Resonance!

Production Notes

Prefabs

Pearl (aka Food)

Description: when destroyed adds a side to the player

Components: FoodScript + box collider (is Trigger = true)

Pulse

Description: singular outward moving pulse

-these turn resonators on and off and collect pearls

-radiates outward, as it slows down it fades out

-destroys itself when invisible (alpha = 0)

Components: PulseGeneratorScript + box collider (is Trigger = true)

Group Pulses (triangle, square, pentagon, hexagon, MORE???)

Description: these are the groups of pulses that radiate out from resonators

-made up of multiple pulse prefabs

-used to organize pulses into geometric shapes

- destroys itself when the pulses themselves fade out

Components: PulseGroupScript

Resonator (triangle, square, pentagon, hexagon, MORE???)

Description: a resonating body that, when resonating, pulses

-can be turned on or off by a pulse

-changes color if it is active or inactive

Components: ResonatorScript, boxcollider (is Trigger = true)

Children: resonArea (these are the colored backgrounds that are expanding out)

-these may be removed

RotatingCluster (not implemented until later!!!)

Description: a large (invisible) shape with a smaller resonator at each corner

(Ex. Appears to be 4 resonators arranged in a square)

Components: PappasBigRotate

Children: resonators (maybe not every corner… but at least 1), lines

-I want these to be scalable but not stretch the children

Scripts

GameManager – will handle scene changes, camera motion

-THIS ONE NEEDS TO LOOK GREAT

-currently handles player's changing number of sides

-should make it easier to tell if the player can advance to the next level

(if we're making them complete tasks with a min number of sides)

(but if there's a better way to organize this DO IT!)

-also handles communication with audio program (should split them up?)

PlayerScript – handles player motion and interaction with the scene (rotation and pulse)

-also player appearance (square vs triangle)

ResonatorScript – handles resonator behavior

-THIS ONE IS A MESS

-how often it pulses, when it turns off, what to do if it's moving… appearance!

PulseScript – appearance and behavior of Pulse prefab

-apply a force to pulse when instantiated and the color fades as it slows down

-destroys itself when it is transparent

PulseGroupScript – all I want this to do is destroy itself when it has no children

-when the pulses inside it destroy themselves I want to destroy the container

FoodScript – attached to pearls, makes it disappear and add side to player

BigRotate – checks if all the smaller resonators have been activated at least once before

-if so it rotates itself and all the smaller resonators to the next corner

-this one is new (and poorly named… sorry)

-want one for all the basic shapes (tri, square, pent)

-(there's so much I want to be able to do with this one!!!)

Stuff to Make/Add (if you wanna/have time)

-all pretty low priority and only if we really want to

-GOAL PEARL (distinct from the other pearls, this is the one to get to finish the level)

okay… this one is important…

-Sound barriers that block pulses

-better colliders (I got this one)

-UI with restart level buttons and a menu button or something

-sequencing for multilevels, gotta open the next scene!

Bells and Whistles (aka juicing)

-don't worry about any of this for this week

-camera manipulation kinda would like to scroll/zoom out to a larger scene rather than just insta-load the next scene, is there a way to zoom out until the first scene is tiny and suddenly we're in a larger macro scene?

… sorry that was poorly explained

(if peeps are into this level and we can spend time making it pretty I'm noodling on some preliminary ideas on level transitions with color that I THINK is doable?)

-when we finish their code, big object rotation and sound barriers

-pulses (I got this one… cause I'm gonna be playing with color)