



# Oasis

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Demo Time!



# Key Data

- Puzzle Game about diverting a river so it reaches the oasis.
- Uses Gyro sensor for input (tho I recommend just using touch & drag)
- Made in Godot 4 with Godot-Script



# Learnings/Challenges

## 1. Godot

- a. Structure is different; everything is a Node?!
- b. Godot Script is so similar to Python :(

## 2. Android Plugins


- a. How do they work?
- b. Debugging is mediocre  
however praise **adb logcat** \o/



# Possible future additions/features

- Add more levels (and a proper level select...)
- Make the river actually rotate and not X-Shift
- Add new features
  - Multiple rivers/oases (colour coded?)
  - Add juice eG particles, shaders, etc.
  - Add special obstacles eG portals, automatic river bypasses, coins to collect, ...
  - Better UI





Lets flick through some Code!  
(if we want to)

