

CMPM 170 Prototype 2

By T1 But better

The mechanic that we chose was “unusual movement”.

Player is an “adventurer(?)” who wields a pogostick for movement as well as a weapon.

2D platformer, has wall jumping like New Super Mario Bros series

Setting and theme currently unknown for now.

The kind of unusual movement we decided to incorporate was the “pogo” movement, taking inspiration from the notorious rage game series “Pogostuck”. General idea of this prototype, however, is that it is a 2D platformer game that incorporates the unusual pogo movement. Instead of WASD and space to jump, you have to aim and angle the pogostick in order to move to the desired places that you want to go to. In a sense, our group took the phrase “unusual movement” quite literally. Since it really IS an unusual movement. Because of how the collision detection and the barriers were coded, wall-jumping is also a feature in this prototype. You will see in the later parts of the level that there is no ground, which requires you to perform precise wall jumps in order to succeed and clear the level. There are jump height differences as well depending on the time duration of the mouse button press, which could lead to more interesting movement, or more jank, depending on how you view it. Other elements from the game is that you can shoot bullets from the pogostick, which would kill the monsters you meet throughout the level. As all of the monsters are grounded, it's best to kill all the monsters from above in the air.

Reflections:

Ali: I had a unique learning experience during prototype 2. I learned about various gaming frameworks and technology. We ended up using unity which was a new experience and learning how to use C# to make a pogo stick prototype. I also was responsible for recording the gameplay and showcasing our prototype. I really enjoyed working with my teammates and am grateful for their support

Nolan: For prototype 2 we took a different approach where we all spend the first week each making something we roughly wanted to make to then combine into one game the best we can. With that I created a time slow mechanic that would slow down moving objects and allow the player to make more precise movements. From that I learned how to take my code from preexisting works that I had made and bring it to another version of unity and another project. I found the creation process really enjoyable, especially the freedom of making what I wanted just to bring all of our ideas together. On the other hand I found that not having a central idea of what we all wanted to make to be a bit of a challenge as some of our ideas were quite branched out from one another, next prototype I wouldn't mind keeping the individual ideation but I think we should either better combine the work or at the very least form a theme first.

Eric: This prototype had a different theme than I expected, since it's more "hands on" for the lack of a better word, as opposed to more brainstorming/theorycrafting. For this project, my main job was to provide the skeleton of this project, since I was one of the people who made the pogo movement and levels and such. I also handpicked the mechanics since I've had experiences with programming unusual movements so it makes everyone else's jobs easier. Also I am the one drafting this pdf document.

Regis: For prototype 2, I was mainly on level design duty alongside fixing up some of the code. As such, I added some extra functions like camera movement and a death entity for more difficulty. As such, I made sure all the code worked together in the end. Afterwards, I was tasked with some level design, so I decided on creating a basic level that could be completed within about 2 minutes of playtime if played well. I took a lot of inspiration from TF2's rocket jumping, as the ideas behind both games are similar in terms of movement. As such, I focused on a gradual increase in difficulty alongside the movement being based around human error. As such, even without a tutorial, they will learn the basics. As such, I did exactly what our group needed, and did it well. I think I could have added more, or taken the time to add some more flavor to the game, but I think it doesn't need it. I learned more about how to make the game work towards how a new player would tackle the game, as making things just feel right is important. In the

future, I hope to have a better idea of the game before hand, as we could have done better with how we worked on the game.