

Game Design and Development 2024-2025

MONKEY CLIMBER: THE RESCUE

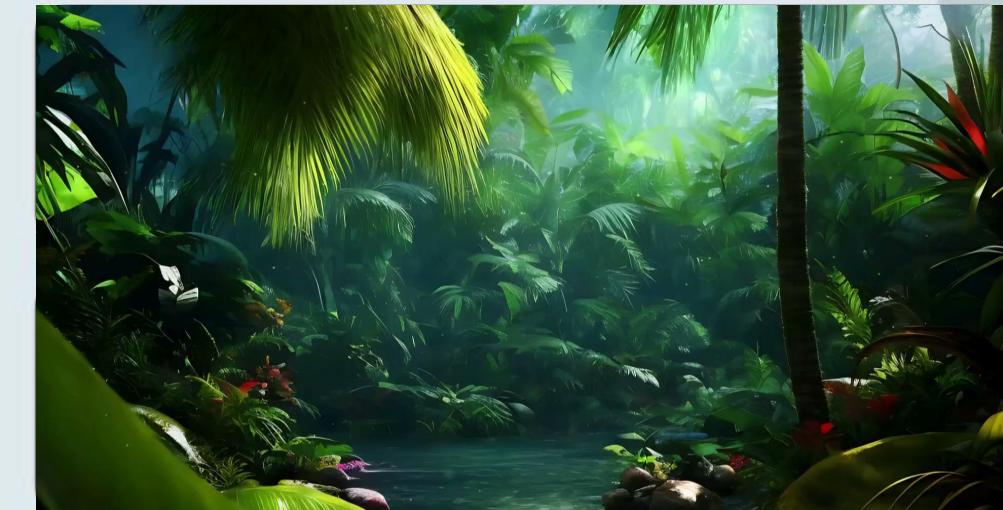


**João Vale - 58159
Sofia Lopes - 58175
Miguel Silva- 64368**



TRAILER

- Pixabay. (n.d.). Drum trailer intro [Audio file]. Retrieved January 23, 2025, from <https://pixabay.com/music/intro-drum-trailer-intro-263643/>
- Pixabay. (n.d.). Monkey scream [Audio file]. Retrieved January 22, 2025, from <https://pixabay.com/sound-effects/monkey-scream-6407/>
- Pixabay. (n.d.). 045210_littlemonkeywav [Audio file]. Retrieved January 22, 2025, from <https://pixabay.com/sound-effects/045210-littlemonkeywav-70406/>



CHALLENGE IS TACKLING

- "Unnatural Mastery" fifth game challenge.
- Master character movements and interaction with objects.
- Includes climbing. Powered by classic elements like grabbing and gaining momentum.

Challenge 5: Unnatural Mastery

Design a game where the primary game challenge comes from becoming proficient with the character/objects movement.

Quick examples: Controlling a balloon by inflating/deflating; using each analog stick to represent a body part; using triggers to push the ground and jump



Snake Pass (control the head of a snake):

https://www.youtube.com/watch?v=RTn95Io_Qjc&ab_channel=IGN

Heavenly bodies (move your body by impulse):

https://store.steampowered.com/app/1138850/Heavenly_Bodies/



GAME PITCH

- Action-adventure platform game.
- Play as a determined monkey on a mission to rescue his kidnapped wife.
- Navigate treacherous jungles and towns.
- Master precise, creative controls and overcome obstacles.
- Inspired by classic platform games.
- Focuses on skill-based gameplay and progression.

ASSETS



16



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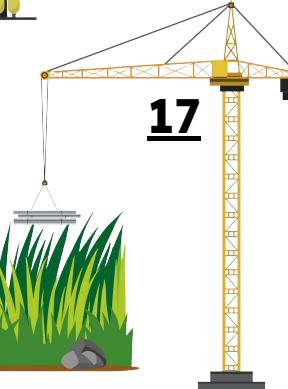
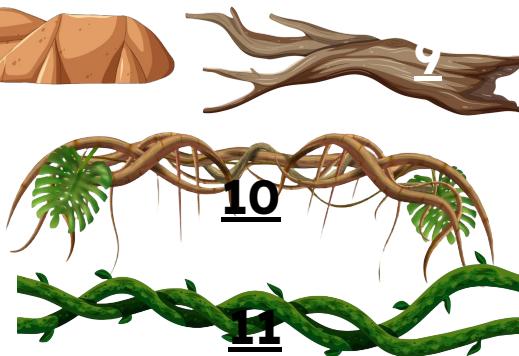
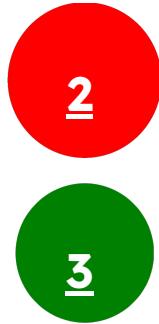
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Ciências
ULisboa



ASSETS

Sound Effects:

- Pixabay. (n.d.). Lighter click [Audio file]. Retrieved January 23, 2025, from <https://pixabay.com/sound-effects/lighter-click-271118/>
- Pixabay. (n.d.). Monkey [Audio file]. Retrieved January 23, 2025, from <https://pixabay.com/sound-effects/monkey-128368/>
- Pixabay. (n.d.). Adventure game [Audio file]. Retrieved January 23, 2025, from <https://pixabay.com/music/beats-adventure-game-262423/>

PROCESS & ITERATION

1. Created the monkey sprite and 2D skeleton rigging and movement logic.
2. Attempted to use joints for the grabbing action, but they did not work as intended.
3. Used signals and script to pull the monkey's body into the hand position.
4. Parallax background setup repeats and gives some illusion of distance.
5. Include objects (**StaticBody2D** and **RigidBody2D**) with collision detection that the monkey can grab.
6. Scene change transition from the first level to the other.
7. Synchronise the monkey's movements and actions with sound effects.
8. Camera zoom in and out to follow the monkey as it moves.
9. Reset button when the monkey can no longer move.

GAMEPLAY

Game Features

- Physics for grabbing objects.
- Visual feedback (green and red circles) when the monkey successfully grabs an object and when it does not.
- Camera zooms in/out while following the monkey.
- Scene transitions with smooth fade-ins and fade-outs.
- Sound effects synchronised with the monkey's actions.
- RigidBody2D platforms (drones) that start falling when the monkey interacts with them.
- Mechanics for handling the monkey's death and resetting the scene in the game, with sound effect.

GAMEPLAY

Game Mechanics

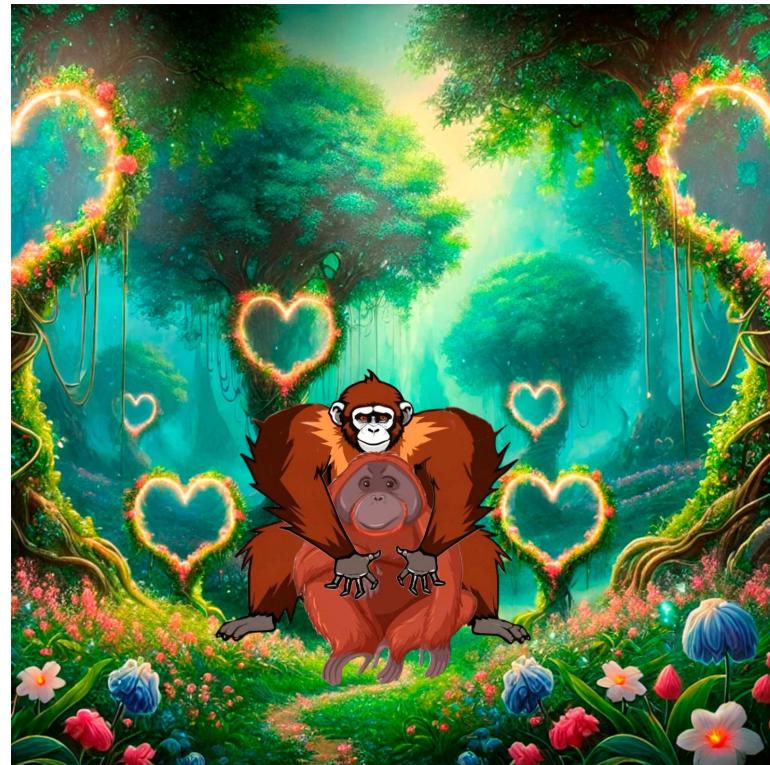
- **Grabbing:** Control each arm individually with analog sticks.
Grab with each arm individually with L2/R2.
- **Jumping:** Jump and launch to unreachable areas.

QUESTIONS?



CONTRIBUTION TO THE PROJECT

- monkey João Vale -
58159 : 33,3 %
- monkey Sofia Lopes -
58175 : 33,3 %
- monkey Miguel Silva-
64368 : 33,3 %



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