



Into Games Industry Brief #1 - Coding Challenge!

We're running a special competition in the Into Games Discord server, with a brief set by Steve McGreal, Alex Darby, and Joshua Pritchard. These code wizards have put together an amazing brief based on creating a specific mechanic using Unity.

The Brief:

Welcome to the first Into Games programming challenge! We've run challenges for designers, artists, writers and audio folks, so now it's time for you Keyboard Wizards to step up to the plate.

The theme of this challenge is: **Swing Into Action!**

From Tarzan to Spiderman, from Bionic Commando to Worms, swinging has been a part of getting around in games almost since the beginning. Whether you favour a grappling hook, a vine, a whip, a ninja rope or a web sling, there's no feeling quite like sailing through the air on the end of a rope that would pull your arms out of their sockets in real life :)

This challenge is about creating your own take on swinging or grappling movement. It could be in 2D or 3D, and your character could be a stick-person, a cube, or a fully-rigged humanoid dummy. You could rope in (see what we did there?) the services of friendly artists or animators to help create the sprite sheets or skeletal animations, or you could use some crazy ragdoll system to really accentuate the movement. Remember, this is a coding contest rather than an art or animation competition, so don't worry too much about fancy graphics for the character or environment, just focus on getting your swinging to move well and feel good.

Build your game in Unity, with whatever assets and plugins you see fit. We'll be scoring you on how good the swinging feels, code quality and overall polish. You have until 14th October to send us a Windows executable with controls/instructions included and a copy of the Unity project (either via an online repository such as Github/Gitlab, or a zip file in the cloud somewhere), and we'll post a Twitter thread with videos of the best entries. Good luck!

Inspiration:

Here's a video montage of grappling hooks in 3D games:

<https://www.youtube.com/watch?v=dhHgATEDb1k>

Here's a history of grappling hooks in games: <https://the-artifice.com/grappling-hooks/>

Here are some more low-fi examples on itch.io: <https://itch.io/games/genre-platformer/tag-grappling-hook>

Here's a devlog with great talks and videos by someone who is building their own grappling hook game: <https://www.pentadact.com/tag/ghgc/>

Need some free characters? Try the Unity Asset Store:

<https://assetstore.unity.com/packages/3d/characters/humanoids/humans/3d-character-dummy-178395>

Submission process:

Submission process - Email tom@intogames.org a zipped file containing a Windows executable of the game, as well as a text file containing instructions on how to control the demo.

We also need to access the Unity project used to build the executable - either by accessing an online version control repository, or just zipped up and put on Google Drive and linked to the email.

On the 14th October applications will be closed, and entries will be split between the judges to go over. Judging will take place over a week depending on the quantity of submissions.

Winners will receive a digital badge which can be displayed on your CV or LinkedIn – showing the world that you are a master coder!