Intent of Game

The game is intended to be a racing game where all the racers are marbles, and with the physics that comes with being a marble. There is not much of a narrative, other then you being a marble racing against other marbles on three separate tracks in the sky. We wanted the narrative structure to focus on the struggle of the player to maneuver and win the racers. In that regard, the narrative is more in the control of the player than coded into the game. In the aesthetics we wanted to go for a childlike look that gives the impression that the game is in the imagination of a young child, before we went for a less dream-like look.

Mechanics

The player can roll their marble forward and backwards, but also move their marble left and right while they move. The game also features interactable tiles/objects that will speed up the player, slow them down, cause them to lose turning control.

Attributions

Teko Font from Google Fonts <https://fonts.google.com/specimen/Teko?preview.text_type=custom>

Contributions/Joys and Struggles

Will Harris

I contributed to the start of the gamemanager script, meaning the instance and persistent UI, and the async scene load. I did some UI work, setting up the button functionality and making the UI persistent. The main thing I really contributed to is creating AI racers to challenge the player and tracking the positions of the AI plus Player in relation to the checkpoints and goal.

One joy in making this Ai is figuring out how to make the AI react to the environment. In particular, I got some joy out of having the AI move using a rigidbody system instead of the NavMeshAgent component, though the NavMeshAgent was used to create a path. However, I think I would have rathered made the AI interact with the same Rigidbody controller the player uses. And I still have not gotten some steering behavior, though that is a moot point. Nor have I figured out how to give the racers varied paths to create diversity.

Another struggle is when I tried adding in a skybox. I tried adding in one of these skyboxes (<https://assetstore.unity.com/packages/2d/textures-materials/sky/skybox-series-free-103633>) into a level and everything went wrong at once. Gitkraken took forever to commit, and even when I deleted the skybox Gitkraken either took forever or outright refused to let me push. Every attempt to resolve this was met with failure, and at the end I felt frustrated and questioned whether Gitkraken, or Git in general, was actually the best software to use in this case. That and question everything else I have done in this project.

Thomas Sebring:

I contributed the basic level design including the track and walls (later replaced with ramps), the position tracking system, the checkpoint system, and the main menu. I absolutely hated how mundane building this game was, the amount of different objects to place in each scene was a bore. The amount of interaction between each script was hard to navigate, so each problem became a maze to solve. However, finally being able to race marbles during testing phases was pretty gratifying.

Trey Hoopchuk:

This game was beyond frustrating to make but still pretty interesting and useful. Almost everything in this game was slightly harder to implement than it seemed like it should be because we were working in 3d which made a lot of things harder to implement but also harder to fix when we had issues. What I primarily worked on was movement and level assets so keyboard controls and stuff like boost pads. Trying to get a marble moving while also rolling in 3d space with a first person camera was impossible to figure out and was the most annoying thing I spent trying to fix and never got right.

One joy was looking at the levels after I was done cleaning them up because I actually quite like the very simple but complete nature of them. Despite most of this game not feeling fully realized looking at our levels in the editor made me feel really good about what I had been able to properly implement and I think it looks okay given our restrictions.