Cookie kingdom dev journal

07/27/21

* Finished draft for level 5
* Need to build boundaries

07/27/21 evening

* Tested currently built levels
* Song for landing on level 1 – needs to be fresher
* More fast objects, more blocks
* Level 2 – movement on tiles
* Separate level 2 and 3
* Level 3 pretty similar to level 1
* Achievements – knocking down all creeps in bowling in level 4
* Level 5 – remove second line with tinies
  + Remove tinies from creep rush

07/29/21

* Level 3 – put complete blocks in some rows
* Combine level 3 into level 1

07/31/21

* Revised level 3: cookies running against the path, units are flying and has modified model to show lower to the ground
* Revised level 4: shortened initial jump, added variation to the zigzag path, and appended level 5
* Revised level 5: path locked until roshan is put into the basket, added “part the sea” stage, and shortened the last boss
* Revised level 2: cookies running against the path

08/02/21

* Created fireworks using snapfires that cookie in a circle

08/03/21

* Cookies in a circle: land in the middle
* Cookie yourself in a line, stay in between the jumps to survive
* Line the path with cookie pads
* Level 2
  + remove stairs from start so they have to jump off
  + Fix cookie size
  + Remove the baskets on clear (check this)
* Level 3
  + Less cookies down the path
  + Hitbox smaller on cookies
  + While cookie-ing, if stunned, cancel your jump
* Some cookies die early (timer)
* Overall: gain a new cookie on clearing every level
  + Use these new abilities to tackle the next levels
* Lobby: only let 8 players in instead of 10
* World war 1
  + Airplanes
  + Submarines
  + Tanks
  + Machine guns
  + Trench warfare
  + Toxic gas
* Let any hero play
* Friend revive

08/04/21

* Cliff on level 2
* Combine level 2 and 3
* Secret level on level 2
  + Jump over the finish line
  + “jump tag”
    - slow move speed
    - jump on another player to score
* give ability to jump in the middle on level 1
* blocker
* music
* jump height on level 4\_2
* some stage at the beginning of level 3 so that creeps in the main part can fill in
* level 5:
  + jump in the middle of circles
  + push jumping snaps to put them into goals
  + passing cookie – stand on the right shape to survive
    - e.g. cm cookie shooter – stand on cm cookie

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| d | b | b | f | e | e | a | b | f | f | e | d | d | e | e | a | d | d | c | e |
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| a | d | e | e | d | f | b | d | d | a | d | e | a | a | d | b | e | b | f | a |

4 variations

Tile where you can’t step at all

Extend stage if necessary by pushing back level 3

8/5/21

* frogger 4: idea
  + level 1: axe cookie, cm cookie, cm cookie shooters
  + level 2: axe cookie, cm cookie, bristleback cookie, cm and bb cookie shooters
  + level 3: axe cookie, cm cookie, bristleback cookie, juggernaut cookie, ogre cookie, 4 cookie shooters, complete blocks
* frogger 4 implemented
* find units radius on cookies
* difficulties – harder
* 3d
* Level 1, 2 and 3 all on the same stage
* Bonus stage: for finishing level, eat cookies
  + Animation
* Pads moving up, cookies coming down
* Units chasing you with cookies on a floor of pads
* Get rid of jump because you can avoid cookie shooters
  + Make holes in blockades
* Cookie projectile sizes uniform

Playtest – noona thinks it’s okay, add more levels

Bro thinks it’s too easy. Understood concept quickly. Make it in roblox.

Asked question about 3d view on discord. No reply.

08/06/21

* Cookie to move cookies
* Make frogger 5 perpendicular (like zombie stage)
* Level 1: crossy road
* Level 2: power gauge
* Level 3: cross the river
* Level 4: cookie pads

08/08/21

* Boundaries
* Grid system – modularize for use by other developers
* Friend revive
  + Single player can play with bots for extra life
* Stages shorter
  + Combine level 2 and 3
  + Level 2: cookie shooter variable speed
  + Does the edge on logs kill you?
* Publish
* Promotion
  + Reddit
  + Discord
  + Knucks
* Level 3: level 2
  + Axe cookies
  + More cookie variations
* Clear stage
* Transition to level 4
* Level 4: make surprises by placing strong obstacles in between normal ones
* Level 2: pads missing on the right side