

# **Slippery Bash**

## **Final Release Notes**

### **Team Ice Guys**

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# Last Changes

The final version focused on final optimizations and resolving issues found through the previous playtesting milestone. These include mainly the new stamina bar, an invisible border that ensures smaller ice blocks don't swim too far away, a modified snow event that has higher clarity and a crystal that utilizes the reworked stamina bar mechanic, an improved swimming vertical behaviour that removes independent player jumping and utilizes instead an automated jump system to help players get back to land when within distance.

## Stamina Bar

The stamina bar was reworked as discussed in the playtesting chapter. The reworked system includes a full-by-default stamina bar (renamed from strength bar) that is dynamically affected by player interactions to provide a more interesting and unique playthrough every round, as well as playing into the new crystal system for the snow event.

## Snow Event

During playtesting, the players found this event too uneventful. Since we have discarded the regeneration of the tiles, we added another regenerative feature. A Magic Crystal appears for a while during the Snow Event, and the Golem who punches it gets its max stamina bar refilled. Also, we brightened up the scene since there were complaints about that.

## Platform Bounds

A problem noticed during playtesting was the platforms could swim far away from the center of the level causing several problems, including making some platforms inaccessible and players unreachable to each other. The problem is now fixed by adding invisible trigger bounds to the level that push the platforms back to the center of the level whenever they access the bounds area.

## Tutorial

It was sometimes unclear for the testers what the mechanics and goal of the game were. Which is why a tutorial was necessary. We redesigned the main menu, so that the first player now can navigate through pages of tutorials. These tutorials explain the goal of the game, controls, tips for survival, and the behaviors of the events.

# Lessons Learned

- Physics destructions are nice but to do it completely physical based is too compute intensive
- Pre defined destructions looks equally good and way more performant
- Water physics are cool but also difficult to tweak right
- To make get the right balance between a slippery surface and still controllable movement is quite challenging
- Local multiplayer is easy to implement
- Parsec is a great possibility to play “locally” but still physically separated