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You and your brother argue and can't decide who will wash the dishes? So, this game is going to heat up that debate even more!

Playground is a 2D split screen game where there are 2 players, **YOU AND YOUR ENEMY!**
(Your beloved brother)
You must get the lost key and reach the temple before your enemy!

In case your enemy got the key before you, you are going to do **EVERYTHING** to stop him on his way to the temple.

You're going to look for shortcuts, you're going to look for potions, you're going to make traps, one thing is for sure, **YOUR ENEMY IS NOT GOING TO MAKE IT TO THE TEMPLE.**





The year is 2124, when technology is more advanced than ever, and society is more united than ever.

But something was missing.

The competitiveness, the desire to defeat your enemy, the ability for absolute power!

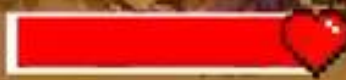
That's why the company decided to bring back the knight battles!

battles that will make people feel emotions they haven't felt since their wedding.



Stone cubes : 1
Score : 0

Pause

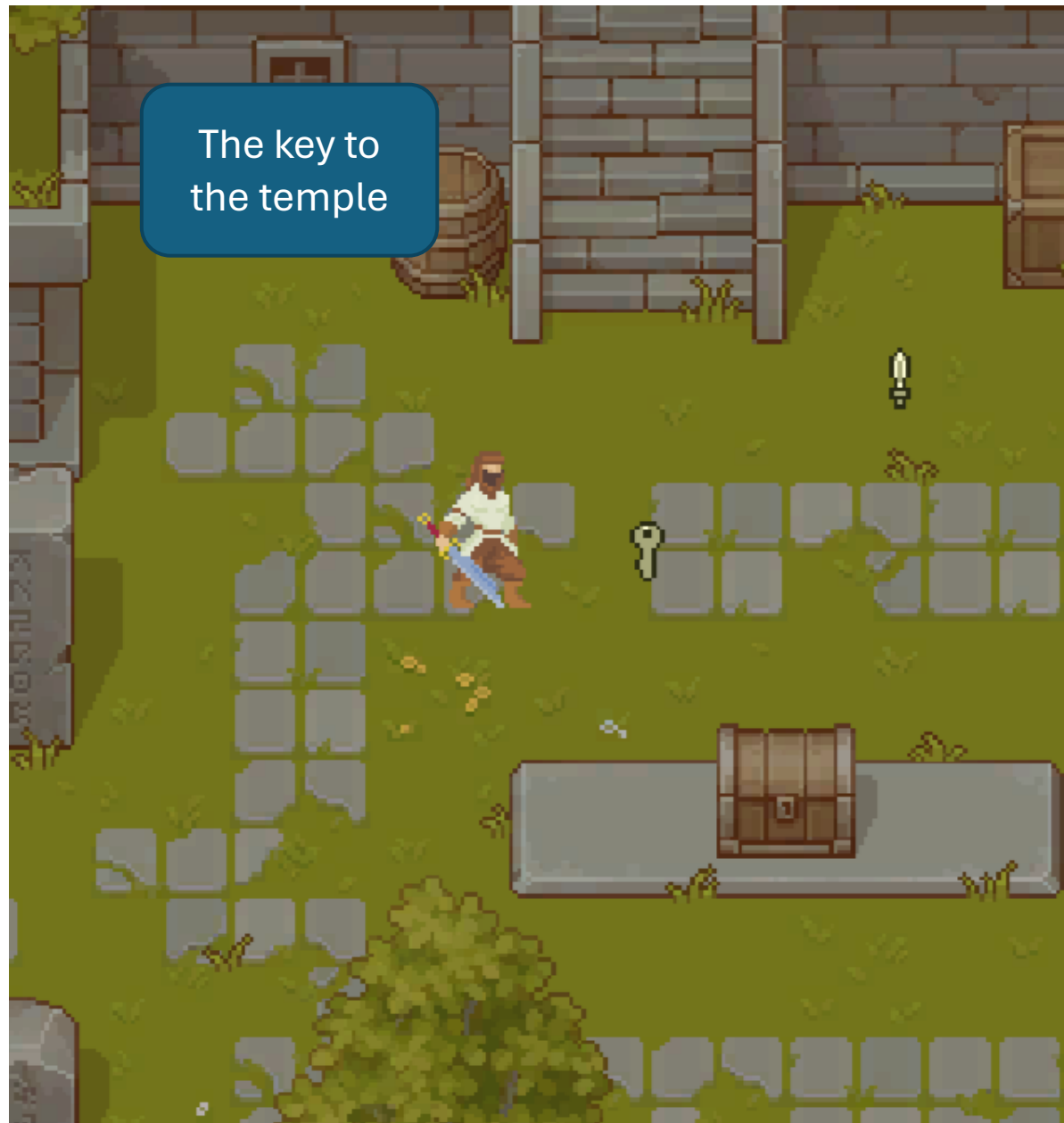


Crates : 4
Score : 1

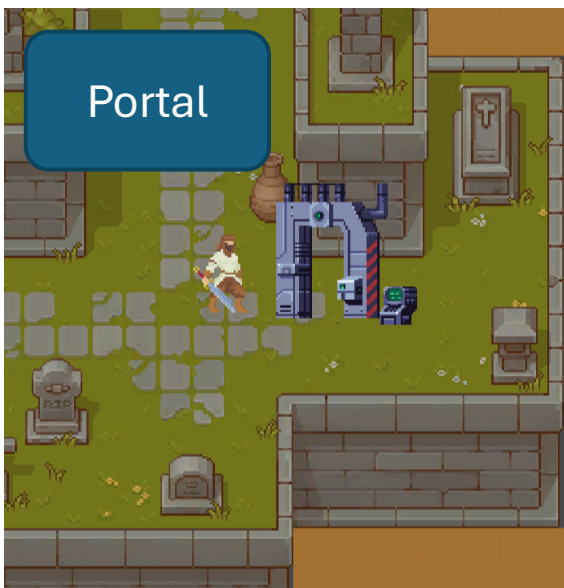
The temple



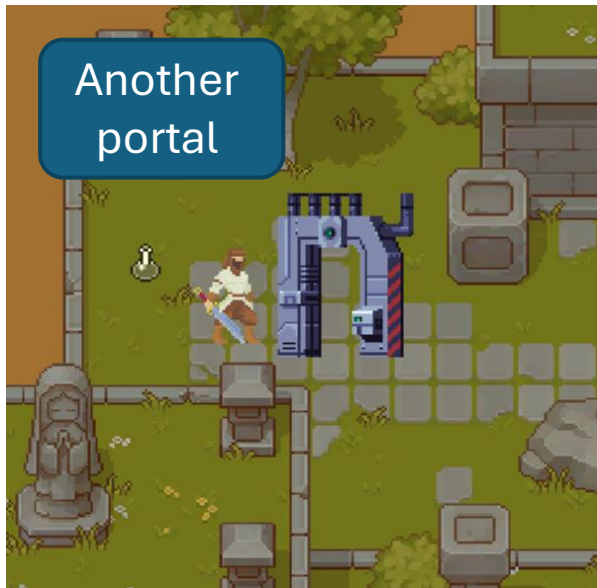
The key to the temple



Portal



Another portal



Blocking
passage



Attack



Blocking
an attack



Increasing
speed



Strengthening
your weapons



Restocking
the blocks



Poison
potion



Health
potion



Who is the Game For and For What Event?

This game is designed for competitive players who enjoy strategic action-adventure games that require quick thinking, resource management, and direct player-versus-player interaction. The game's mechanics such as fighting to get the key first, using portals for quick movement, placing blocks strategically, and utilizing various potions appeal to players who appreciate a blend of tactical decision-making and fast-paced combat.

The game is suitable for small-scale gaming tournaments, friendly matches among friends looking for a challenging yet engaging experience.

Thoughts Leading to the Final Game Idea

1. Time Machine Simulation: We initially considered a time machine simulation, but we decided against it due to the extensive work required. On 25.06.24

2. Two-Player Submarine Game: Another idea was a two-player submarine game, where each player would navigate different maps, searching for weapons and devices to attack the other player. However, this idea was also set aside because it was too complex, particularly in building realistic, markable physical maps. On 28.06.24

3. Capture the Flag Concept: We shifted our focus to a capture-the-flag concept, which became the foundation of the current game. We started with this idea and gradually added features such as player attacks and blocking blocks. The flag was replaced with a key to be captured and delivered to a temple. We combined a past-future aesthetic with knightly themes and futuristic elements like transit portals. The concept of having two players on a split screen, which originated from the submarine game idea, was retained throughout the development. On 14.07.24

List of changes

Date	What Came Up in the Playtest	Changes and Adjustments
14.07.24	The players had difficulty keeping track of each other because each player was located on a different map.	Decided to merge the two maps into one, creating a shared playing field. This enhanced player interaction and competition.
14.07.24	Players suggested that being able to see each other's positions on the map would increase competitiveness.	Implemented a split-screen feature that allows each player to see the other's progress, enhancing the competitive element.
17.07.24	Players struggled to pass through portals on the first attempt due to object collisions.	Merge objects with Rigidbody components to resolve collision issues.
21.07.24	The mechanics of the attack don't work smoothly.	Matching the layers between the players and the objects of the attack.

Date	What Came Up in the Playtest	What We Both Had or a Comment
21.07.24	Players were unaware of which potions were collected and often didn't notice picking up the key.	Added an on-screen update and notification system to keep players informed about items collected, like potions and the key.
21.07.24	Players felt fighting each other while searching for the key was difficult without knowing health and score information.	Added a feature to display each player's life and score, aiding decision-making during confrontations.
28.07.24	Gameplay felt linear, lacking strategic options. Players also struggled with blocking actions being limited to specific scenarios.	Introduced the ability to place a limited number of blocks to either block access to the opponent or defend against attacks, enhancing strategic gameplay.
10.08.24	Non-game areas were visible, detracting from the game's visual appeal.	Filled in visible non-game areas. Alternative solutions to focus cameras on these areas were tested but did not fit well visually.
15.08.24	Attacks did not sync well with animations, causing gameplay to feel inconsistent.	Changed attack input from continuous pressing to discrete button presses to better align with attack animations.
15.08.24	UI layer did not fit properly when switching from a 16:9 aspect ratio to full HD.	Implemented automatic Canvas scaling to adjust the UI to fit the current screen size, ensuring consistent UI presentation.

A Big Thank You!

We just want to say a huge thank you for giving us the chance to create our own game. It was a blast working on this project and we had so much fun bringing our ideas to life. Your support and encouragement meant a lot to us!

Link to the game!

<https://thetzur.itch.io/playground>