Mini GDD - Michelle Radcliffe

The two visual changes I used to modify the game are a new animated character sprite, and a new animated particle effect. The character sprite can be found by heading up and to the east from the start area. The particle effect can be seen by engaging in the new mechanic, spending a cog, and then refilling said cog at the aforementioned character, triggering a “pickup” burst effect.

The two audio changes work in tandem with the previously mentioned visual changes. The first sound can be heard when talking to the character, as it triggers a dog bark to indicate speaking. Speaking to the character with less than a full count of cogs triggers a “pickup” sound effect with a twinkle and gear noises.

The major gameplay change implemented is the transition to the cogs being a limited resource. Now, the player starts with 5 cogs. If they run out of said cogs, they can interact with an NPC in order to refill. I believe that this is a significant change because limiting any resource adds a new layer to playability. While it does not permanently hamper the player, it does ask them to be more precise in their usage. If the map could be larger, or there were more enemies, etc. then this effect would be greater, as it would encourage smarter interaction from the player.

Sources:

1. Daisy Sprite: Michelle Radcliffe
2. Cog Counter Icon:
   * Source: PNGTree. (n.d.). Gold Gear Icon Vector. Retrieved from<https://pngtree.com/freepng/gold-gear-icon-vektor_7495776.html> on November 24, 2023.
3. Cog Particle Texture:
   * Source: Pixabay. (n.d.). Gear Cog Wheel Tools Rack Wheel. Retrieved from<https://pixabay.com/vectors/gear-cog-wheel-tools-rack-wheel-307780/> on November 24, 2023.
4. Dog Bark Sound Effect:
   * Source: Pixabay. (n.d.). Small Dog Barking. Retrieved from<https://pixabay.com/sound-effects/small-dog-barking-84707/> on November 24, 2023.
5. Particle Sound Effect:
   * Source: Pixabay. (n.d.). Wind-up2. Retrieved from<https://pixabay.com/sound-effects/wind-up2-106350/> on November 24, 2023.
6. Particle Sound Effect:
   * Source: Pixabay. (n.d.). Cartoon Wink Magic Sparkle. Retrieved from<https://pixabay.com/sound-effects/cartoon-wink-magic-sparkle-6896/> on November 24, 2023.

Mini Game Design Document – Alana Ackley

For the first visual animation change, there is the added 2D Pink Bird called Birdy in the game near a large purple tree to the right of the start of the game which has an idle flying animation. This asset was found in the Unity Asset Store with the animation included and was configured in game as needed to work properly. As for the second change, there is another asset from the Unity Asset Store of a lantern prop which has been duplicated so there are two near the house that are both to the far right in the game with fixes as needed. Then the settings of the game were configured to support different 2DLighting effects so lights could be added on both lanterns with an applied animation, so the lights slowly flicker on and off. There is also an asset added to the environment folder called Hazard that is an edited picture that was made but has not been added to the game yet. -Alana A.

For the audio, both Audio changes were added with code and relate to the Birdy NPC and the flickering light lanterns. The bird has been configured with audio so when the player Ruby is a certain distance from the bird and presses X, the same key to trigger dialogue, which it will play the sound once with options to set the range, and how long between each reset of the audio upon pressing X in the inspector. The lanterns have been configured similarly with code but without a button press so the player Ruby must come within the specified distance of the lanterns as assigned in the inspector for the sound to play only once, then it resets after a certain amount of time and will play again when Ruby re-enters the area or if the Ruby Player stays in the area. Finally, there is an additional code that can be added to any game object in the developer mode and in game mode press P to automatically locate any game object playing sound, this was a helpful fix for finding any overlapping audio within the series of multiple game objects by showing where audio was playing from. -Alana A.

For the major change, there are additional UI’s that can be triggered in game by pressing Spacebar through code. The UIs are designed to be a basic instruction sheet for someone who is new at playing the game and are designed to be like any other games control panel to provide helpful information on how the game works, as well as what keys on a keyboard do within the game. A player knows that they have the option to press Spacebar for an instruction UI from a small UI that shows at the bottom right corner of the screen while in game mode with the text, “Press Spacebar for Instructions”. This will pull up the instruction UI in the middle of the screen with information about all the keys that have been configured with code that a player can use in the game and pressing spacebar again will hide this UI menu. This seems like a significant change because it is a huge part of every game out in the world, even if it seems simple, everyone will want to know what they can do in a game with the keys available or if there’s any special keys that are not a part of a normal game setup configuration. This change also provides tons of visual information and has been configured with code to trigger the instruction UI upon pressing spacebar while playing the game. -Alana A.

References

Mixkit. (2023). Download Free Bird Sound effects. Mixkit - Birds. https://mixkit.co/free-sound-effects/bird/?page=2

Pixabay. (2023). Free flicker sound effects download - pixabay. Pixabay - 18 royalty-free flicker sound effects. https://pixabay.com/sound-effects/search/flicker/

RRFreelance. (2018, May 29). Tool icons and Blood Sprites: 2d icons. Unity Asset Store. https://assetstore.unity.com/packages/2d/gui/icons/tool-icons-and-blood-sprites-118526

SRStudios, K. (2021, June 29). 2d Cartoon Birds Pack: 2D characters. Unity Asset Store. https://assetstore.unity.com/packages/2d/characters/2d-cartoon-birds-pack-149167

===README===

Jaylee Vick – Ruby’s Adventure v0.1

The conclusion to the 2D expedition. This took a lot more work than I’m willing to admit; I’m not well-versed in C# yet, and I overcomplicated some things and broke others. I had to simplify and redo a lot of code, and I spent the last eight hours or so debugging it. It’s 2:30 in the morning as I’m writing this. I need a break.

===KNOWN ISSUES===

Issues with layers and overlapping objects; I’m not sure if I broke something or it was always like that, but I wouldn’t know how to fix it anyway.

===LIST OF CHANGES===

Art & Animation:

Created two original animated props; both remakes of similar props I designed for the FPS microgame. One a brightly glowing orb and the other a contra-rotating pair of pyramids, both bobbing mid-air over static pyramids anchored to the floor.

The orb’s lighting also flickers; that one took way longer than I’m willing to admit for it to come out right.

Speed buff below creates a smaller orb for the duration of the effect, flickering included.

Scripts/Gameplay:

Added a script to the Orb prop, along with a trigger collider, with inputs for variables to boost the player’s stats – specifically their speed – for a limited amount of time when the player gets close. (Default 2x multiplier for 3 seconds, adjustable through the editor.)

Added code to the RubyController script to implement the speed boost as well as trigger relevant indicators (a small glowing orb and powerup/down sounds).

Probably also accidentally slowed Ruby down, so I guess that buff is useful now.

Audio:

Added

===TEAM MEMBERS===

Jaylee Vick (me)

Michelle Radcliffe

Alana Ackley

===CREDITS===

Unity – Base Ruby’s Adventure project.

Michelle – For providing the original build for this project.

“RPG Essentials Sound Effects - FREE!” by leohpaz for the audio assets - https://assetstore.unity.com/packages/audio/sound-fx/rpg-essentials-sound-effects-free-227708

All other assets not mentioned in other team members’ Readmes created by me in Adobe Illustrator and the Unity editor.