Post-Apocalyptic Abramovic Method Ga me

Saturday, 9 April 2016

~~Remove numbering of the exercises? May confuse matters more than it helps make it seem official?~~
~~Make a press kit~~

Friday, 8 April 2016

~~What to do about UI issues in the WebGL version (hiding the cursor etc.?)~~ **I ended up with a better page I think**
~~Fix sticking to the world limits~~
~~No more falling off the world (Jim fell off a lot)~~

Thursday, 7 April 2016

Okay mostly there. Had some problems with OpenGL there but I have perhaps conquered them (enough). Couple things left to do:

Am I overly annoyed by the weird spotlighting effect on fade?

~~Slow down the walking speed~~

~~Is the lack of an ending okay? (What if after seeing all five you just fell through the world?)~~
~~Make the trees black again~~
~~Check materials in general (should the landscape be darker?)~~
~~Should I turn fog back on?~~

Wednesday, 6 April 2016

Things are working out. Think I seem to have implemented... everything? I might be on the cusp of sending to J+M and then just releasing it next week? There's not much too it I suppose, but it feels like a good piece of work? Plus Not Food seems to be working, pending more feedback from parentals. But Juan seems to run successfully and do his thing. Leaving Tuan to implement. And then finally the laptops to organise. And a million emails to answer. And Remixes to mark. And blah blah blah.

But somehow things are under control?

Monday, 4 April 2016

To do:

Make sure it still compiles for WebGL
Send to J+M

Done:

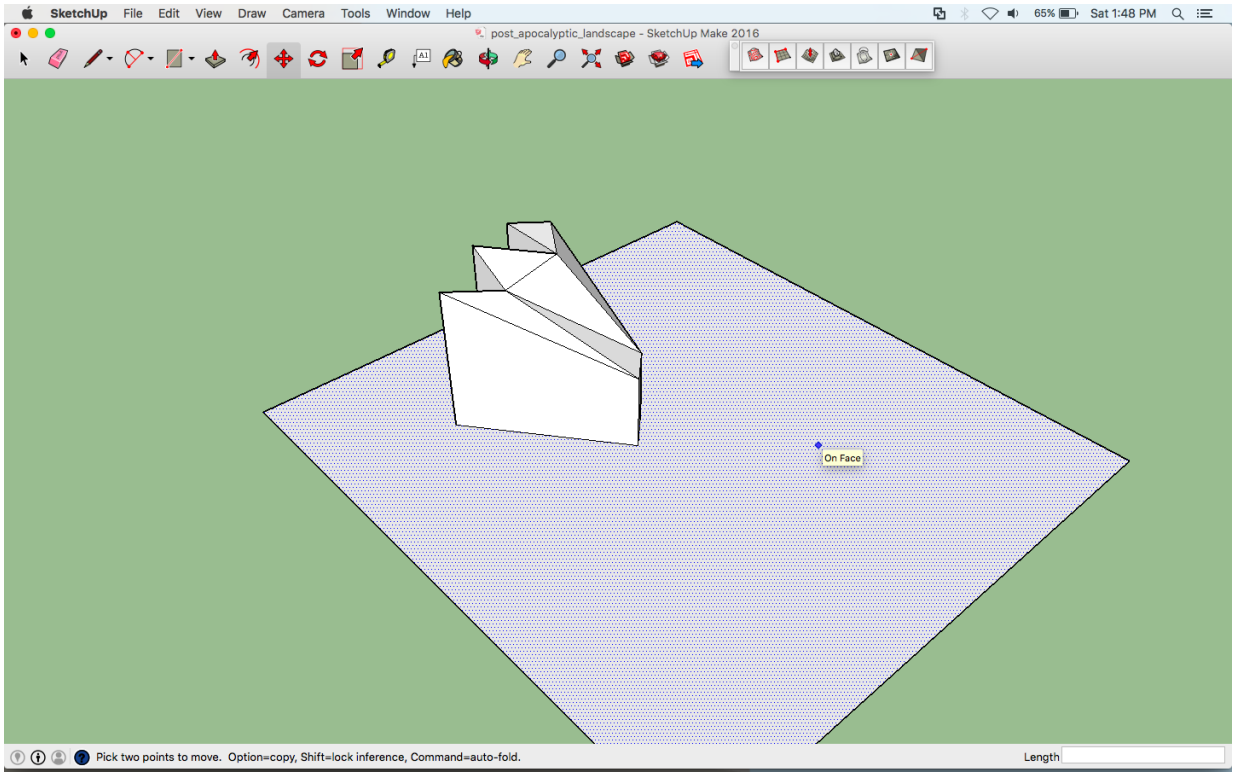
~~Decide about the idea of a room under the world with a computer in it (probably not?) Monday, 4 April 2016 8:12 AM~~
~~Add collision meshes to everything Monday, 4 April 2016 8:33 AM~~
~~Add title Monday, 4 April 2016 8:43 AM~~
~~Add fade in to instructions Tuesday, 5 April 2016~~

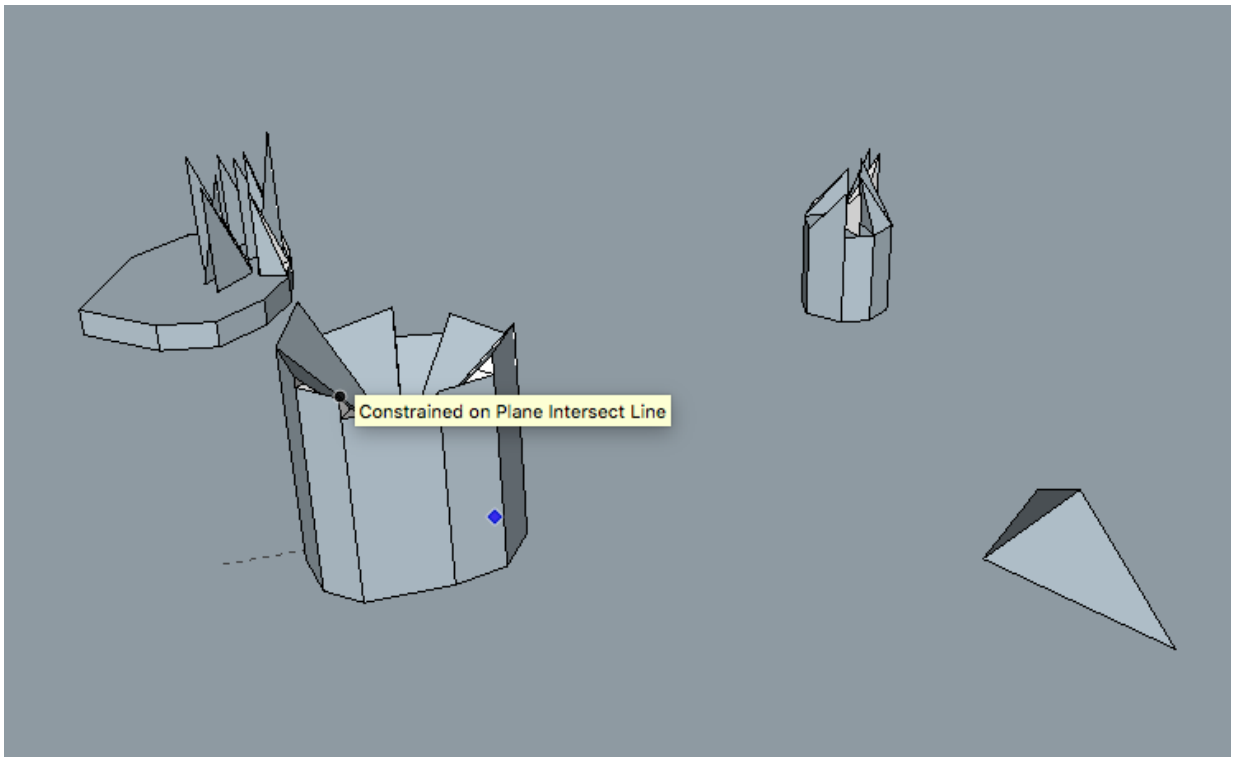
~~Add instructions (literally just mouse + WASD/arrow keys), might want a graphical representation? Click to continue? Or just visible then fade through to the game? Tuesday, 5 April 2016~~
~~Remove head bob Tuesday, 5 April 2016~~
~~Fix that weird initial twitch Tuesday, 5 April 2016~~
~~Add titles for exercises based on entry into trigger areas (and line of sight to the relevant object so it does trigger when they can't see the "thing"? Though would that ever happen?) Fade in and fade out (and maybe never again after the first time?) Wednesday, 6 April 2016~~

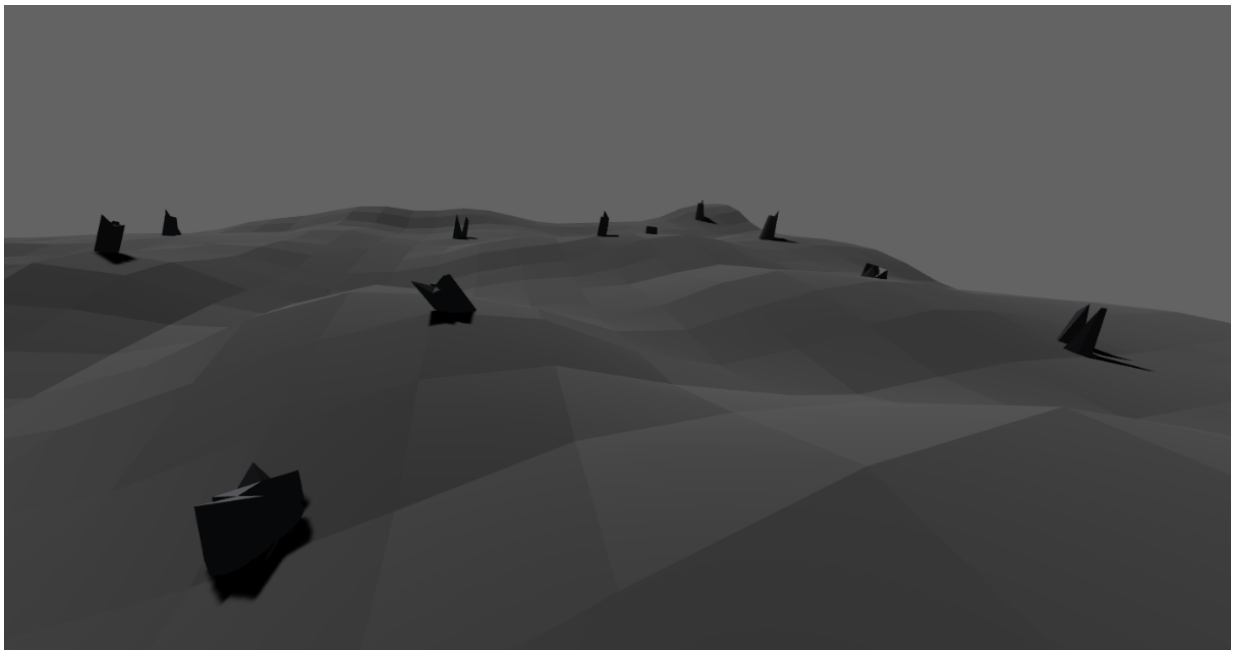
Sunday, 3 April 2016

DON'T FORGET TO MAKE THE FUCKING CUPS BIGGER.
AND COLLISIONS. COLLISIONS. COLLISIONS.

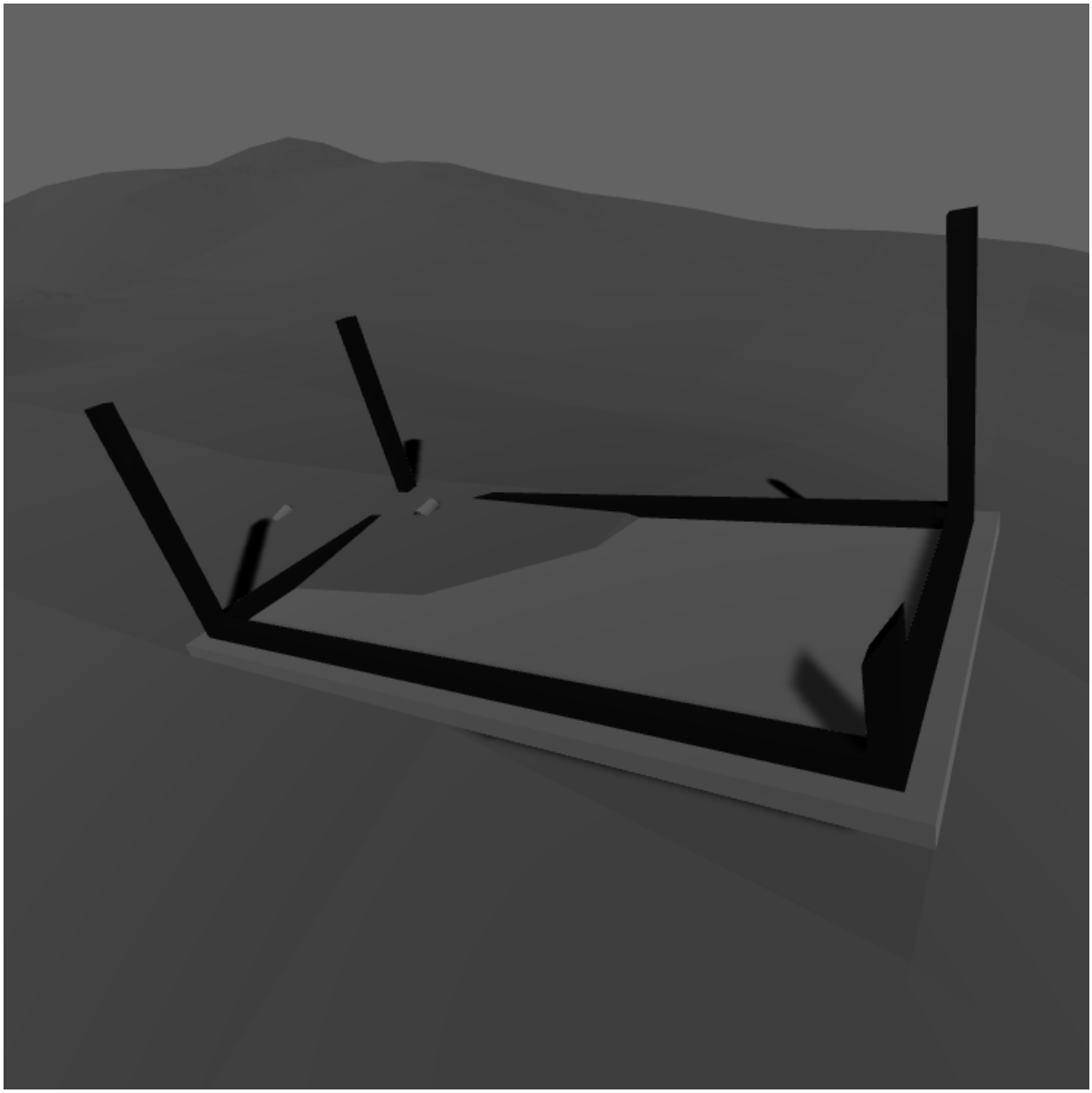
Did some trees today! Here are some images of fucking terrible trees followed by the trees that ended up actually working in game. Also made a start on Looking at the Colors, with faintly illuminated squares… think it works? "All that remains" really is counting the rice and sesame and then the model itself would be complete (except for some collision stuff). Then I'd need to make the messages pop up in different areas and a title screen somewhere in there… wondered about labels for the exercises appearing "in the environment" on walls etc., but think that might be too cutesy. Probably prefer the Everybody's Gone to the Rapture approach I think?

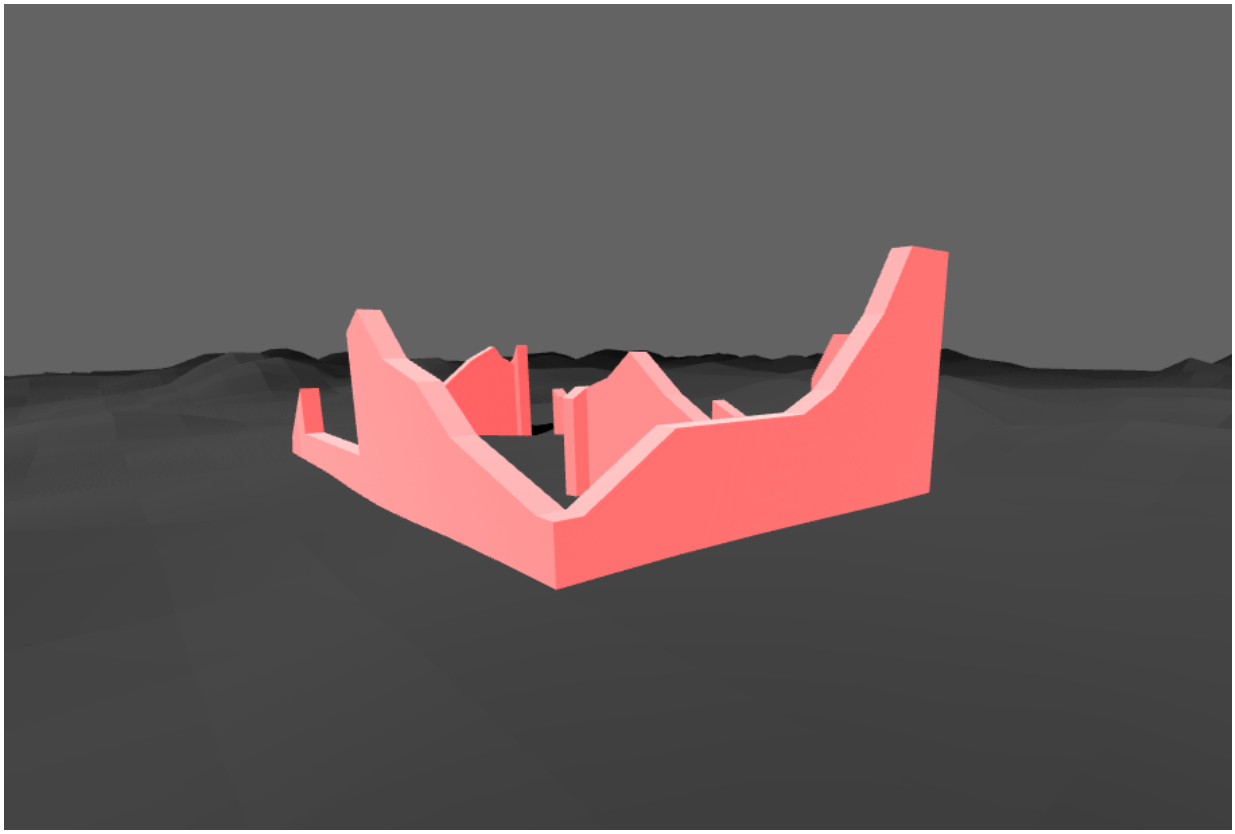

SketchUp File Edit View Draw Camera Tools Window Help
post_apocalyptic_landscape - SketchUp Make 2016
On Face
Pick two points to move. Option=copy, Shift=lock inference, Command=auto-fold.
Length

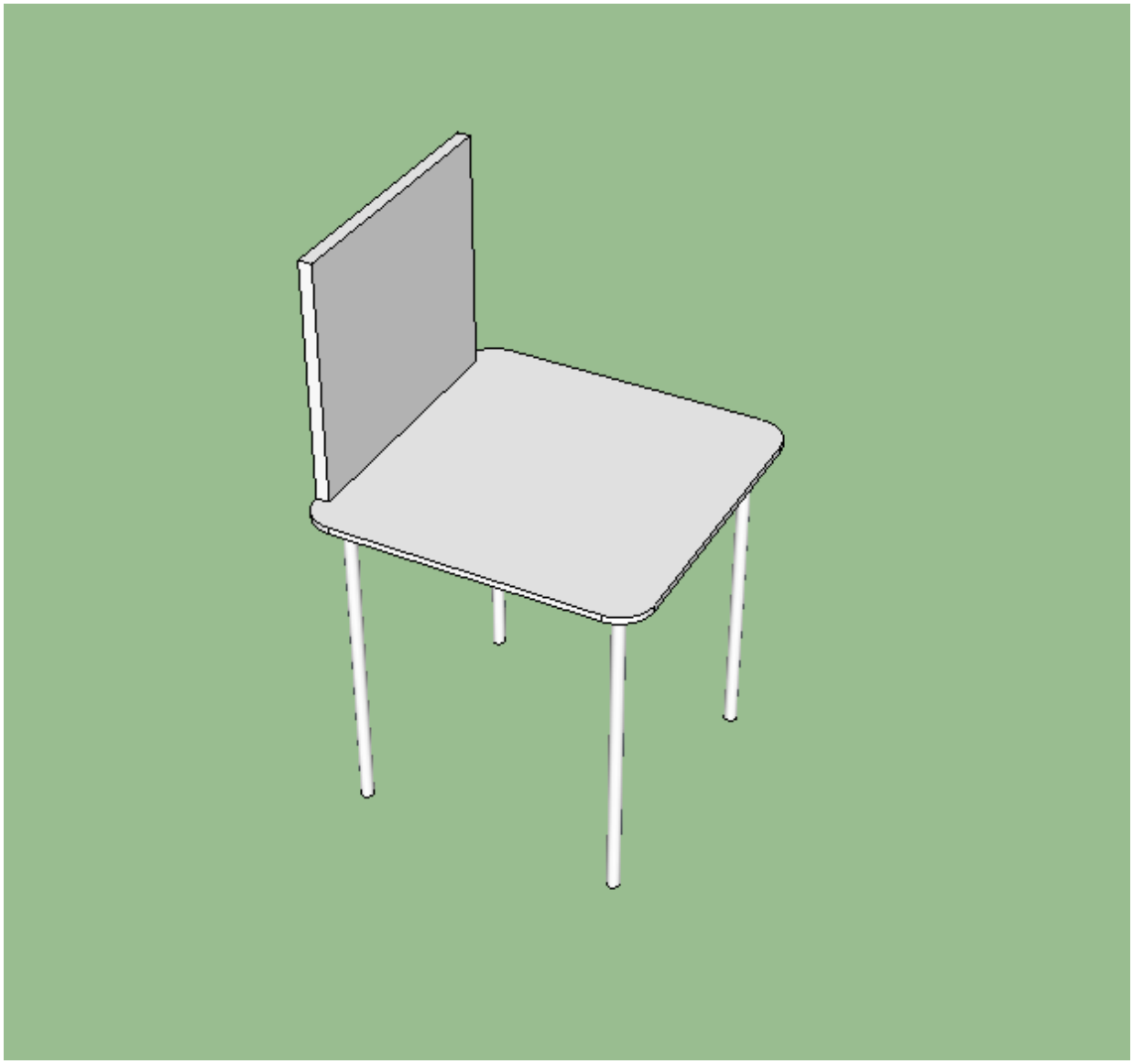

Constrained on Plane Intersect Line



Then I did some more stuff, including making an awful chair. Making a flipped over table with too-small cups... accidentally making a building glow red...

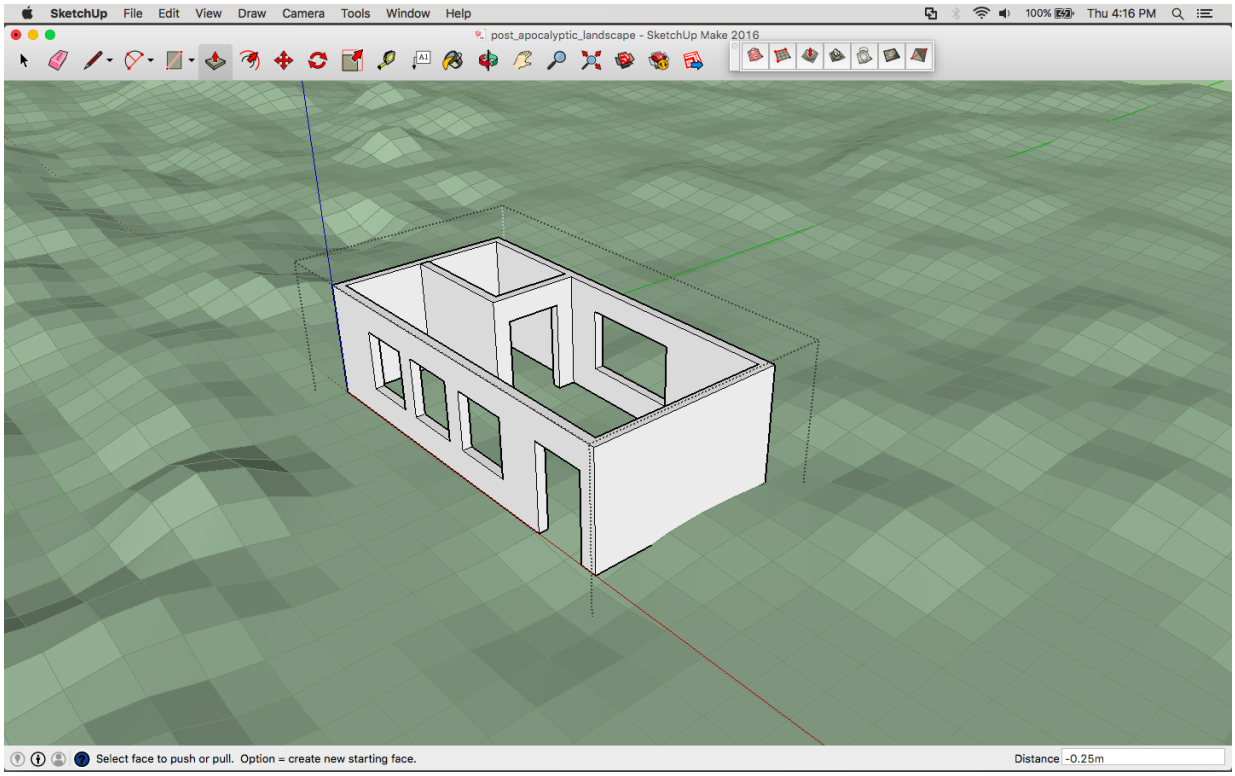






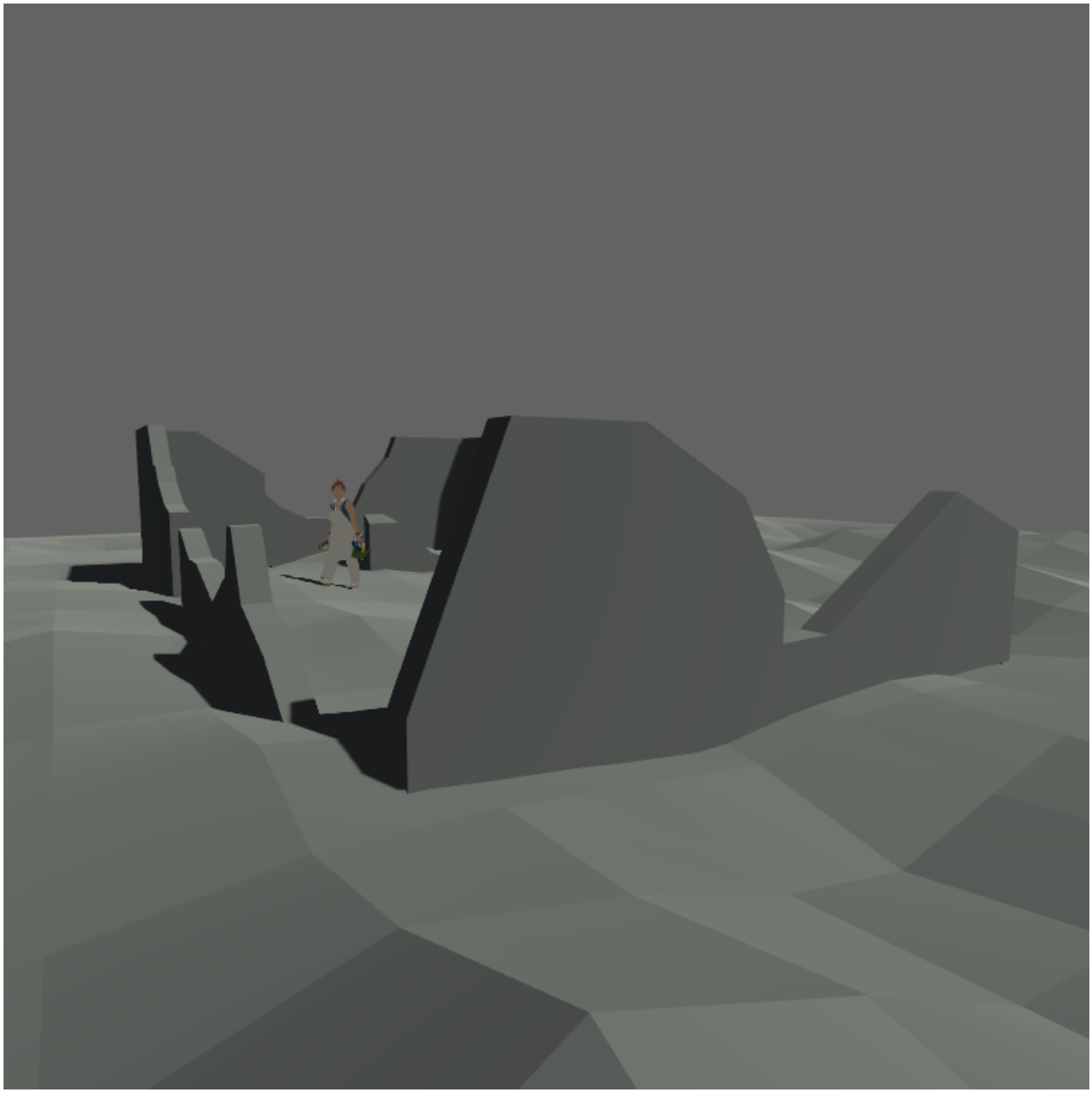
Friday, 1 April 2016

From yesterday –– making a nice retreat cabin in order to break it down.



Sunday, 27 March 2016

And then he started making it in Unity...



And it’s going okay actually.

The plan is to have the five exercises be five vignettes/scenes rather than in a single environment. Each one can then begin with a title card kind of thing that tells you what it is, but may or may not have anything in the environment that directly relates to the thing – e.g. in “stepping on the ground” (above) I’ll just have an environment that you can “go outside” from but that all there will be. Along with probably minimalist detritus on the ground around.

Current thinking is that you change exercises by falling off the world each time, which is strange and surrealist and interesting in a way I think I like.

The exercises:

Stepping on the Ground –– Concept is above. A ruined building on a terrain. Maybe some other bits and pieces.
Complaining to a Tree –– Stumps of trees in the environment.
Stopping the Anger –– Nothing of note in the environment.
Counting the Rice and Sesame –– Somewhere there will be a cup and some grains (perhaps, if they'd even be visible), and maybe an overturned table and chair
Looking at the Colors –– An environment, maybe just a wall standing somewhere, partial, with one or more colours faintly on it...

And that's how it will work.

HOLY SHIT WHAT IF I MADE THIS IN UNITY?
Although, actually, what would this even mean and why would it be any better?

Overall

Should all be in one game file (with a menu I suppose)
Should have bad behaviour as a whole - switching between games, mis-selecting games, flashes of other games coming up sometimes (just images of them I suppose), sounds playing and clicking, oriented upsidedown sometimes, random scaling effects, and so on - a broken mess with a semblance of the originals.
Main point, though, is that I can build them "properly" and then add behaviour and filters on the top of that.
Jitter.
Scan-lines revealing the colours (maybe on top of other games [masking?])
Maybe sometimes just complete shutdown with an oscillating character on screen and have to restart to see it again

Complaining to a Tree

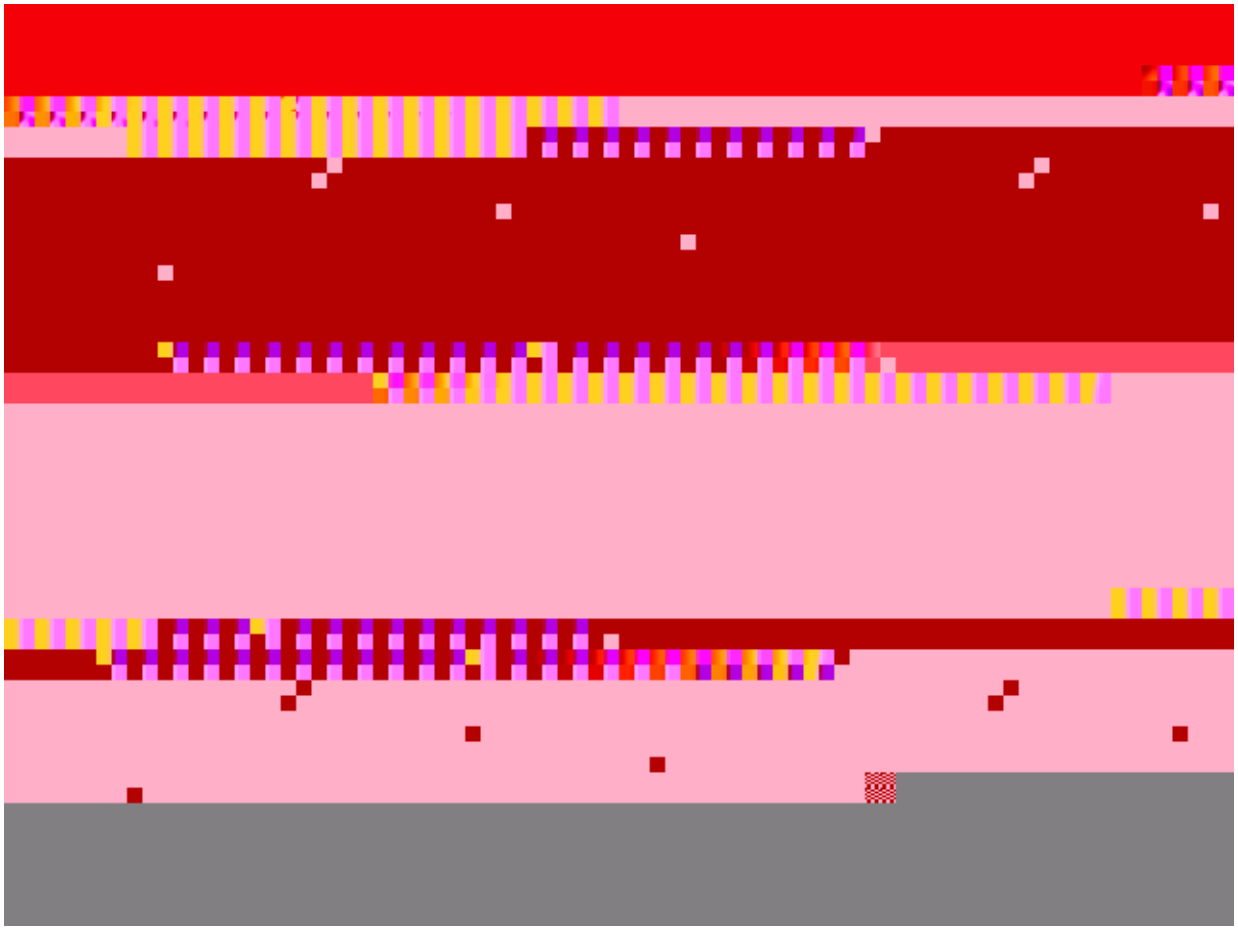
The trees are either not there, fallen down, shattered...
The text is garbled - when you type it is garbled with symbols and wrong letters.
Maybe sometimes when you type you get strange messages (like those numbers radio stations potentially).
Maybe the text box is hanging down at an angle.

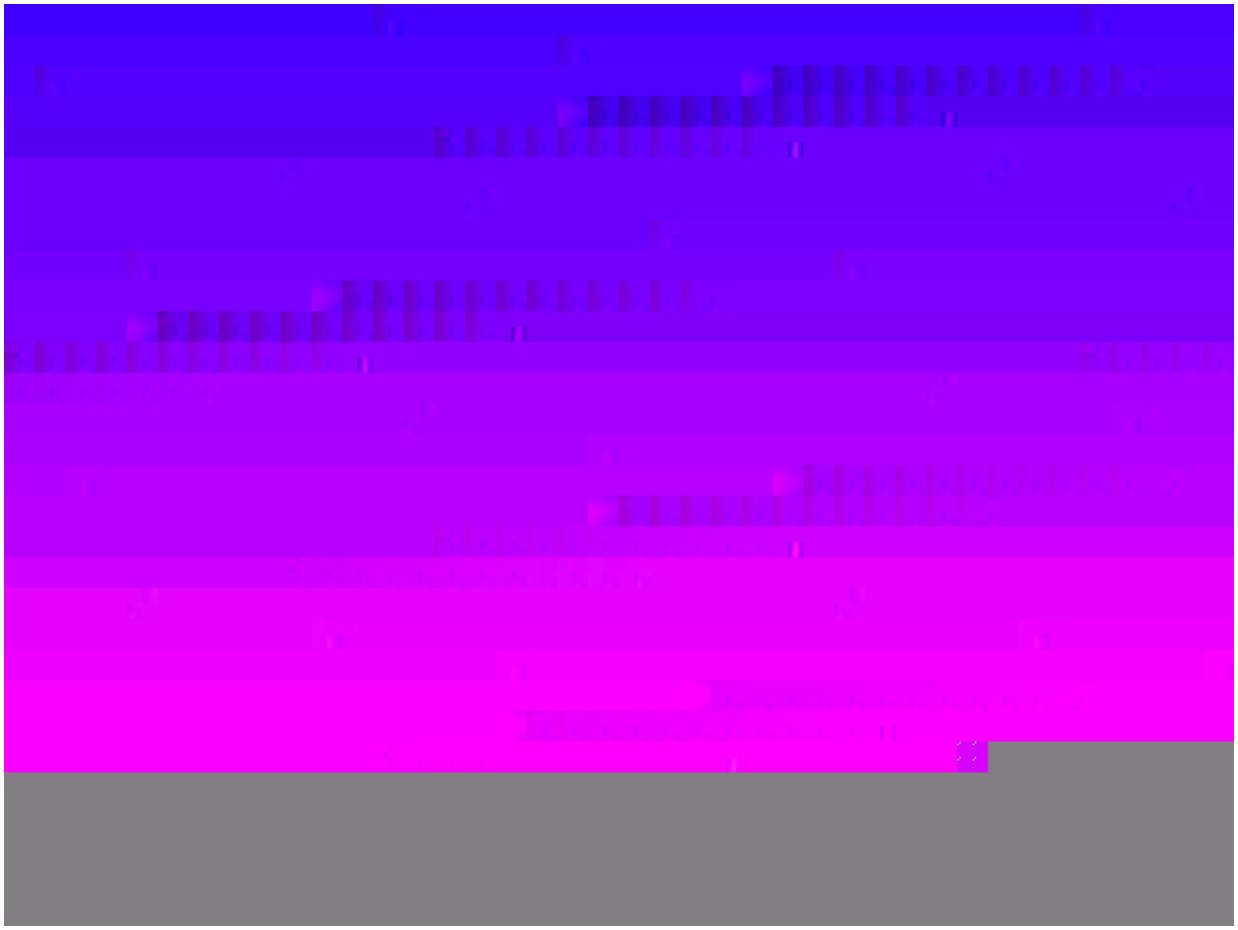
Counting the Rice and Sesame

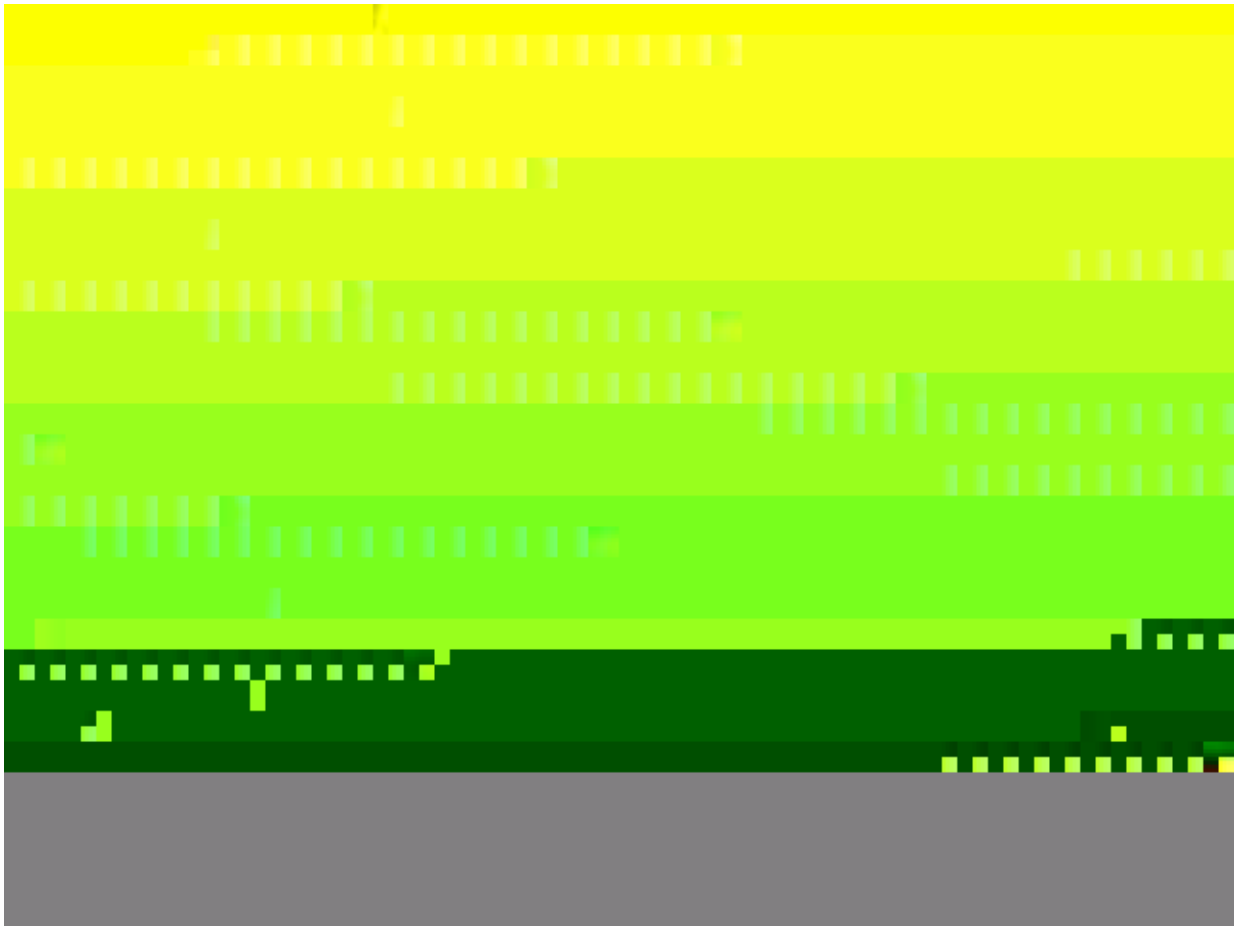
One of the cups is overturned
One of the cups is shattered with pieces left on the floor
There is very little rice or sesame, maybe just a couple of grains

Looking at the Colors

Some variant on making the actual colors all messed up and glitchy (how?)







I guess it would be nicer if this were animated/dynamic - consider trying to implement some glitching of the actual bitmapdata in the game itself? Would be kind of fantastic - could potentially use it elsewhere (everywhere).

Website: http://snorpey.github.io/jpg-glitch/

Stepping on the Ground

~~Time limit screen comes up and is glitched out, constantly changing and shifting, so you can't actually ever play it~~
~~"THIS EXERCISE IS TO BE CONDUCTED BETWEEN 6AM AND 7AM. PLEASE TRY AGAIN THEN."~~
~~Could also just be disabled like stopping the anger... and I just make the three, but then have references to the other two in the other games?~~

~~Or maybe yeah just play with the first text that won't let you in. Maybe it randoms and then resolves and then writes a new one and typewriters its way up the screen, never actually working.~~

Stopping the Anger

~~Can pivot on the question "are you angry?" perhaps~~
~~Maybe just as simple as "you should be" or "you cannot stop this anger"~~
~~Or the opposite: no anger left?~~
~~Or, given I have a menu system available maybe it's just not an option? Not selectable? But maybe sometimes the basic question just comes up? Maybe even the graphical stuff of the sine-wave could come across the screen, especially at high intensity - slowdown etc.~~
Maybe you try to select it and it just fucks up somehow, never actually loads... flickers the screen or shakes it or crashes or whatever...