BLUNDER BEACH

A 4 player couch game inspired by popular game shows such as Takeshi's Castle and Total Wipeout. Blunder Beach pits up to 4 players against each other in a race to the finish line through deadly islands. Along the way are multiple different obstacles the players must pass to reach the end, watch out for the other players or they might knock you into them with the dash attack. Blunder Beach has a gameshow desert island setting, in which it randomly cycles through pre built islands for the players to race through. Blunder Beach promotes the couch setting in which you sit down and play with friends.

Pushy Panels

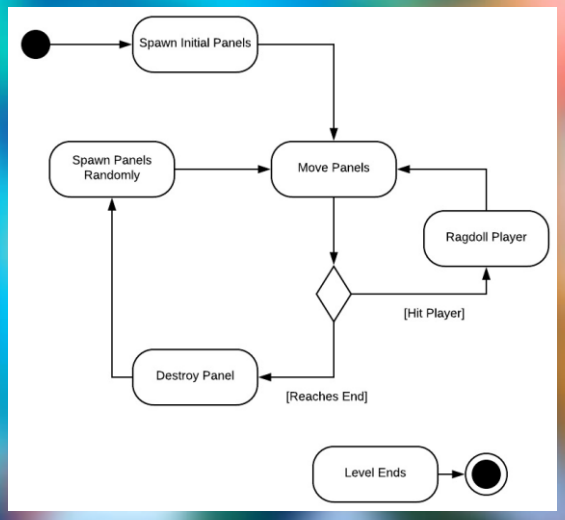
Pushy Panels was a popular request from teammates which drew inspiration from Mario Party's pushy penguins. In which multiple moving blocks move in one direction rag dolling the player on hit. The thing that makes this obstacle unique is that the panels spawn randomly every time they de-spawn. This allows for replayability because of the randomness it brings to these maps that will be played multiple times by the players and will prevent players from perfectly timing every map. Pushy Panels was made modular so that designers can drag it into any map and it will still work correctly. Having modular obstacles allows designers to quickly produce these small maps by simply dragging and dropping. This type of modularity works well in our game because of the amount of levels that can be made by just dropping them in, it also can be used easily in the map creator.

Spawning

Firstly the Panels on Pushy Panels are hardcoded so that the correct amount of panels spawn, it is also used so that the spacing between the panel is correct to allow the players to be able to move through them. With the use of simple delays and a function which spawns the pushy panels in the right direction at the plugged in node.
Once the panel reaches the end of the floor, it hits a volume that destroys the actor, it then randomly chooses from an array of spawn points from the spawn floors and spawns the panel.
There can only be 3 panels at one time so that there is always a gap for the player to move through to reach the end. Panels can also spawn inside each other giving the chance for the path to be easier than normal to traverse. This spawn method is key to making maps that might go stale more enjoyable every time you play them.

Ragdoll and Pushback

I have added 2 variables that can be changed to make the obstacle more or less difficult. The speed variable is one way to make the obstacle more difficult, by changing the velocity at which it moves towards the end. Combined with the launch velocity variable which changes how far the player is pushed back, can really change the flow of the level and allow players to catch up. Using variables such as this is good for changing up the levels and making them more replayable. Changes could even be made to allow for these settings to be random at the start of the map to make replayability even better.



Pushy Panels UML

When a level with pushy panels is loaded, panels will spawn. They will start moving towards the end, if they reach the end destroy the actor.
Then spawn a new panel which will keep repeating. If a player is hit during the movement, ragdoll player and keep moving.