**RedSnitch – Documentation**

**Goal of the game:**

Our character tries to catch the redSnitch but he realizes that the redSnitch is not alone. Whenever the character catches the redSnitch, one more redSnitch appears. The goal is to keep catching them without falling down from the ground.

**Game Design Document:**

**primaryScene:**

Our default scene is the “primaryScene.tscn”. This scene contains instance of the character, instance of the floor, instance of the redSnitch, HDU, and walls. Wall is a type of Area instead of a StaticBody because they are not meant to stop anything. They are used to emit signal when a redSnitch enters. Then that signal is caught in readSnitch.gd to change the direction of the snitch.

**character:**

“character.tscn” is our character scene. It is created by importing an armature, a mesh, and animations from the “lowPolyCharacter.blend” file which is located inside the blend\_files directory with the other blend files I have created and used. Character scene is a KinematicBody type to allow input transforms, it has also a camera that follows the character.

**redSnitch:**

“redSnitch.tscn” is our enemy scene. It is created by importing a mesh with baked procedural texture from the “redSnitchBake.blend” file. RedSnitch is also a KinematicBody type because that was one way to have a body that doesn’t get effected by gravity by default. It also has Area node to check if the character enters the area. It emits a signal whenever that happens and respawns with one more of its kind.

**floor:**

“floor.tscn” is our floor scene. I could have gotten away without this scene and just create the floor in the primaryScene but I like to have separate scenes for almost everything in the game. It is created by importing a mesh with UV mapped custom texture from the “floor.blend” file. It is a StaticBody type because it is not supposed to move.

**The Process:**

I was planning to use ready mesh and animations for the character from “mixamo.com” and I imported them to Godot after putting them together in Blender. However, things didn’t go as planned. My mesh was corrupted because the bone weights were not properly added the armature. Thus, I decided to build everything myself. You can see the “lowPolyCharacter.blend” file to see the mesh, armature and the animations. When I used my character, I didn’t have the old issue when importing and it was smooth enough.

I realized how much I missed Godot since Armory was not for me. I would possibly have a maze if I had more time, and maybe platforms to jump around but due to the unexpected errors with the import, I couldn’t add them. I would like to expand this game with power ups and make it more fun in the future.