Ducky No!

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Summary

Reference Game: YEAH BUNNY!

-Our reference game was a hyper-causal 2d platformer
-To add depth and engagement, we added meta loops to a hyper-casual game

How did we do it?

Changes we made to promote player engagement:

- Adding Daily Puzzles

- Adding Leaderboard

- Adding a in-game Shop that resets everyday

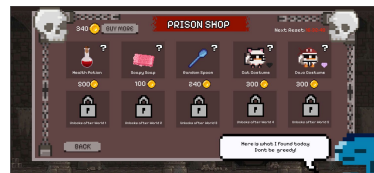- Character Customization

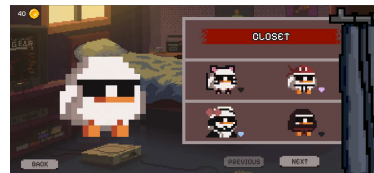- More levels with thematic changes
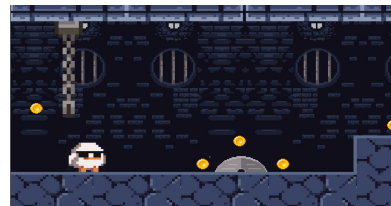
Daily Puzzle

Leaderboard

Prison Shop

Closet

Level 20

Reference Game: Yeah Bunny!

Game Icon

https://play.google.com/store/apps/details?id=com.Adrian Zarzycki.YeahBunny&hl=en_US

Playstore Link

https://apps.apple.com/us/app/yeah-bunny/id1219797995

Appstore Link

Reference Game: Yeah Bunny!

Common Complaints:

- No checkpoints

- No consensual direction change (the direction of the character automatically changes when you hit a wall)

- Hitbox/ Control issues (doesn't always double jump when double-tapped)

- Levels are too boring and repetitive

- Nothing else to do other than completing mundane levels

A Google user

★☆☆☆☆ March 19, 2019

serious bugs and hitbox issues. just spamming my finger on my screen to jump, it doesnt always double jump. this explains why i swear i hit jump in time but died. and the hitboxes for creatures are really broken, sometimes when i jump on their heads we both die, or ill squeeze in between them and instantly die, that issue and the critical bug of it not double jumping, makes the game very infuriating. its a really good game but id like to see these crucial parts fixed.

24 people found this review helpful

Did you find this helpful?   Yes   No

G   Galviera Chandra

★☆☆☆☆ March 14, 2023

This is a very bad and horible game it makes you rage and want to break your phone or tablet and this game is uncontrolable which is really horrible and the worst part about it there is a lot of bugs and gliches like if i jump over the parkour it wont let me jump over also another thing that is really annoying since the game is uncontrolable the bunny sometimes stops and just sticks to the wall making the game unplayable this game is really challenging but the challenge is really hard with bugs.

5 people found this review helpful

Did you find this helpful?   Yes   No

King Emerald

★☆☆☆☆ May 18, 2023

Platformer, more like endless runner, do you not know the difference between a Platformer and endless runner? This would have been way better if it wasn't so on rails, and you could actually control yourself. I'm too used to actually Platforms. Sorry, not for me. try implementing actual Platforming instead of whatever this game was.

2 people found this review helpful

Did you find this helpful?   Yes   No

T   The Best

★☆☆☆☆ September 20, 2022

rage inducing game. so frustrating... like actually to the point that i was about to shoot my whole head off. i want to jump into the train tracks, make me wanna kill everyone on my whole neighborhood and burn all of the orphan houses in my city. also, it's laggy. EDIT: i finished the game 😈
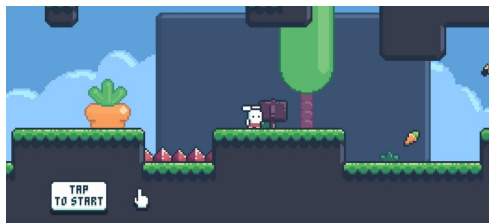
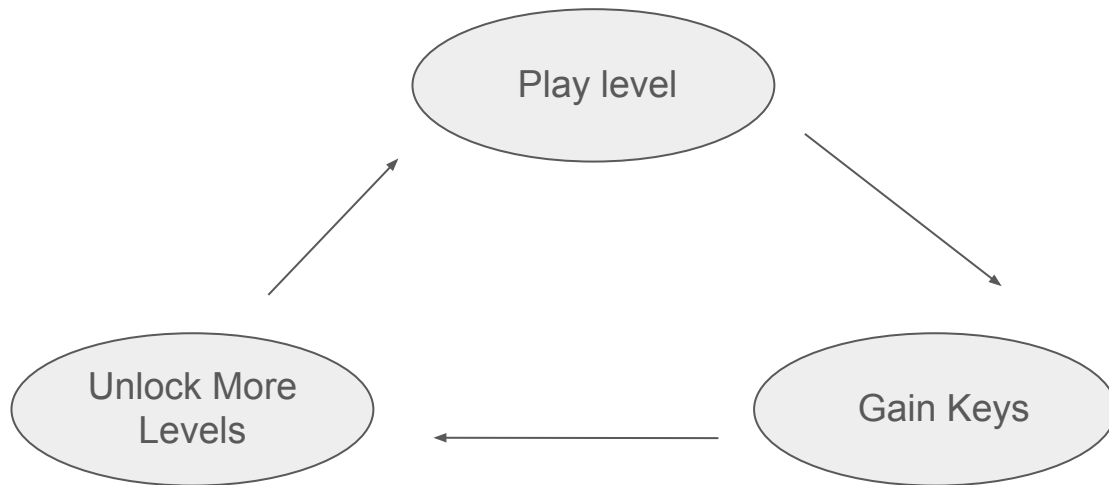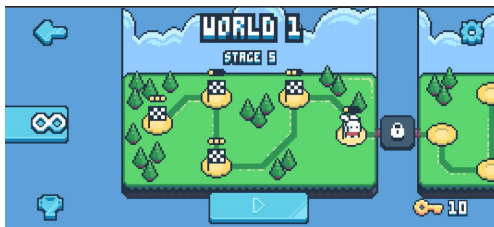3 people found this review helpful
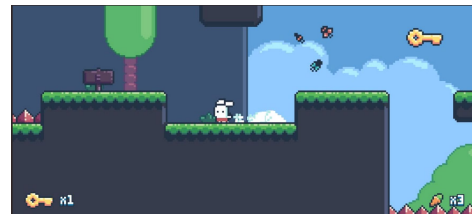
Did you find this helpful?   Yes   No

Core Loop

Each world has 5 levels

Play level

Unlock More Levels
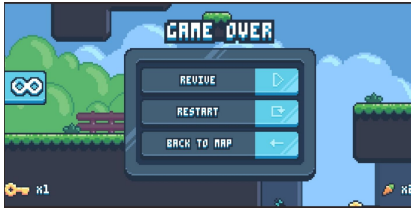
12 keys to unlock new world

Gain Keys

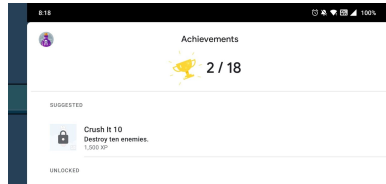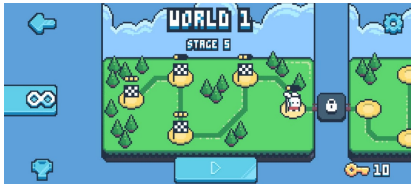3 keys in each level

Reference Game: Yeah Bunny!

Our Reference Game lacks any Grand Meta Loop elements

The only semblance to a meta loop feature is that you can collect carrots throughout the levels, which can be used to revive the player.

There are also IAP to make ads disappear.

The achievement system is actually from Google Play and not the app itself

Reference Game: Yeah Bunny!

There is alot missing from this game as it is a simple platformer that adds nothing new to retain player engagement.

Opportunities to improve the game

Character Customization- The main character is a white rabbit, any customization would make things interesting

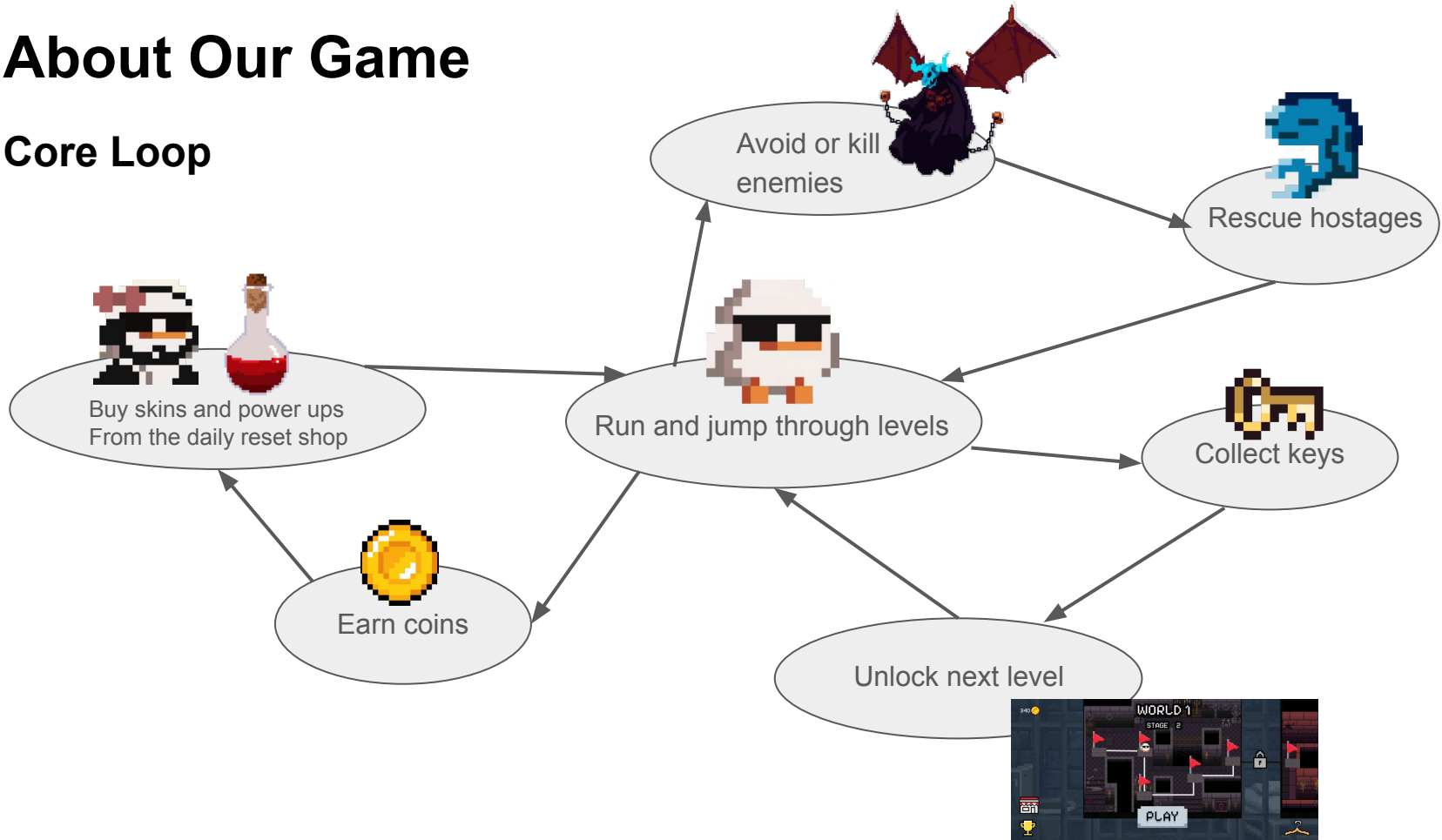**Economy-** The game has no in game shop feature so no power-ups/other buyable features

Daily Puzzle- Adding a daily fun challenge makes the players want to play the game everyday

Leaderboard- This will add competitiveness and encourage the player to keep bettering themselves

X-factor- Character centric narrative, that adds a compelling story which leads the players to wanting to play the whole game to finish the story

About Our Game

Core Loop

Avoid or kill enemies

Rescue hostages

Buy skins and power ups
From the daily reset shop

Run and jump through levels

Collect keys

Earn coins

Unlock next level

Powerups

To help the player across the levels we have introduced 3 powerups
that are obtainable from the daily reset in-game shop

Health Potion:
Using this power up
before the level
makes you immune
to enemies and
obstacles for 10
seconds

Soapy Soap:
Using this power up
during the level
makes any enemy
slip and paralyze for
5 seconds

Random Spoon:
Using this power up
will make a temporary
block to jump on
anywhere in the level
for 5 seconds

Level Progression

Levers of difficulty in the game:

- Obstacle placement
- Enemy placement
- Level map
- Key placement
- Level length
- Boss fights
- Power ups
- Checkpoints

Level 1

Very Easy

Level 100

Very Hard

ADs Integration

Players can choose to watch an ad to:

- Unlock character skins
- Get items from the shop (like health potions, soap, etc.)
- Multiply coins after the game
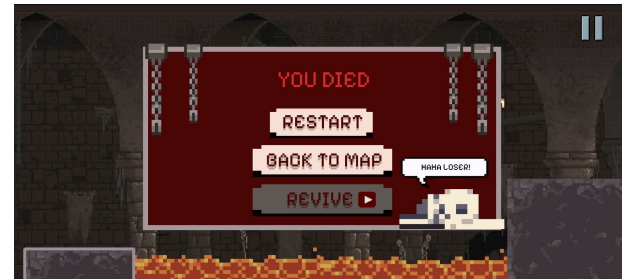- Revive themselves after dying in a level

Deal of the day AD

Double Coins AD

Revive AD

Meta Loop Events

Daily Puzzle: A hidden object search game.

- Evidence to a crime committed in the room needs to be found before time runs out and the police catches the duck (player).
- Players earn stamps of the object they find that day.
- Every day a new stamp is collected till the end of the week (day 7) where the crime committed is revealed on the stamp.

Leaderboard

- Players are ranked by the number of coins they collect and are placed in different leagues based on the rank.
- Being placed in the top three gives the player new character skins as rewards.

Thematic Exploration

Moodboards and References

The pixel art style of the reference game was maintained while turning our theme into a darker environment to match the prison escape aesthetic of our game.

Final Background and UI

Home Screen

Level Selection

Gameplay Popups

Main Character: A criminal duck named Quacksenberg (Original character with skins shown below)
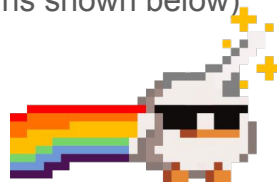

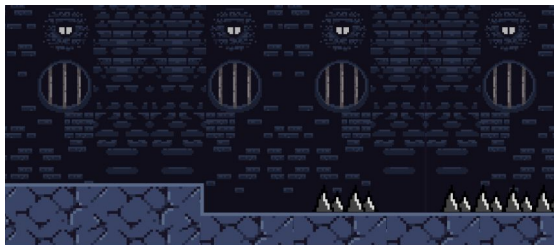Original   Cat   Ninja   Maid   Dojo   Rainbow

Rarity skins: There are four levels of skins: uncommon, rare, epic and legendary. Denoted by colour corresponding gem.

Game Background: Prison themed; level look changes based on the world the player is in. Some worlds include dungeon, sewer, hell, etc.

World 1: Dungeon

World 4: Sewer

World 10: Hell

Game Narrative: - Revolves around a criminal duck travelling across different lands causing havoc by setting other imprisoned animals free.

- A side character gives him instructions as they argue their way through the levels. Worlds get seedier as the duck goes deeper into his journey.

Powerups: Prison themed: The 3 power ups also have a criminal theme as spoons are used to dig out of prison and soap were used by criminal for mould casting. The health potion is a fun little nod to "Breaking Bad" from which our main character has a named inspired from (**power ups shown on a previous slide**).

The Team

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