

The Garfield Goobers



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Meet the team



Neal

Project Designer



Owen

Project Manager



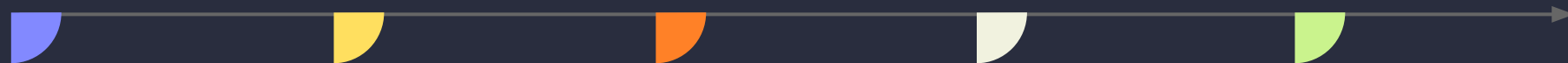
Project Inspiration

Project overview

This game was made in 8th Wall, which is an online game engine that allows for the rapid creation and release of 3D games. It was a continuation of a past project I made, though the past project was unfinished and very buggy. Our project connects to the theme because a small parkour mistake leads to death.

**Yearning for Garfield forced us
to create a game, here it is.**

Project roadmap



Base of the Project

This game was improved upon from a previous I had made.

Beach Ball Section

Jump across platforms as a fast moving beach ball while avoiding the many obstacles.

Transition

Collect the key to unlock the chest and get the jewel to progress.

Rocket Section

Fight octo-guards in a cave to decide if you win or lose the game.

Project Creation

How this project was made.

Project Base: Sample Project

8th Wall has sample projects available to add on to, this is where our project began.

I modified the sample project slightly in the past, however, for this game jam I made significant changes and improvements.

I must give credit to the 8th Wall team for creating such a vast and nice base to begin my game on.





Project Section: Beach Ball Parkour

Fight against cannon bees who try to shoot you into the water.

Avoid the spikes as you hop across the moving and falling platforms to rise up and collect the key to advance to the next section.

Try out tons of different skips!





Project Section: Transition

In order to transition from the Beach Ball Parkour to the Rocket Flight, you must complete the parkour, collect the key, open the treasure chest, and collect the 8th Wall Jewel.

This offers a very difficult challenge, and transitions to a completely different style of play.



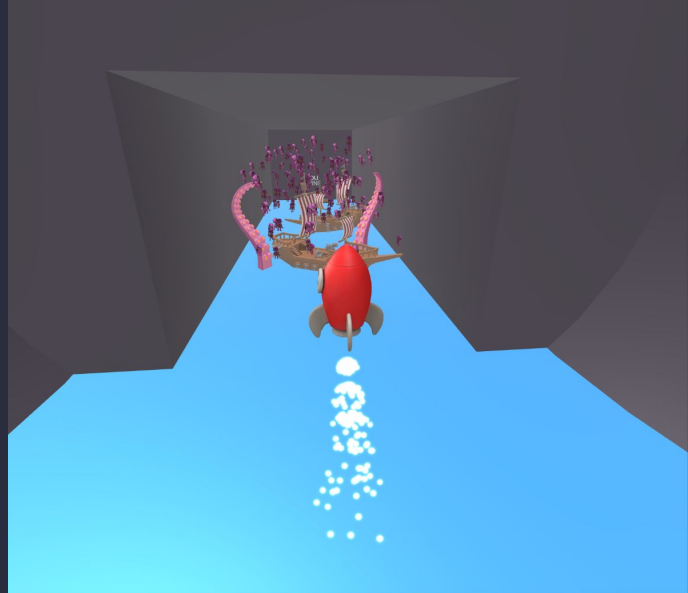


Project Section: Rocket Flight

Enter the cave and avoid the octo-guards guarding the pirate ships.

Try to make it to the end of the cave to win the game!

A fun challenge is to do this without rocket stabilization.





Project Development:

Close and retrospective

For this game, I was the main programmer, while Neal aided me in the development and design of the game. We outsourced out beta-testing to many willing sophomores who wanted to procrastinate on their studying. The photos used may be somewhat outdated, as we have made so many improvements over this past week.

Tools and resources

Below we listed some of the tools that were used in the creation of this game. Big thanks to these tools and their creators.

8th Wall Asset Lab

Asset Lab allows for the AI generation of assets for 8th Wall. [Here](#) is the link to the docs.

ChatGPT

ChatGPT is very helpful in the generation of code and components for 8th Wall. [Here](#) is ChatGPT.

Claude

Claude is another AI resource which helps better create code for 8th Wall, along with other things. [Here](#) it is.



Play NOW!
Available at:

8th.io/46krt

**Any
questions?**



Thank you