

fibers
catbread



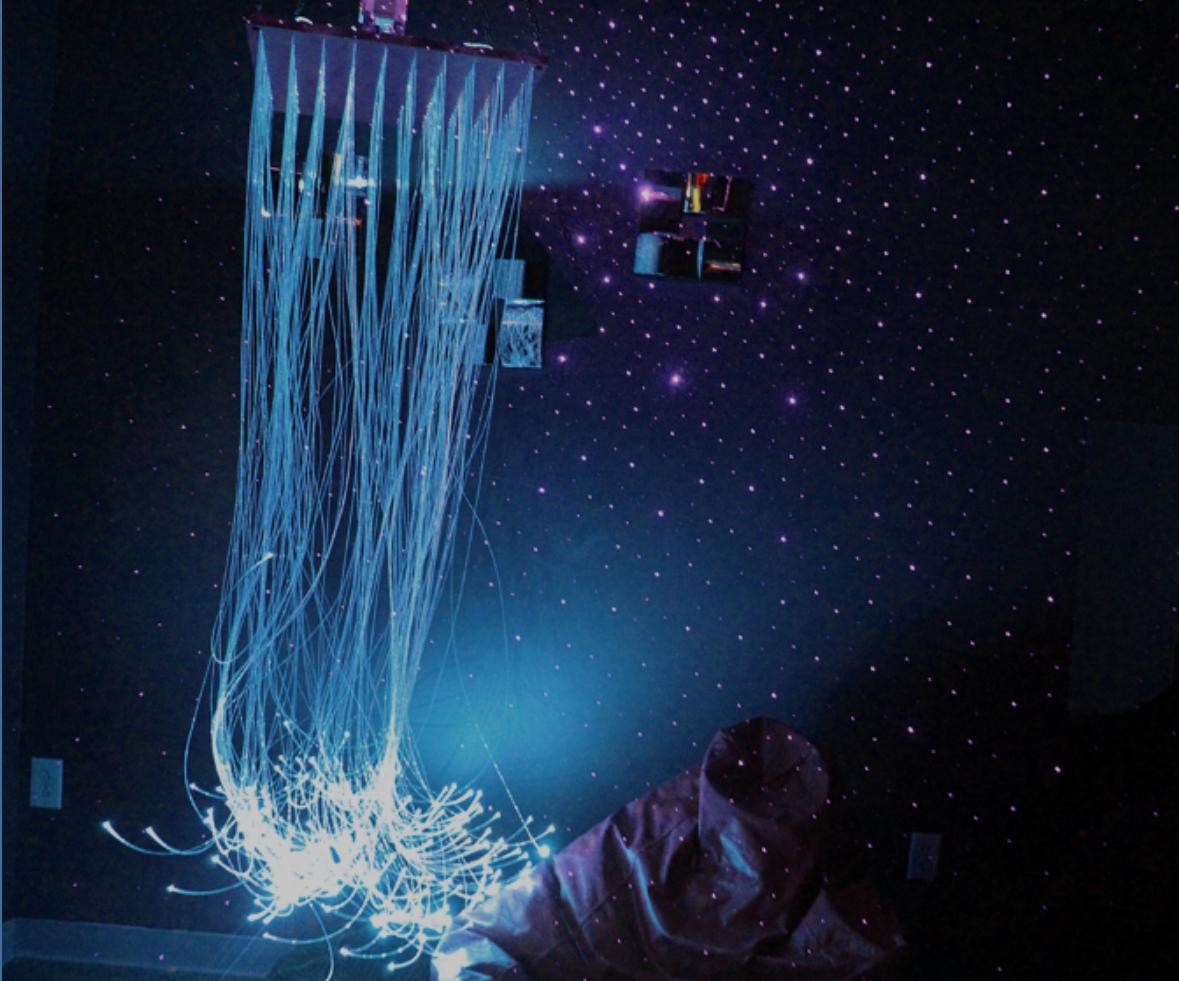
lilisun.net/fibers

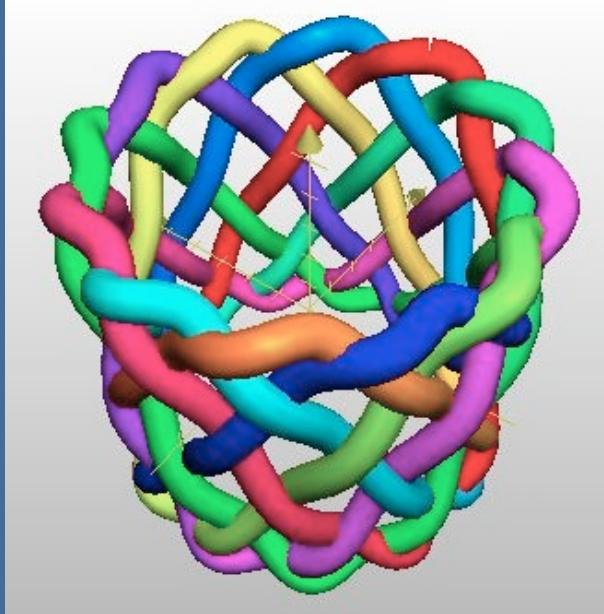
Design Process - original concept

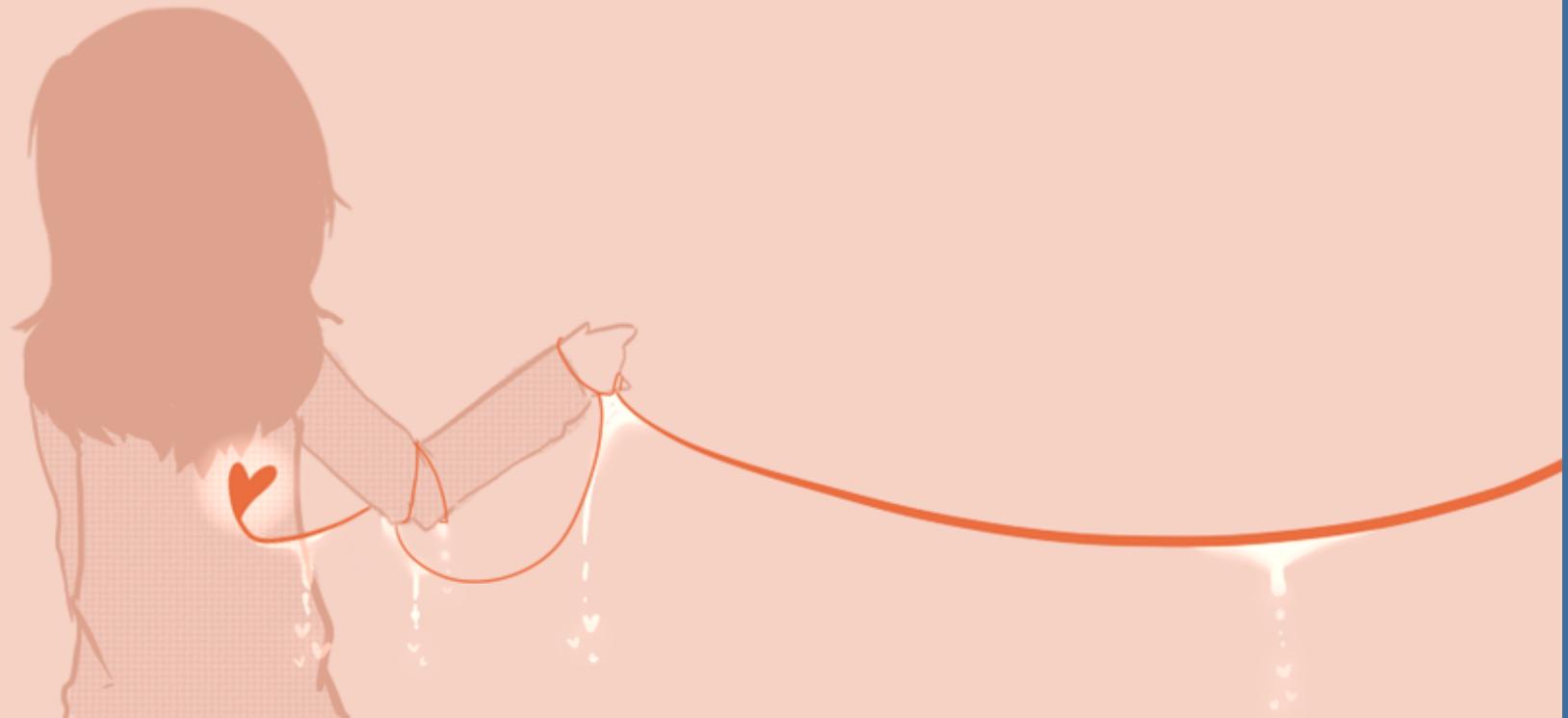
*“What if there was a world made
completely out of fibers?”*

- Lili S









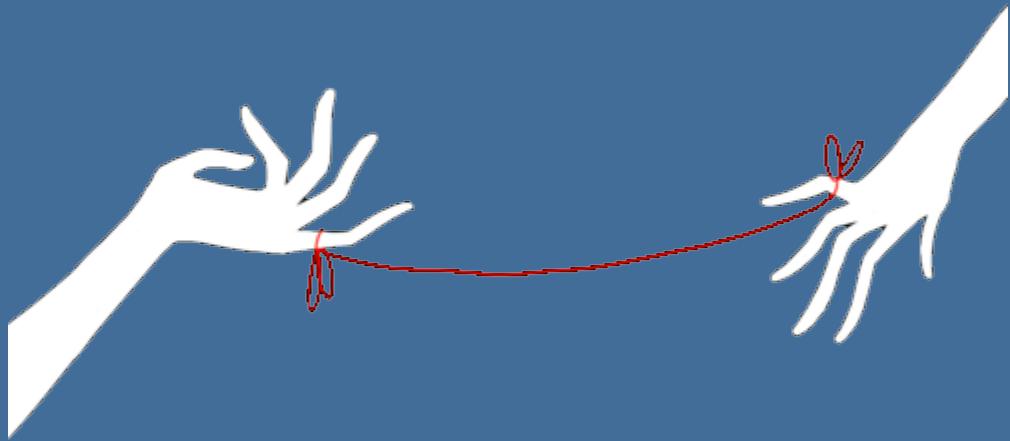
<http://arcky-cano.deviantart.com/art/Red-String-255243761>

Design Process - mechanic original ideas

cut, sew, knit, weave



Design Process - mechanic original ideas, goals



OR



Design Process - mechanic original ideas, concepts



exploration



heavy story integration

Design Process - mechanic iteration 1

*“You are wavering
precariously”*

-Daniel Martelly

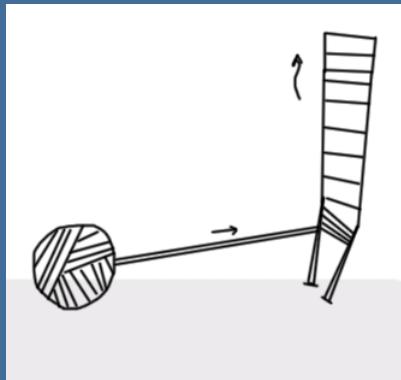


Design Process - mechanic iteration 1, bad stuff

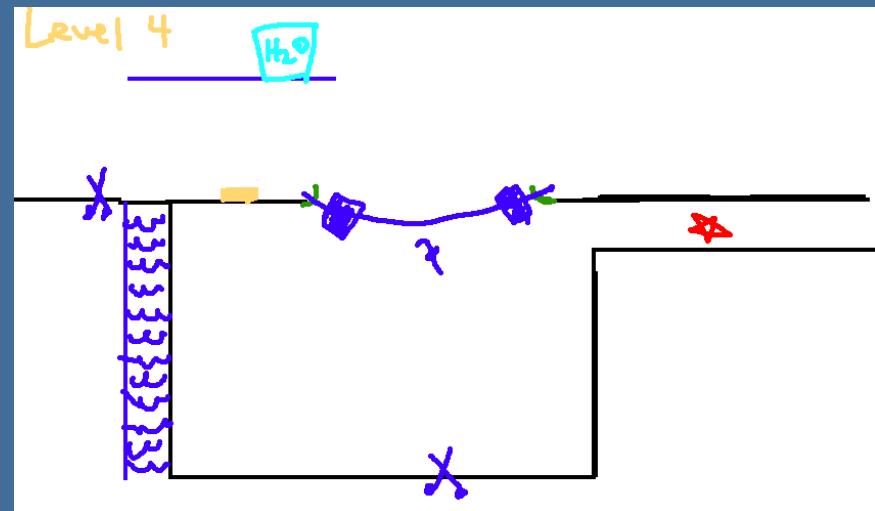
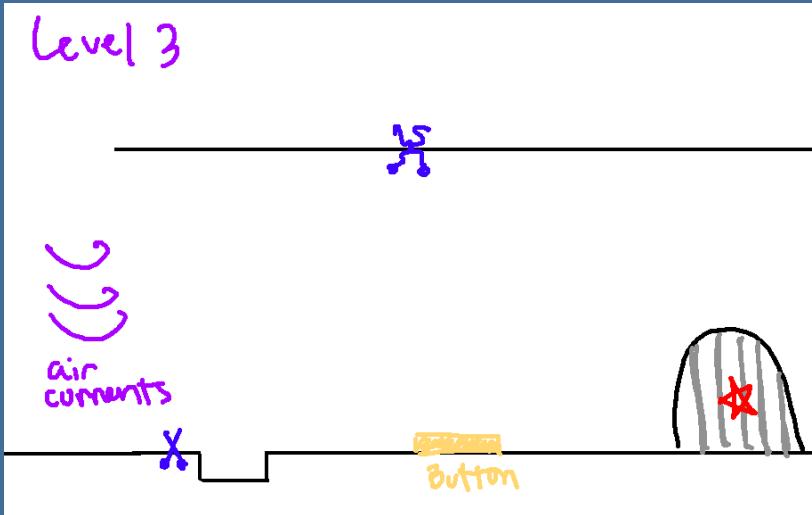


Design Process - mechanic iteration 2

- transformation, reusability, harmony



Design Process - mechanics iteration 2.1



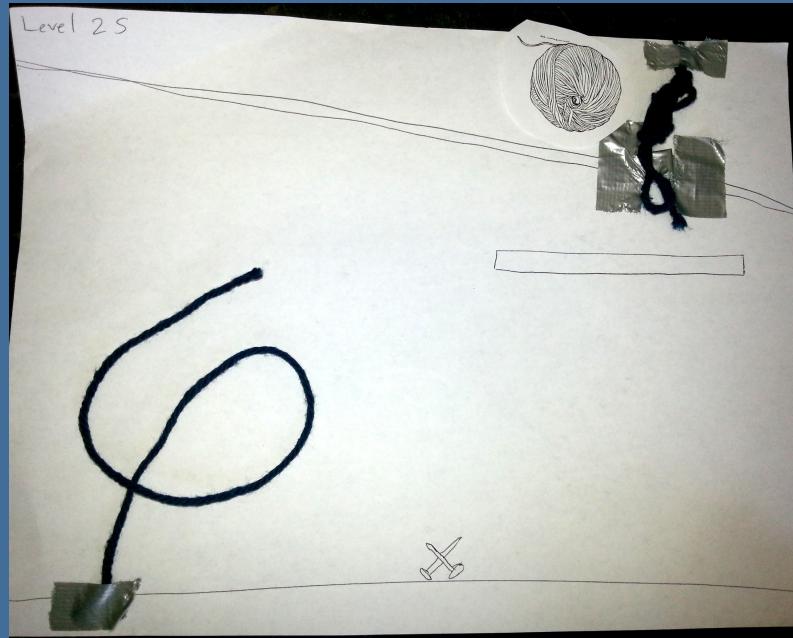
Design Process - Story

- Iteration 1
 - spirit world
- Iteration 2
 - grandmas
- thing to learn:
 - don't settle



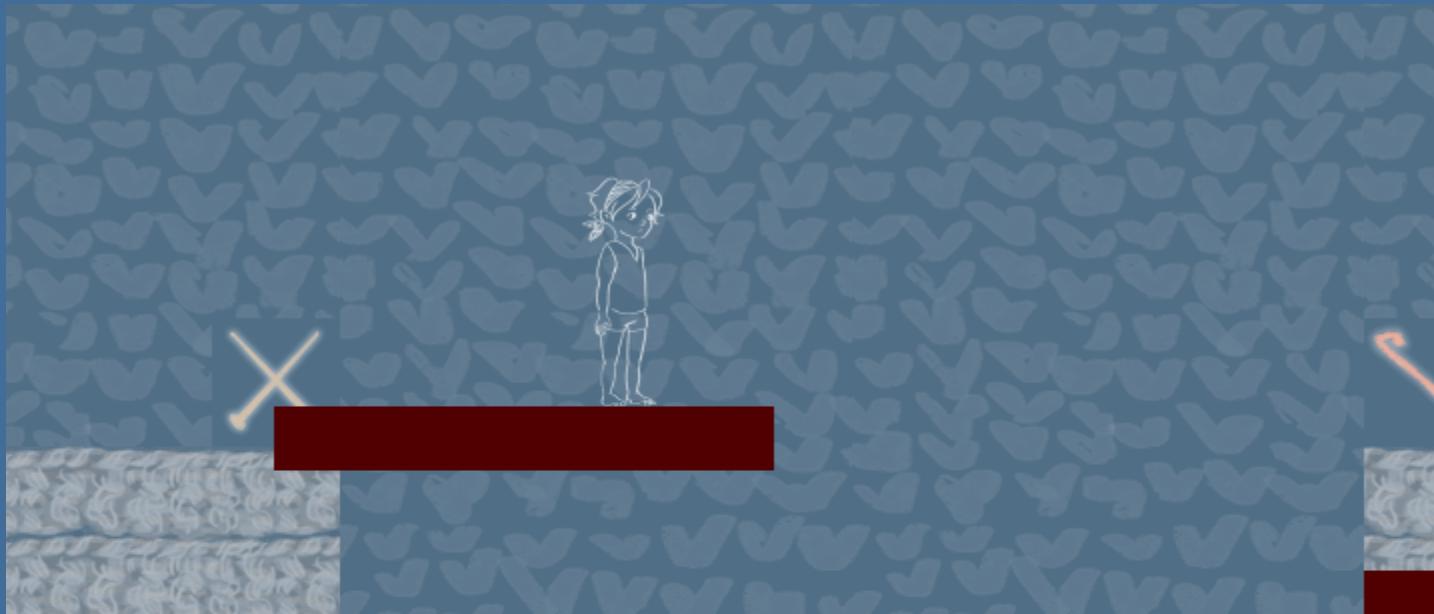
Design Process - pros

- paper prototyping
- clear design docs

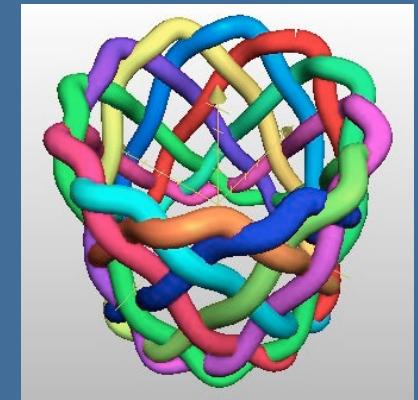
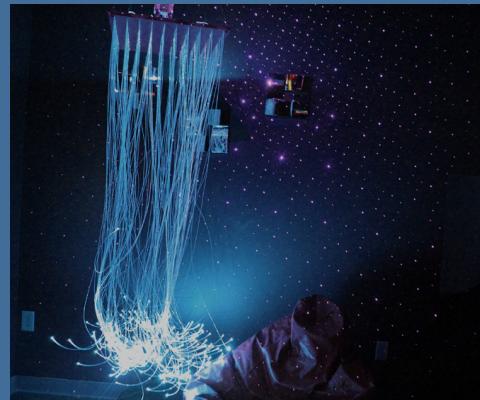


Design Process - cons, more action

- debating merits of hypothetical approaches
- not enough user testing or implementation

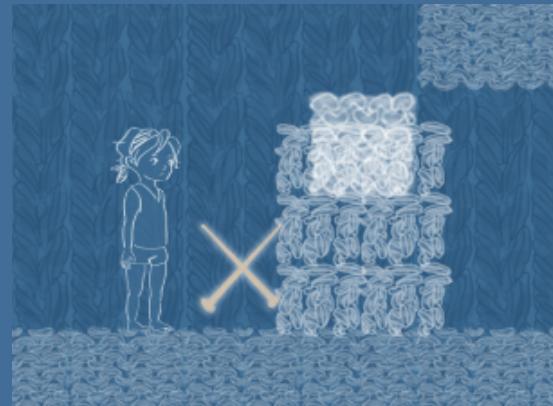
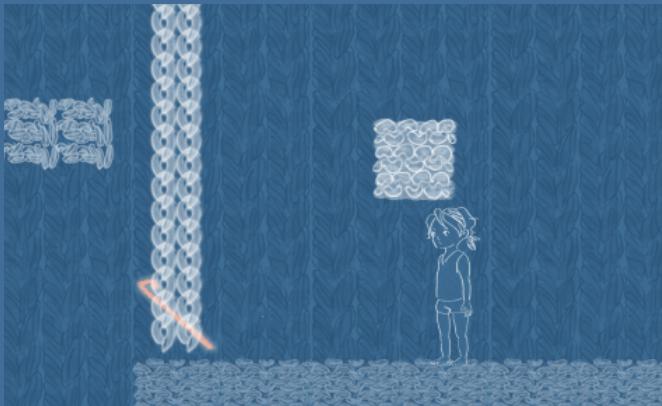


Design Process - cons, show don't tell



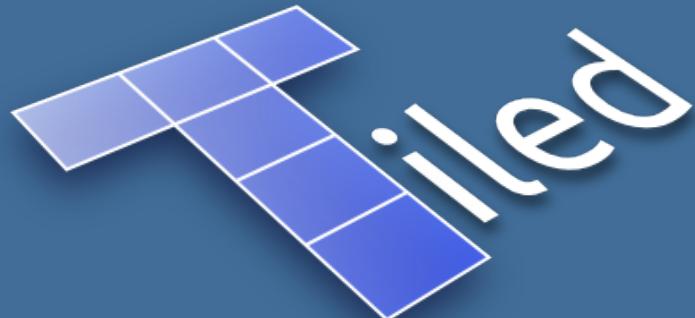
Design Process - cons, edge cases

- stop thinking about all the possible edge cases

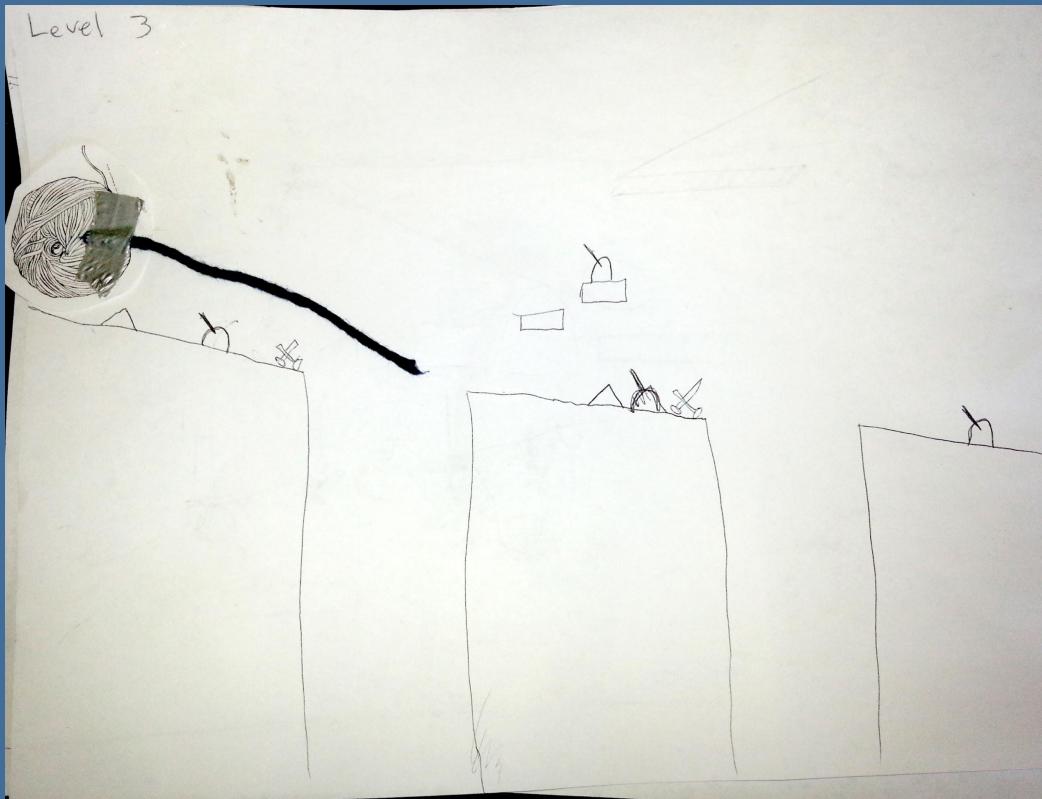


Development Process - set up

- Coding guidelines
- Development tools



Development Process - cycle, paper prototype



Development Process - cycle, spreadsheets + trello

Fiber ★ 🔒 Private

To Do

BUG - when I jump on the cube and try to jump again really fast, I freeze in the crouch position

BUG - can't go right to jump on top of this (priority 3)

create bug list

upcube fix the rope thing

transform pull the cube slower to platform

BUG - when I jump on the cube and try to jump again really fast, I freeze in the crouch position

BUG - can't go right to jump on top of this (priority 3)

create bug list

upcube fix the rope thing

transform pull the cube slower to platform

Add a card...

URGENT DEPENDENCIES - things that you need to do but can't be of dependencies

Add a card...

Doing

make the presentation

create end screen

Sound effects...

focus test 5 actual test and write up

reduce push/pull velocity of the block

this should be crochet hook

this should be sideways

Add a card...

Done

Make last scene in progression take you back to the main menu (0/1)

Sound effects...

focus test 5 actual test and write up

reduce push/pull velocity of the block

this should be crochet hook

this should be sideways

Add a card...

Done but potentially need fixing

come up with a list of things that require sound effects (.5/1)

BUG The player can stick to walls by pressing up against them, and other dynamic objects stick to walls of their own accord (2/1)

checkpoints (2/4)

levels get exponentially harder to reload? (aka when I reload the level several times in a row it gets longer to load each time) (2/2)

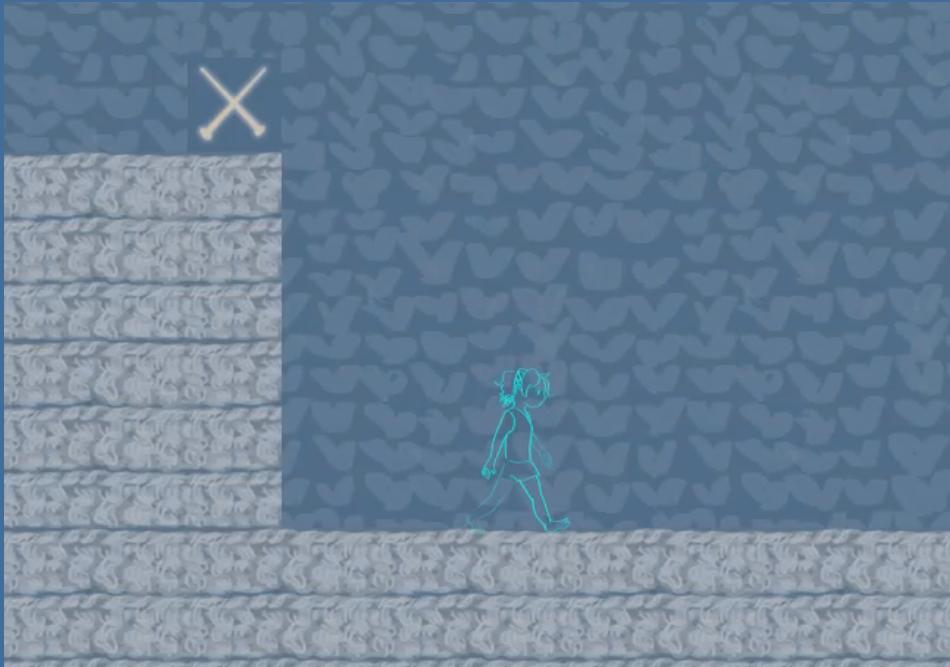
BUG - not able to jump after hitting a wall (2/2)

Add a card...

◀ Show sidebar

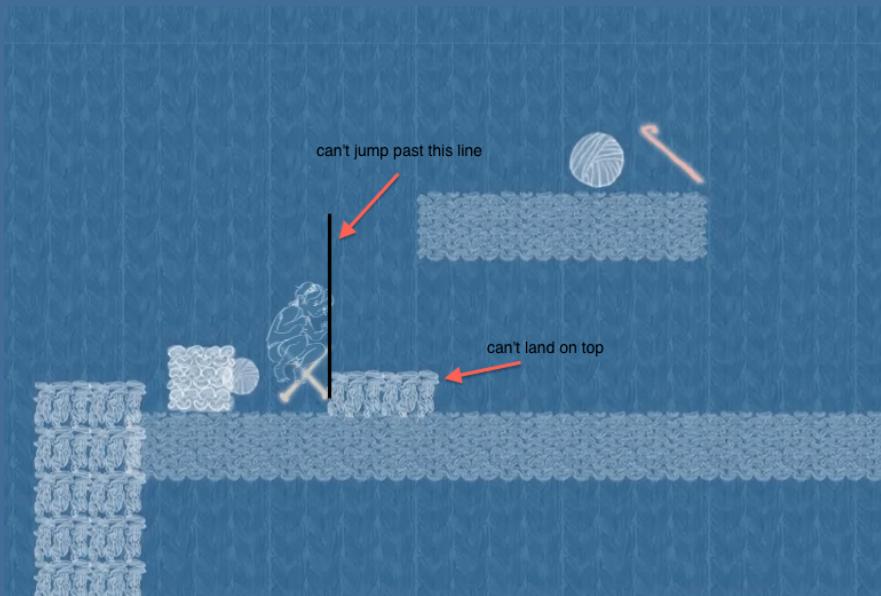
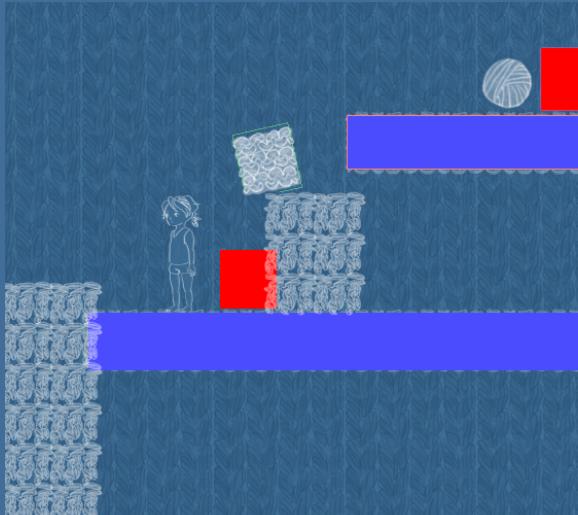
Development Process - cycle, code

- implement basic version of feature
- consolidate & document code



Development Process - cycle, polish/iteration

- redesign/generalize as necessary
- bug squash bug squash bug squash



Development Process - pros

- Flexible, rapid iteration
- Avoided dependency issues
- Project always playable
- Asynchronous

URGENT DEPENDENCIES - 
things that you need to do but
can't bc of dependencies

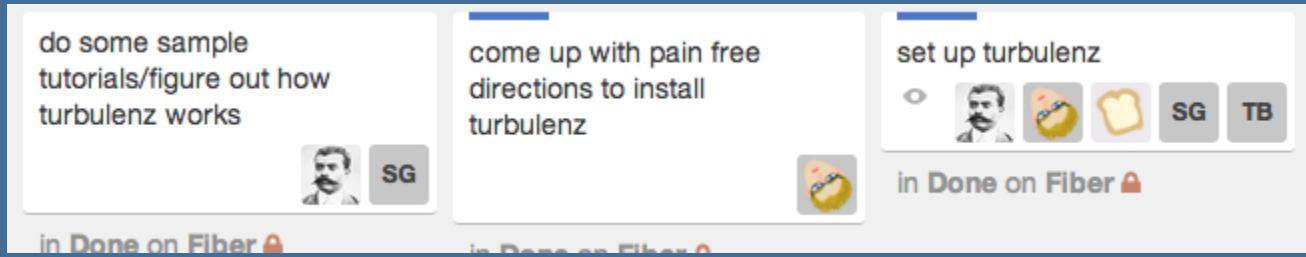
Add a card...

Development Process - cons

- A bit messy in beginning
- Could have benefitted from more high-level design work upfront.

Development Process - cons

Turbulenz ramp up was long and painful.



Development Process - cons

To Do

BUG - when I jump on the cube and try to jump again really fast, I freeze in the crouch position

BUG - can't go right to jump on top of this (priority 3)

create bug list

upcube fix the rope thing

transform pull the cube slower to platform

URGENT DEPENDENCIES - things that you need to do but can't bc of dependencies

BUG - when I jump on the cube and try to jump again really fast, I freeze in the crouch position

BUG - can't go right to jump on top of this (priority 3)

create bug list

upcube fix the rope thing

transform pull the cube slower to platform

Doing

make the presentation

create end screen

Done

Make last scene in progression take you back to the main menu (0/1)

Sound effects...

focus test 5 actual test and write up

reduce push/pull velocity of the block

this should be crochet hook

this should be sideways

Don't be afraid to fix

come up with ways to fix them, and objects stick to own accord

BUG The platforms walls by pressure them, and objects stick to own accord

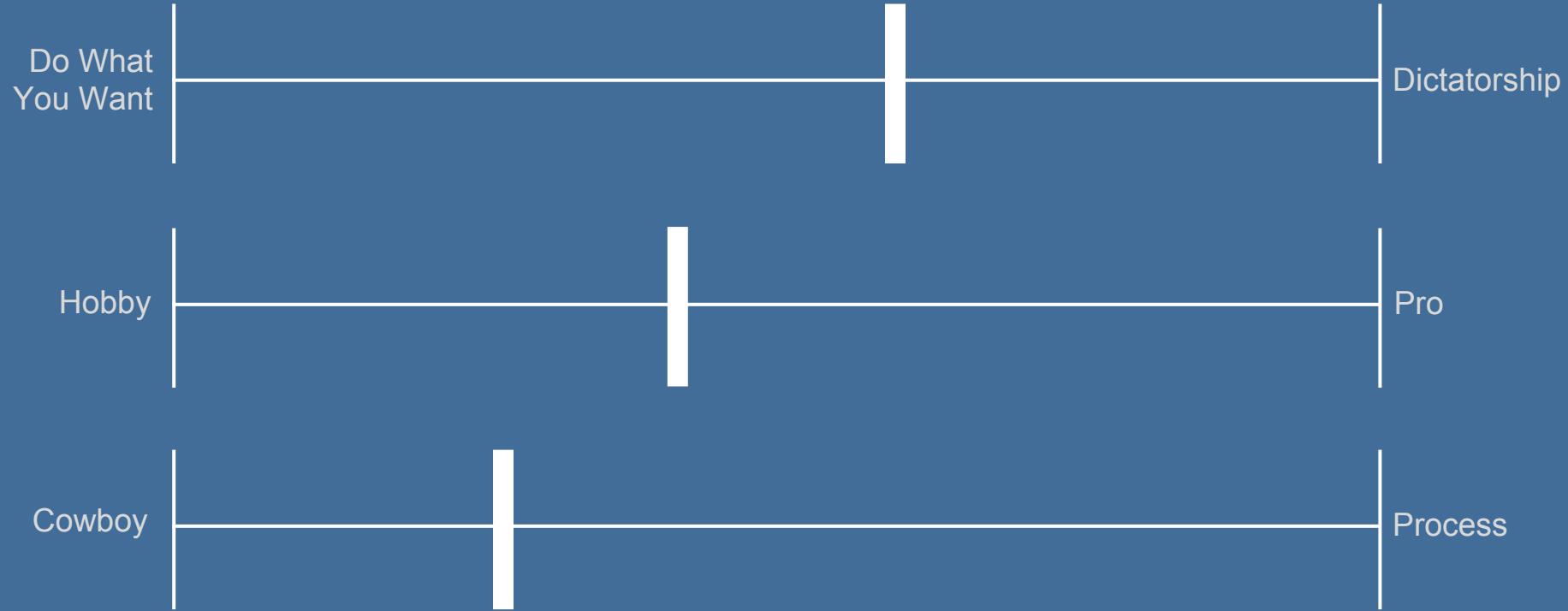
checkpoints

levels get stuck to reload? (edit the level settings it gets longer)

BUG - not able to hit a wall

	A	B	C	D	E
1	Stephanie Gu, Turner Bohnen, Ethan Sherbondy, Daniel Martelly, Lili Sun, Jeff Prouty				
2	Story	Sprint Tasklist	Fibers	cms.617	
3	As a user, I want to be able to move up, right, left, down, and jump to navigate around the world	Task	~Time (hrs)	Who	Status
4		create player class	1	ethan	done
5		implement up, down, left, right	0.5	ethan	done
6	As a user, I want to see myself	implement collision detection with ground	0.5	ethan	done
7		create player spritesheet (walking, jumping, climbing)	3	lili	done
8	As a user, I want platforms to jump on	show spritesheet in game			
9	As a user, I want to be able to use knitting needles to create cubes	create platform class	1	daniel	done
10	Include first batch of levels based on cubes	create knitting needle for cube asset	0.5	lili	done
11	4/3-4/13	design 4 non tutorial level	2	stephanie	done
12	Do turbulenz tutorials	do some sample tutorials/figure out how turbulenz works	4	daniel, stephanie, turner	done
13	As a user I want to be able to use a crochet hook to create chains	implement the chain mechanic	3	turner	done
14		create chain growing animation	1	lili	done
15	As a user, I want to be able to climb up chains	Implement climbing	2	ethan	done
16	As a user, I want to be able to unravel objects that I create and exploit this mechanic to solve puzzles	shrink created object	2	daniel	done
17	As a user, I want levels to play	design 4 levels that only rely on cube + chain mechanic	4	stephanie	done
18		design 2 tutorial levels that teach the unraveling and creating	2	stephanie	done
19		make background tiles/images	2	lili	done
20	4/13-4/20				
21	As a user, I want to have a menu screen so I can start the game so that I can play the game	create a menu screen that is there in the beginning: things menu screen should have: play, resume, instructions, credits, restart	3	Daniel	done
22		make menu screen art	4	lili	done
23		make the same screen come up when you press a certain button, so it serves as a pause screen too	daniel		not started
24	As a user, I want to be able to restart a portion of a level (with a reasonable checkpoint) in case I mess up on a puzzle	implement checkpoints	4	Daniel	done
25		implement reset, where reset takes you back to the last checkpoint	Daniel		done
26	As a user, I want to be able to knit the chain in multiple multiple directions depending on where the knitting needle is facing	implement ability of user to knit the chain in multiple directions (left, right, up, down) depending on where the needle is facing	1	Turner	done
		As a user, I want to be able to see how much			

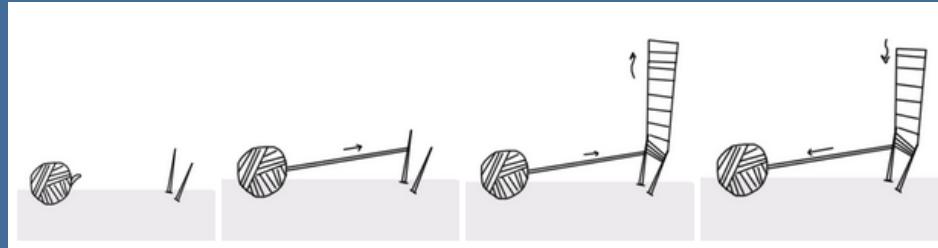
How Our Team Functioned



Conclusion

- best decisions

- design revamp



- code restructuring

Conclusion

- worst decisions
 - discussing instead of demoing
 - developing based off a vague concept



U did it!!!



Play Again?