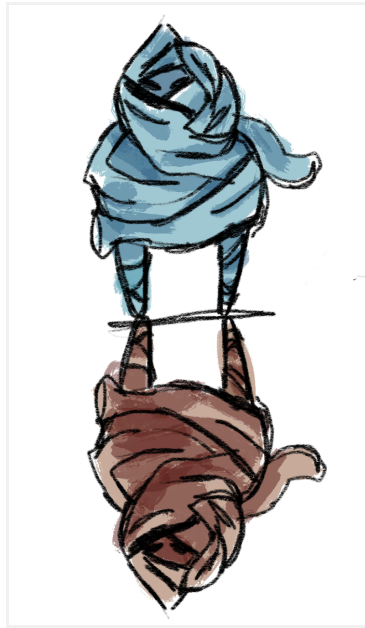




Final Release

Soulbound Escape



Lukas Liu

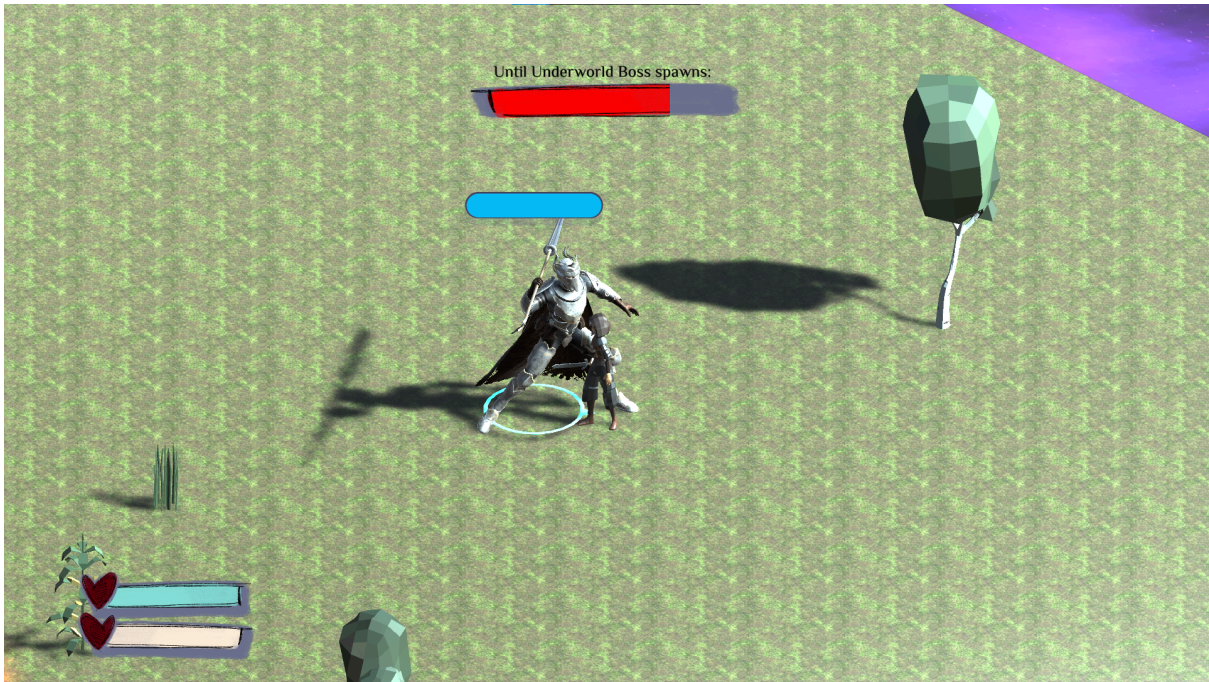
Mariia Iurtaeva

Arda Karaman



Final Results







Changes since the last Milestone

Since the last milestone we have fixed some important issues in order to make the game more smooth and complete.

We have added some crucial UI elements to the game to elevate the player's experience. First of them is the tracker for the key items that the player needs to collect in the playthrough. Now they have an overview of the key items and the collected ones are crossed out. Moreover, we have added a settings menu (accessible by pressing Esc or from the main menu), where the user can change the volume of the music. Additionally, we have added an option for navigation: if you press C, the compass will show the direction to the next item. The compass icon on the down right shows the cooldown for this action.

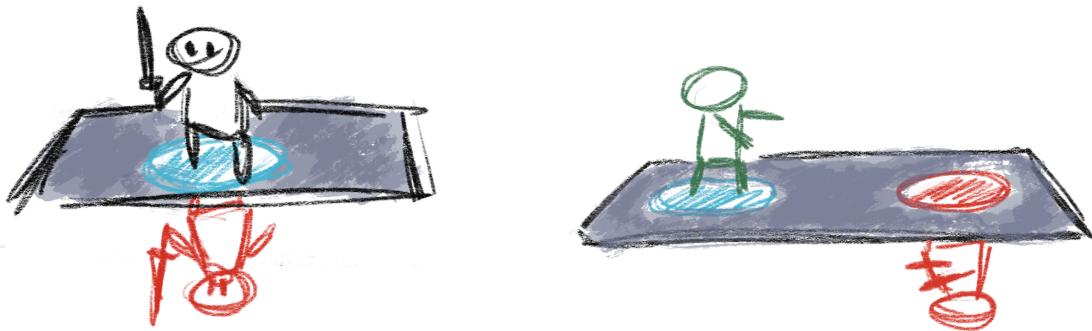
Some UI elements and icons were changed to the ones we have designed specifically for our game. Also, new music for the boss battle and the win scene was created and added to the game.

We have improved the combat system a lot by fixing the problems with colliders and particle systems, thus making it more responsive.

To sum up, we made our game more enjoyable and polished out elements, which made the worst impressions during our testing phase.



Review



Our first vision of the game with the “Up and Down” theme was an isometric hack and slay game with a world flip mechanic having the player fight enemies on either side of two mirrored worlds. Its core appeal would be the fun mechanic of having to juggle between controlling the character on either world and killing the enemies that are only vulnerable on one side. We’ve managed to succeed to accurately create this type of game we envisioned and stayed true to its core idea.

1. What was the biggest technical difficulty during the project?

Our biggest technical obstacle during development was handling physics and perspectives properly while executing a world flip. Initially we had the character physically be on the mirrored underside of one world and swap camera view to the underside to simulate a world flip but it would mess up with logic and perspective which turned out to be difficult to work with and confusing to the player. Opting to make two copies of the same world with one being physically flipped and having a dummy underside to simulate the same feeling of mirrored worlds was a good pivot to make during development. One other difficulty we had come across, was to collaborate on Unity. Unity’s lack of Git functionality combined with us working with different operating systems was quite finicky to deal with.

2. What was your impression of working with the theme?

The theme lent to creative ideas due to not being too constraining but leaving enough base to work with. We played with the idea to swap gravity to cater to the theme but in the end chose to make a flip mechanic.

3. Do you think the theme enhanced your game, or would you have been happier with total freedom?

It definitely enhanced the game as it led to creating the main mechanic in its essence. We think that total freedom leads to having too many options without being able to settle on an idea so having at least some constraining factors leads to a decision a lot quicker.



4. What would you do differently in your next game project?

Getting on the same page with version control first and foremost and better prioritisation in terms of features. Having issues with version control should be avoided at all costs and only leads to unnecessary issues that are outside of gameplay bugs. We also had wrong priorities at some times about what features to implement which led to lacking fundamentals like combat or enemy AI.

5. What was your greatest success during the project?

Our greatest success during the project was definitely the aesthetics and map generation. Our artstyle was praised during both playtesting and the final demo and ended up being a big plus in our project. The map generation algorithm did not feel repetitive and led to a unique game experience every playthrough.

6. Are you happy with the final result of your project?

We are mostly happy with the final result though it could definitely still use some improvements especially after the DemoDay demonstrations. Some examples would be not having an upper limit on enemy spawns, lacking incentive for world flipping or killing enemies and enemy AI. It would be nice to iron those things out to make it a truly fun game to play in its essence but since we got most of the stuff we planned to implement done in its core, we are happy with the result.

7. Do you consider the project a success?

While the game in its now final version still has some bumps and issues as already stated, we deem it overall a successful project. It could've been smoother in development with the aforementioned issues but the result is satisfying and therefore successful.

8. To what extend did you meet your project plan and milestones (not at all, partly, mostly, always)?

As already mentioned, we had some bumps in the schedule due to bad prioritisation but managed to get all of our targets done in the end. Overall we think the time schedule is manageable if things are properly prioritised.

9. What improvements would you suggest for the course organisation?

This might be an issue only for this year but the DemoDay being right before a final release milestone was a little hectic in workload as we needed to prepare artefacts for the DemoDay but also prepare the deliverables for the final milestone. It should be beneficial to be able to also implement feedback from the DemoDay into the final version to get the best result in final deliverables.



Gameslab WS 2023/24, Team Onion, Milestone 6