[DIGF2014] Atelier I – Discovery

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Kasplat – a jumping exploring game

The expression and action of the word ‘Kasplat’ is not necessarily a physical action or mechanic of the game but inspired the parameters of the game. By conclusion to arrive at Kasplat we needed a high jumping game and that’s where we started and built from, simplifying the project after a grand proposal.

We wanted the jump to have a sense of low gravity considering the space and science-fiction themed levels, this quality takes away from the impending Kasplat inspiration. Through and by programming a variety of large jumps the player has both the agency over the intensity of the height teleportation but each is high enough to produce stomach lurching near Kasplat landings even at their low gravity intensity, players drop 2400 units through space in the matter of a few seconds, those these sematic mean nothing then considering the parameters of dampening and the other qualifying variables of the motion through the air.

Process documentation is not detailed in any normal language but a simple visiting or reading of the end tags of the links in the playerjumpcontrollerresearch document will reveal the process of two weeks work, links are in chronological order. What worked is what we have, a jetpack script nearly worked, but every other route was considered or attempted but ultimately considered a dead end for time and efficiency’s sake.

From the perspective of Mark and Joshua this would make an interesting parameter for making more of to just explore different levels to different music tracks. A consideration of utilizing VR to provide an expression space to music that is both interactive and apart of generative experience of users, where tomorrows music will require architecture to host the audience in their explorations through and with art.