Slippery Bash Final Release

Team Ice Guys
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First let’s watch a trailer ;)

Slippery Bash

What have we done since our playtesting?

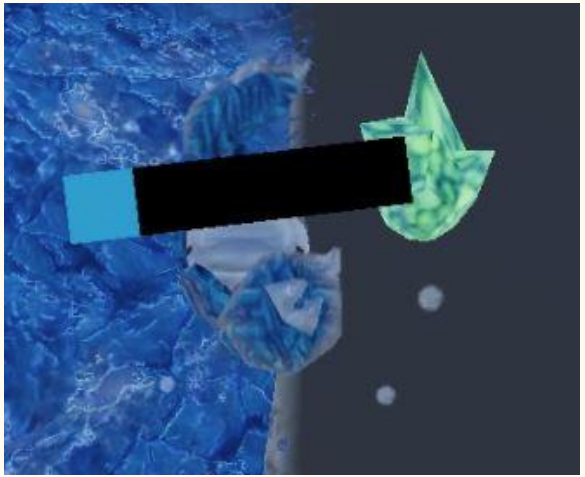
- Stamina bar
- Borders to ensure that ice tiles don’t swim away
- Modify snow event to make it more visible and added crystal to refill stamina
- Changed jump behaviour to prevent jumping in the water to no drown
- Added tutorial
- Fix other smaller bugs

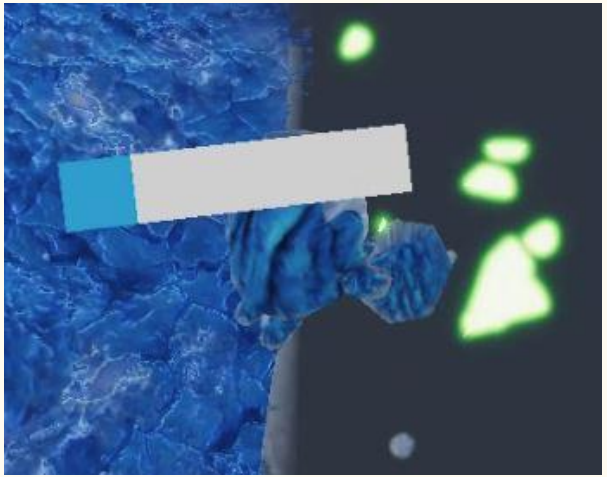
Stamina Bar

- Replaces ‘Strength Bar’
- Is now always visible and starts full instead of empty
- Max stamina for the player is reduced when hit

Snow Event

- Brightened the scene
- Added a regenerative feature “Magic Crystal”
  - Recovers the max stamina when punching the item



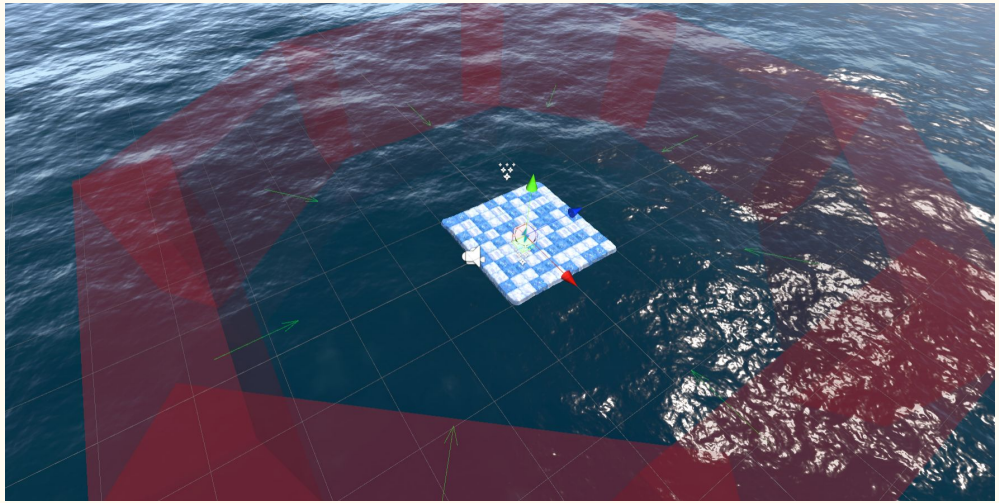


Swimming

- Players can’t jump and punch while swimming
  - Prevents prolonging the stamina depletion
- In order to get bet on the platform, the player needs to touch the border of the platform.
- The Ice Golem then automatically jumps out of the water.

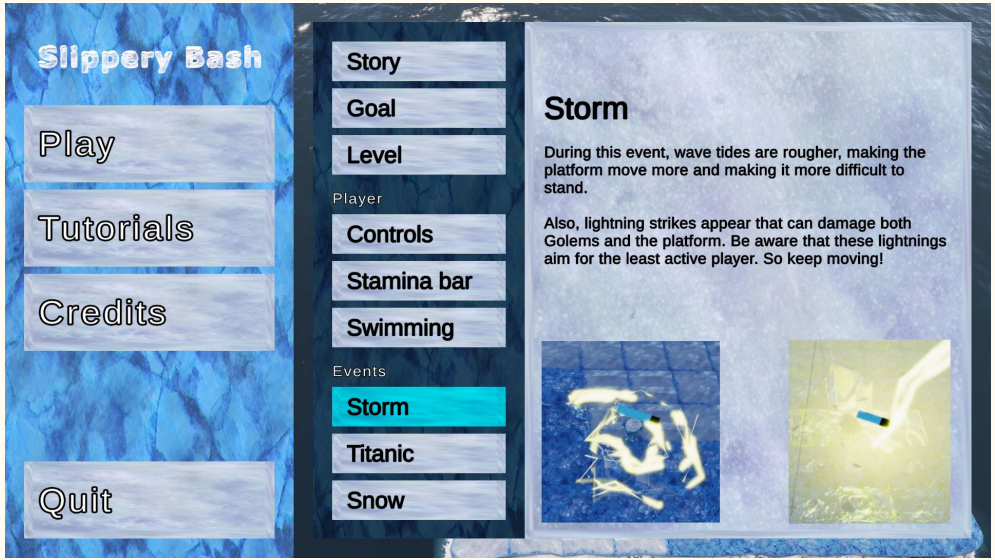
Platform Bounds

- Playtesting showed a problem of platforms going far away from each other
- Platform bounds were added to push platforms back to the center of the level



Tutorial

- Main menu redesigned
- Player one can navigate through the tutorial pages



Final Live Demo.... It will get slippery...

What have we 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

Questions

Thank you for your time!