Part of our postmortem

Planning stages – from Sadie

I had a few ideas but knew I had to with something small. I’m saying I as in myself for two reasons, one, originally, I was going to do the work myself but thankfully, Fei, Nhat and Jessin joined and I’m grateful they did because it would have been disastrous for me to work alone. Second, this premise was thought of a little before joining the game design program, of a skunk landing on an island filled with talking, animals.

The idea before the beginning of game design –

So, there was going to be more lore when I was building the story. It was wild too, because it was going to be a war story. Instead of just one small animal there was going to be a small group consisting of animals with the skunk, a red and white squirrel, rabbit, fox, etc. the hawks, lions, and wolves were the warring sides, splitting the island in thirds. Instead of leaving, the skunk was going to stay and discover the mystery of the island while preventing the predators from bringing ruin to the island’s small animals.

In the group –

Now within the group, this idea was scrapped immediately. What was kept from the original idea, the skunk, the island and the three predators, hawks, lions, and wolves.

The story instead, decided by the group, was of Jyodi the skunk getting shipwrecked on an island known for getting shipwrecks. Over the years, a lot of animals have thrived on the island. Here, in the game, your goal is to get off the island and Jyodi goes on missions to find material to build a boat. More character were planned for the game like monkeys, most were enemies but one was a friend. Another character planned was the red and white squirrel who would give you the tutorial. These two characters did not come into play in the end, but at one point, monkeys were going to be sharing the beach level with the hawk’s throwing coconuts at you.

One other idea that was scraped was boss level. There was going to be a boss lion in charge of the island though there just wasn’t enough time, and the coding was planned that far to fight a boss. In the end, it was a good call not to bring it into the final part of the game.