



Start

Controls

Settings

Exit



THE AMAZING
PUPPET SHOW

"Enter the stage of an eerie puppet theatre, and harvest the souls of led astray dolls by fighting them with physical controls that mimic the tangible trickiness of controlling a stringed real-life puppet."

Gameplay

High Concept

Title: The Amazing Puppet Show

Genre: Endless Arcade Fighting Game

Target audience: The skill-honing player type.

Narrative: You are the Grim Reaper collecting the souls of the lost puppets



Game & Level Design

Game Design:

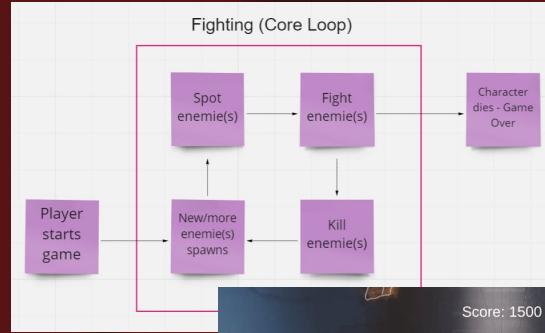
Progression and rewards.

Level Design:

Single level.

Puppet show theatre stage.

Creating an interesting environment.



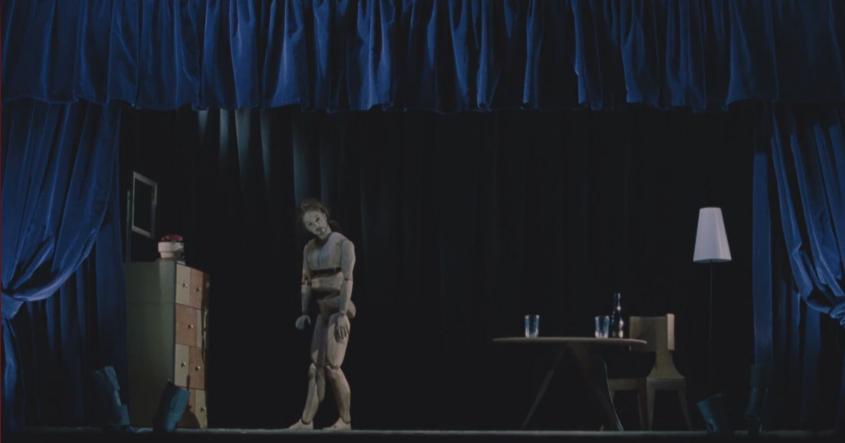
Concept



Puppets used internal head gearing with screw driven control for facial animation and skin made of silicone rubber material

Mood

Concept



Setting

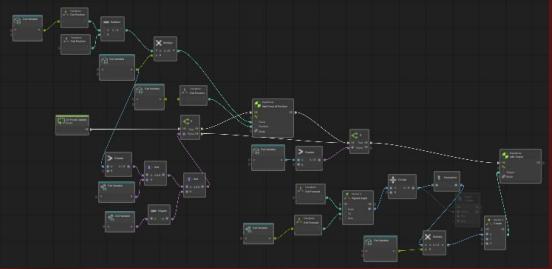
Movement System

- Core game features

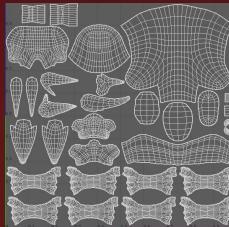
Controls:

- Left analog stick controls character torso rotation
- Left trigger makes character walk in direction the left analog stick is pointing
- Right analog stick swings the scythe

Prefab Instance	Prefab Definition
refObject	SCYTHE_REF
Type	Game Object
Value	SCYTHE_REF
positionForce	2000
Type	Float
Value	2000
torqueForce	0
Type	Float
Value	0
blade	scytheBlade_geo
Type	Game Object
Value	scytheBlade_geo
headRef	HEAD_REF
Type	Game Object
Value	HEAD_REF



Character Design



Character Design

- Enemy



Environment Assets



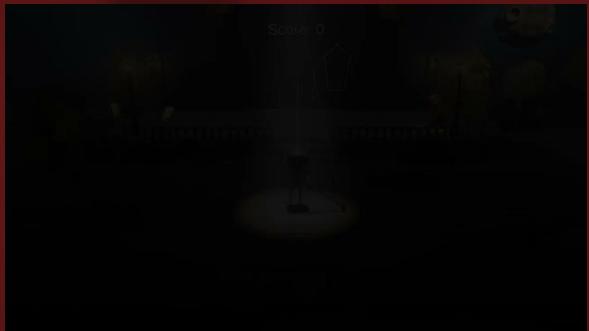
UI



Audio Design & Music

- Principles for the sonic design

- Sound effects:
 - Dangly movement
 - Objects' fragility
- Music:
 - Quirky theater
 - An eerie - yet amusing - feel
 - Darkness <> childish innocence



Thank you for listening!

Post-mortem

Main Learnings - Part 1

Time & Setup

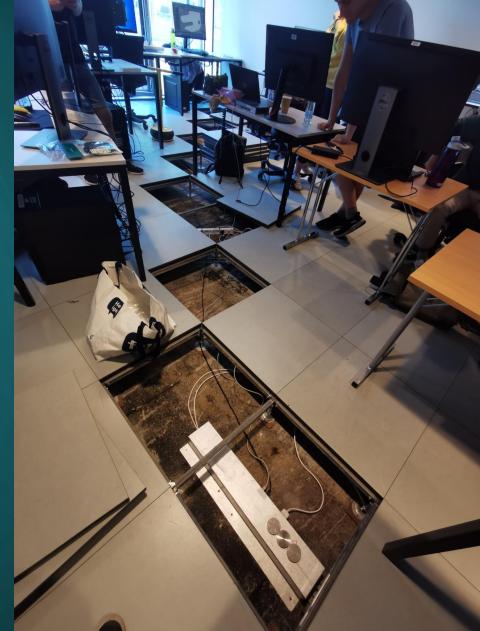
- Went 4 days without WiFi or ethernet
→ constrained production work significantly
- More dedicated time for pre-production

Disturbances in Workflow

- Need physical indicators for deep focus / do not disturb
- Need 'support availability' channel through Discord and policy for its usage

Role Imbalances

- Programming department overburdened with IT support inquiries
→ everyone should search for solutions as a 1st step
- Need better equilibrium of workloads across every team role through entire production process



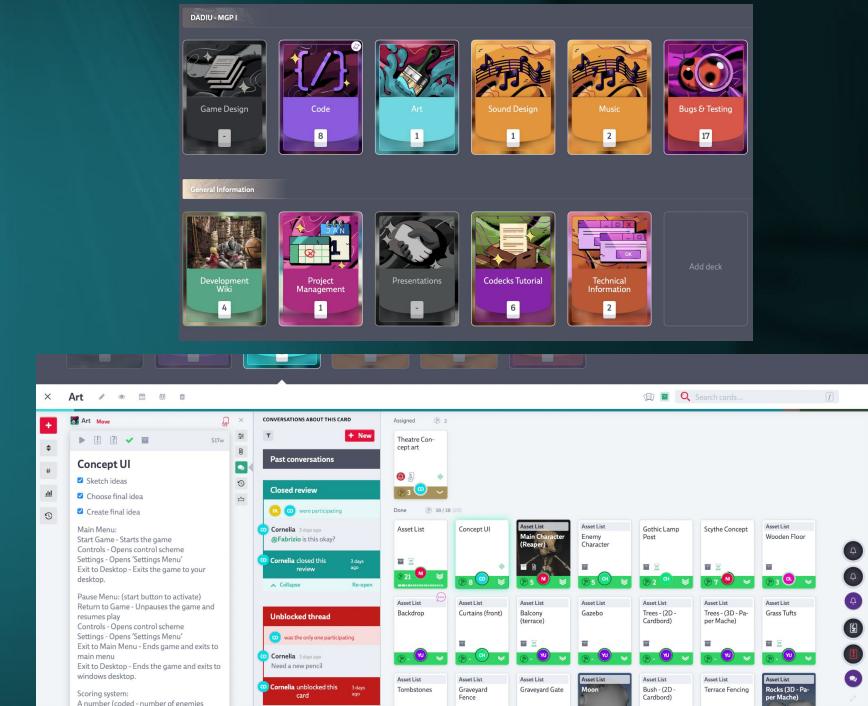
Main Learnings - Part II

Hierarchy & Decision-making

- Less democracy → leads should assert the direction
- More detailed instructions from leads regarding features / less interpretation from roles
- More lead meetings to align departments' tasks
- Early creation of living team document which specifies the decision status and deadline of the game features to be implemented

Transparency on assigned work

- General team usage of project management tool increased significantly
- Team members should not undertake work that might significantly influence the project, without having it agreed with the lead team



Let's talk!