Tumble Skull

Alone, decrepit, with no direction, the wild west won’t wait round for you to pull yourself up by the bootstraps. Git on goin’ and tumble around, cowboy.

Table of Contents

The Revisited Game

Overview

Audience/Platform

Gameplay and Mechanics

Art Style

Agile Method and Scrum Workflow

The Revisited Game

This game was originally a one-button high score game for windows computers. The gameplay was simple, uncomplicated. You played as a cube on a platform and had to jump as many times as possible to gain points. Every certain amount of time there is a key that is the designated jump key – meaning, one of the 26 letter keys available allows the player to jump and earn points. Pressing any other key that is not the designated jump key, as it reads on screen, results in an automatic game over.

The problem with this mini high-score game is that there was not much to it. While the basic gameplay was not all that difficult it left a lot of room for improvement. I knew I wanted to improve on the gameplay and interactions, especially allow the player to move around the screen and add layers of difficulty. This train of thought made my move to porting this as a 3D mobile game, that way it’s a worthy portfolio piece to show off too.

Overview of Tumble Skull

Tumble Skull allows players to tumble around the map to avoid tumble weeds for as long as they can! The wind blows them in from all four directions so the player has to move around the map, stumbling with the janky controls to avoid the tumbleweeds. The skull of the bull will have multiple colliders so the player can really feel like a tumbling skull in the dessert! The game is made to be a portfolio piece to show my knowledge and understanding of developing for mobile games. The fun of this game is the goofy janky-ness, it is a pretty short game that takes about 4 minutes of gameplay until the player loses.

Audience

Platform

Gameplay and Mechanics

Art Style

Agile Method and Scrum Workflow