

Balance Bear Evaluation

The intent of the game was to make a simple game about bears, pancakes, and birds. We did this by making a game where a bear, controlled by the player, tries to balance a pancake on its head. We added falling birds that could knock the pancake off the bear to make the game challenging.

Though the game does not clearly lay out where this bear came from or why they must balance the pancake, we like to think the pancake in question is the last bit of food for the bear's family, and they must do everything they can to not drop the pancake, for it would immediately be taken and eaten by the hungry birds. As the birds dive bomb the pancake, the bear must struggle to keep it from their reach, and by dropping the pancake, they must start all over again. There is currently no mechanic for a winning state, but one could think that if the bear kept the pancake away for long enough they would be victorious, having outlasted the birds.

The game mechanics were fairly simple, with the bear being moved along with the mouse. We were able to make it easy for the birds to knock the pancake off the bear's head by making the pancake very long and the bear fairly small. This caused the bear to act as a natural fulcrum for the pancake.

I'm familiar with an artist named Kenney who makes free art assets for game makers, and I browsed his stuff for this game and found an animal pack with a variety of very cute animals in very cute, round shapes. This cute aesthetic set the scene for the rest of our art we found, including a fun kitchen background to incorporate the pancake, and the pancake itself. It's all very cartoony and very round, which we think really worked with the mechanic of the bear acting as a fulcrum.

Sammy: I enjoyed working with the elements of unity to see how they all fit together. It was fun to try different shapes for the various objects and to look at how the colliders and rigidbodies interacted.

Cameron: One of my favorite parts of this assignment was getting to create original elements that polished our game. The music was really fun to make since it didn't need to be complicated or particularly long. I was able to have fun and make something fun. I also really enjoyed making the banner and thumbnail for the itch page for similar reasons. I thought the end product was silly, funny, and fit the aesthetics of the game.

Our biggest hangup during this project was probably working with github. We were definitely glad we had this assignment that had fewer assets, making it easier to learn and see where we were going wrong in github. We learned a lot of great tools that will help us work with it easier moving forward, but we just had a lot of instances of Unity and github not speaking to each other in the way we wanted them to.

Pancake sprite from: <https://pixabay.com/vectors/breakfast-pancakes-stack-syrup-1295968/>

Bear and Bird sprites from: <https://www.kenney.nl/assets/animal-pack-redux>

Background image from: <https://opengameart.org/content/kitchen-background-4-styles>

Original music by Cameron Minor.