is primitive. Given more time and resources, I feel chasing down a creature in a maze could be fun.
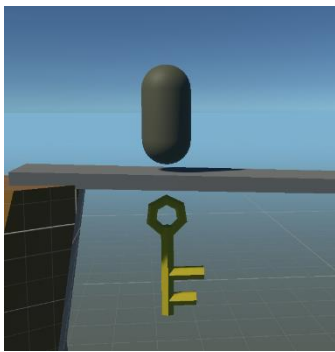


I also believe the level would benefit from actual art. I really, like the artstyle of the game from what I've seen on steam and I specifically designed the level around the captures being creatures. For example, the 'monkey' running back and forth on the suspended beam. The Idea was that the key was hanging from its tail and the flash from the camera would startle it into dropping the key.