Sun Dec 11

NEWM-230

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Martian Malfunction

You are tasked with finding lost pieces of your ship in order to escape this planet, as well as finding anything valuable you can trade in for Credits once you are ready to leave. In this particular level, there are four different pieces of your ship that are located in different parts of the area. In front of you, there is a rope bridge carrying you to the first part of your ship. When you cross the bridge, you are greeted with a fork in the road. There are parts on either side of the bridge. On the right, you follow the bridge down to a rundown gambling hall. To the left, you have to jump your way across several large rocks. The third part is located on the lowest rock on the right side of the left path. Use the rock to the left, then jump down to the furthest rock down to collect the third part. The water below is shallow enough that you are able to walk to the other rock if you fall. Platform your way across the other side to reach the other side of the valley your ship crashed into. To get the fourth and final part, go through the main hull of your ship and collect the part.

For the outside region of the level, I wanted to go for a sort of rundown ghost town. In order for the residents of the area to survive both the extreme flooding and the extreme elevation of the environment, they use a combination of simple flying machines and stilted platforms in order to keep their homes afloat. This particular area is recently abandoned, as the flooding in the area is beginning to worsen. The first area you land in is mostly a desert, with the occasional cactus dotting the land. You have a bridge in front of you which leads you through the rest of the level. Across the right side of the bridge, there is an abandoned gambling hall. During the mass evacuation, there was a robbery that caused several bags of money to be dropped across the floor. While the currency here might be valuable to Earthlings, to an Ignufungi they are not anything of value as the particular currency doesn’t trade into Credits.

To the left side of the bridge, there is a shallow pool of water with large boulders jutting out of the surface. The bridge was taken down, so you are forced to jump across the boulders to reach the other side. There is a part located on the lower boulder, so you could either go there, or jump straight across using the higher boulder. After that, there is a boulder you have to jump up to, but it is too high to reach. In order to get up there, you have to jump up to a slightly higher boulder and jump up from there. After this, there is a large gap you have to clear. You can clear it with a double jump because Ignufungi can canonically double jump.

The final part of the area is a ledge with part of you ship crashed into it. You can explore the inside of your ship and collect the final part of your ship. The inside area is actually the outside casing of the emergency pod that you used to crash land. After being separated, the casing got lodged into the side of a valley, causing you to be launched out into the starting area.

For the new parts of my level, I added more to the front of the ship. There is a large hole in the front part of the ship, leading to another path outside. I put an additional part near the bottom of the front part of the ship. In the additional path, there is another part, half buried in the ground. Also, I put a water tank underneath the big lake. With the water tank, there is a part that is sunken underneath the water.

Extra Credit:

For the level, I looked up a tutorial on how to make collectables inside Unreal Engine 4.

Link: <https://www.youtube.com/watch?v=r5Cx180UFEQ>

I added a swimming animation using this tutorial series:

<https://www.youtube.com/watch?v=7aLPljkUM24>

I added pop up text using this tutorial:

<https://www.youtube.com/watch?v=Os7uf-wiU8o>

Font Used for Logo: <https://www.dafont.com/stone2.font>

Data Pack Used: Wild West