

Prototype: Tag Team Summer Trials MVP

In the development process of the game, I used Godot Engine. During my research, I found out Godot has great properties for the racing game I'm designing as it has the physics and collision needs along with a strong 2D for engine games.

I began with creating the playable characters, Kitpsii and Sakuti using simple 32x32 solid color sprites (for now), finding dimensions and applying their specific features to them. I designed each feature, such as game manager, finish line, timer, and obstacles, as separate scenes for abstraction. Abstracting the different features allows modularity, so even if I just make two levels for now, after optimizing each feature, I can create several more levels with ease.

With that said, I tried implementing simple maps, highlighting the guidelines and purpose. Helping the player to understand how to play the game. I currently only have two levels created, the first one being more of a tutorial stage. I spent most my time trying to get each feature to work, struggling with proper physics and collision between the player and obstacles.

For the current prototype, I could not figure out one mechanic: the pushable box. The goal was to push it with a character onto a pressure plate or for height in jumping, however the physics were not working for this prototype. Along with that, I did not implement a UI simply because I spent so much time on the obstacles and ideas, I ran out of time to submit.

Steps to Run the Game

Currently, you have to play each level as different applications. I've set up both Windows and Mac, though level 1 for windows might be a duplicate. I couldn't test it. Just double click the app and the game will run.

Controls are

A = Left, W = Jump, D = Right, and R = Swap

Simply Tutorials

- [Godot 2D - Documentation](#)

- [Godot 4 Crash Course for Beginners - GameDev 2D Top Down Tutorial](#)
- [Github Link](#)