

GAME TITLE:

Dapper Dash

THEME:

Verbs: Swing, Slow. The game is set in 1920s New York at night. There is jazz music and rain sounds in the background to add to the feel.

GAME DESCRIPTION:

Dapper Dash is a continuous running game where a dapper thief from the 20s runs through New York, stealing as much loot as he can and swinging from building to building. The player can slow down time to help them maneuver throughout the city. The player must avoid obstacles such as beds, dressers, and couches inside the buildings while also picking up money. Once the player jumps out of a building, they must use their trusty plunger to grapple to the next and swing through the air. As the game progresses, the player speeds up making split-second decision making key.

HOW TO PLAY:

Inside the buildings, the player can use A and D to move to the left or right to dodge obstacles and pick up cash, diamonds, and money bags. When at the end of a building - make sure you are in line with a window so that your character will leap out of the building. Once in the air, use the mouse to aim and **hold** the LEFT MOUSE BUTTON to grapple to the next building. Any time during the game, hold down the RIGHT MOUSE BUTTON to slow down time. Pressing R will restart the game and ESCAPE to quit to the main menu.

POST MORTEM THOUGHTS:

There were a few things we would want to add to the game if we had more time:

- A high score system
- More sound mixing (more interesting music / ambient sound)
- More level variety in environment
- Jumping / sliding indoors
- A more descriptive tutorial
- Beginning story scene / narrative

We had a lot of these ideas from the beginning, but didn't have the time to implement them.

What things went well:

- Our group communicated well, our discord server was busy most days.
- For not having an artist, the art turned out pretty well. We were especially happy with how it fit in with the 20s theme.
- Prolific contributions from team members.
- We were really happy with the sounds of the game - music / ambient noise elevated the game to the next level.
- The swinging mechanic felt good
- Solid progression throughout the whole thing - no big lapses in progress.

What Things went poorly:

- The building UV maps were very difficult to construct and scale appropriately.
- Some team member's performance have various issues with obtaining all aspects of the project version.
- Textures resolution was a persistent issue among most models.
- The building model was not replaced with a newer version with a working UV map, as time had not allowed.

What would we have done differently:

- We would not have used MIDI for the music.
- The time spent on making models could have been optimized, for the sake of working on putting together the levels earlier.
- The character model could have been remade to suit a better animation style.

TEAM MEMBERS & RESPONSIBILITIES:

Jacy Scharlow - 3D Artist, Level Design and Texturing

Eileen Yao - Programming

Greg Sirkoch - Sound, 3D Artist

Brendan McFadden - Programming

Owen Hey - Programming, Level Building, Character Model/Animation