

Indie Bungle 2

Friday, 15 January 2016

12:02 PM

Here we are a week later. I made a bit push through on VVVVVV over a couple of days back there and got it kind of looking pretty cool. I actually have every level now I think and largely need to put in the logic for them at this point wow go me.

5:05 PM

Later that day I've spend a solid 2.5 hours or so and have pretty well knocked VVVVVV into shape including sound. Need to add rescues and game over basically, which isn't hard but currently is defeating my motivation levels. I'll try to do it tonight. Then I can step back and look at what else the game needs beyond just a menu system... (and could this menu system be a kind of breakout? Or is that too cute and also kind of pointless...)

Thursday, 7 January 2016

11:39 AM

Hah. Here we are well into January and I'm kind of 'stuck' on VVVVVV a bit. Though that said I've now got some kind of path through to get this one done I think? You need to rescue 5 crewmembers which means 5 levels plus the end level where you just go up out of frame. I'll need to write some kind of shaping code for an array that determines where bricks go on the screen of different types, and spikes. We'll see...

3:39 PM

Hah. Well, later that day and I have three sort-of level quite nicely done with ideas for the other two pretty sorted out as well. Not bad mon-frere.

Friday, 11 December 2015

12:34

(I guess I started implementing on this day? Today is Sunday, 27 December 2015 so I guess I've been working on it for a bit over two weeks in terms of really making it? With at least another week or so of lead time thinking about how to do it... and as of right now I 'just' have VVVVVV left to put in, plus menus and all of that sort of stuff. Which isn't bad. I'm dubious that I'll be able to get this out in 2015 but it's very close at least.)

~~NO BECAUSE YOU WENT BACK TO 600x400~~ Check whether you've broken everything by making the game 640x480?

MENU

Uh, make a menu?

Add escape key to VVVVVV

GENERAL

Make VVVVVV levels easier

Make Desert Golfing thinner

~~NO?~~ Does the ball angle right? (I have wondered about VVVVVV)

Check opening hours for TAIP

Slow down the ball in every level? (esp. Desert?)

The general concern of the broken preloader on mobile

Need an instructions screen (before each game as you start?)

TAIP2 is broken?

Fix ball start in levels that need that

VVVVVV

Remember deaths across levels

Sadface frame for Viridian when he dies

Happyface frame for rescues when rescued

Viridian reset on death

Add messages (as shitty game over style interstitials but with VVVVVV language)

Add ability to finish the game

Make Viridian not flip back at zero speed

Paddle limits for final level

Add ability to transition between levels to the end

Horizontal wrap for wrap level

Capture sounds from the game (flip, teleport, death, wobble wall for walls?, rescue?)

Add sounds

Match palette of specific levels. (e.g. tintable bricks please)

Make crewmates frowny

Make teleporting work in teleport level

Make ball and paddle wrapping work in wrapping level

Add crew mates for rescue

Bottom of the floor is spikes you die on

Bricks are various and arranged in 'mazes' that need to be completed to reach the person? Or is that OTT? I think it is. Though could consider spikes in the brick form of the level that you have to actively avoid? I think that would be fair.

Ball = Veridian with flipping

Make a basic Breakout that has an array definition of the 'level'

Screenshot VVVVVV imagery to put into the game (note some levels don't have sand in them... hmmm...)

Design the requisite five levels

YES I WILL GET TO THIS Crew mate at the top of the screen that you rescue with the ball (maybe they have behaviour like those in the game? Flying through space?

Following your paddle? Waiting patiently?)

YES I WILL SOMEWHAT GET TO THIS Idea of spatial nature of the level mirroring the game? (e.g. always moving up, wrapping, normal...)

Add wrapping level layout

Add teleporter level layout

The Graveyard

Part one

~~BUG: ballPaddle collide sets X based on original ball speed~~

~~Greyscale palette for the game~~

~~Background image? Or just black?~~

~~NO Footstep sound?~~

~~(maybe a limping ball movement?)~~

~~NO Atmo sound? (steal from the game)~~

~~NO Accurate number of bricks to number of steps to the bench in a straight line?~~

~~Setting bricks between tomb-stones for walk to bench?~~

~~Text to indicate 'steps' to the bench?~~

~~BUG: On restart the ball is slow~~

~~BUG: Ball seems capable of passing through paddle~~

~~Clouds passing perhaps~~

~~What does it mean to miss? **NOTHING BECAUSE YOU LEAVE BY LEAVING THE GAME ITSELF BOOM!**~~

Part two

~~Add new game button for reset~~

~~Second screen with the music and voice line per brick~~

~~Synthesis versus pre-recorded?~~

 The Graveyard lyrics.txt 1 kB

~~Fix the markers in the audio~~

~~Change representation (normal breakout? still with clouds though?)~~

~~No limping ball~~

~~**THOUGHT ABOUT** What does it mean to miss?~~

~~**ACKNOWLEDGED** (Technically the song keeps going unless you explicitly leave in the game)~~

~~Random death (ball just stops and that's it??) **WELL, THE PADDLE DROPS OUT**~~

~~**NOPE** 5 paddles of lives otherwise you just "leave"?~~

~~If you die you're just dead and on the lyrics screen when you come back? (including bricks?) (How would you start a new game?) (Fuck, it does seem kind of important?)~~

(Yes it is. Okay. Fine.)

How Do You Do It?

Break down SWF

Swap brick colours for game's palette (possible specifically from doll bodies)

Take collision sound from game and thinking sounds too probably

Take face and body from game for background (change expressions)

(No mother? Or include the sound of the mother and you can get caught?)

Sex = any collision

You did it screen at the end (no score during play)

Desert Golfing

Infinite bricks upward

Palette change over time

Occasional cactus or rock

Shot counter goes up each time you miss (e.g. that's one shot)

Maybe horizontal and some sense of the bricks as the landscape? (Would need detecting multiple sides of a brick though :/) Randomly generated hills of bricks with a hole somewhere, bounces off the back wall until you make it through... no, better is just a random profusion of bricks with a hole somewhere in it that you hit to move on, scrolls up to the next level. (Or not even scrolls, just goes to the next level on hitting the hole brick actually)

Yes, we solved it we are gods.

My god I did so much better in the end - a terrain-like set of bricks

The Artist Is Present

Marina

Museum can close? Warning message?

Limited paddles for looking (5 as per tradition)

Periodic blinking

Marina screen is just her face with no bricks but have to keep the ball alive to keep looking

Entry

Bricks inside the door-

Make doors only open when ball in middle (looks weird otherwise) (+ timer for closing)

Add entry imagery to screen with collision

Add doors

Make doors open

Make doors be closed at the right time with message

Make ball restart from same spot in front of doors

Queue

Museum can close? Warning?

Queue needs to snake (maybe including to the left of the chair)

Ball moves across the screen (or half the screen) at rate of queue (average 20 minutes there and back)

Recolour the people so that they have the three hair styles but otherwise are layer-equivalent to bricks

Make people images (colours of bricks!)

Brick wall is reversing queue of people

Hitting a person makes them go

Chair + Marina at top, have to hit the chair

Tuesday, 1 December 2015, 09:12

Overall notes

Rather than force myself to be a formalist trying to use Breakout very specifically and by following rules, consider the idea that I'm a shitty company that has a breakout implementation and is trying to minimally change it to clone existing successful games. So you would change aesthetics and add (shitty) elements to the game to make it seem more like the original... but you wouldn't make big mechanical changes because it would require too much work, and you wouldn't worry that much about accuracy...

But I just don't want this to devolve into a re-skin kind of thing where there's no real attempt to make the mechanics of Breakout speak to the mechanics of the games...

This really feels like something balancing among some weird possibilities, quite a few of which are really shitty? But there's some kind of glinting possibility of something that's actually interesting in amongst it somehow?

Or do I just make it as fast as possible and not worry and just Get It Out There? (Can I get this completely done in December and released before the end of the year?)

The Graveyard

Operations

- * Walking / turning

Actions

- * Looking at the environment
- * Sitting (automatic when in position) / Standing (through movement keys)
- * Observing the memories
- * Leaving through gate for game over
- * Dying for game over (random)

Aesthetics

- * Sound of walking
- * Sound of graveyard
- * Visuals of graveyard
- * Visuals movement
- * Visuals of memories

Breakout?

- * Screen = specific activity/action, and you clear the screen to activate the action?
- * Or rather, screen represents a phase of play, and bricks represent a subelement, and clearing them represents 'resolving' the phase, while losing a life could mean either literal death (as the old lady) or just a setback, or some kind of a reversal of fortune...
- * Because the all or nothing nature of Breakout (you lose and are DEAD) doesn't mesh all that well with the gentleness and wandering of The Graveyard, despite The Graveyard having a clear kind of game-like thing of 'get to the bench' 'have the memories' 'leave/die'
- * Weirdly, because dying is presented as special you could make clearing the final screen the ability to die, whereas if you lose at that point you just leave the graveyard
- * In fact 'losing' could always just be leaving the graveyard and therefore not having the planned experience...
- * That's beginning to sound better
- * So:
 - Approach bench: brick = footstep, all bricks = reach bench, lose = leave graveyard (OR approach bench: have a bench above the bricks which you have to 'break through' to reach? More game-y, which is funny, but as a trick it might end up being over used...)
 - On bench: brick = memory, all bricks = memories done, lose = (end of memories?)
 - Post memories: all bricks = die peacefully, lose = leave the graveyard (but not that this loses the painstaking leaving process, which is a problematic, so might need to restore that?)

Really do need to play The Graveyard to be able to figure this out better... but that's progress.

* I'm secretly a bit confused about how this will look... will just have to replay the game to get ideas.

* Limp

* Can just leave at the start

* Bird, atmo sound

* Camera zoom on bench near

* She died in my playthrough! Slumps over, song goes on but no imagery of dreams...

*

* A robot voice should read each lyric in the sitting scene regardless of dream imagery, maybe in english or maybe in the dutch with subtitles

* Visual aesthetic... could refer to the high res awesomeness or could just have straight-up Breakout in greyscale with the atmo sounds

* Turns out there are no other images, which is perfect - robot sings lines from the song per brick, maybe music

* Brick = step

VVVVVV

Operations

* Move left/right

* Flip

* Trigger teleporter

Actions

* Air control

* Navigating spaces with the two gravities

* Avoiding (static) spikes and (moving) enemies

* Landing on/avoiding moving platforms

* Dissolving 'sand' bricks

- * Getting trinkets
- * Rescuing crewmembers [question: could you have a crewmember to rescue at the top of the breakout? That you have to hit with the ball? Or does it have to be just 'you rescued a crew member' as the game over message?]

Aesthetics

- * The level itself (platforms, ground, spikes, starfield in the background)
- * Home base area, other crew members
- * 'enemies' (moving hazards)
- * Flashes on teleport
- * tricket pickup message
- * map screen
- * new thing comes up on the map
- * sad face
- * dialog

Breakout?

- * Could have those reverse direction things as walls...
 - * Could have a crew member at the top (including one who moves as you do like that level) and you hit them with the ball to finish with 'you have rescued a crewmember!')
 - * Plus you could have screen wrap on one level etc., take some of the spatial tricks from the game... rmoving camera, wrap, multiple conjoined levels like veni vidi vici
 - * Ball is him, bricks are level pieces (maybe even with elements from the game? maybe even with some kind of maze quality?)
-

The Artist Is Present

Operations

- * Move up/down/left/right

Actions

- * Enter museum
- * Buy ticket

- * Pass security guard
- * Look at art
- * Join queue
- * Wait in queue
- * Move up a position
- * Lose place/jostle
- * Get to front
- * Sit in chair
- * Look into Marina's eyes

Breakout?

- * Final scene is definitely breaking a wall in front of Marina's eyes
 - * Slow the ball down randomly to simulate waiting in the queue
 - * Bricks as little people and ball as you doing a walk cycle
 - * Maybe you even go all the way down the halls rotated (or the whole game could be played sideways with the queue the literal wall... oh my...) Oh my. The game could even be closed like the real thing with the 'ball' just not going through... oh my... oh my that's quite good?
 - * Though I don't think I want it so so so literally graphically? Maybe still verticle orientation but maybe the queue idea is still nice, but still in the form of a traditional breakout wall?
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How Do You Do It?

Operations

- * Move dolls together (up, down, together, apart)
- * Rotate one doll

Actions

- * Yes, well, that's kind of the thing

Breakout?

* Wad blow: It's literally just breakout with a palette swap and the girl's face at the back

Desert Golf

Operations

* Drag to select power and angle, release to shoot

Actions

- * Aim ball at a specific target (not necessarily hole)
- * Play off a slope
- * Get ball in hole
- * Lose ball off screen

Breakout?

- * Infinitely many bricks upward? Bricks are sand? Ball is the ball. Hole with a little flag before the next hole appears? Or just infinite tunnelling up? No you need the hole.
 - * Currently the least convincing one, although the infinity (and palette change, and eventual cactus or rock) make a great deal of sense.
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Earlier

General questions/thoughts

- Am I going to be hard-line for this one and ONLY use breakout's actual form to make the games? I think so, because otherwise it's not really a pure thing.

- If I'm being hard-line am I allowed to change the graphical representations? I think I am in this instance, yes, because that's the shittiest possible way to claim that you're reproducing these games, basically it's the classic 'representation versus mechanics' thing.
- ...

The Graveyard

Screen 1: Each brick is a step toward the bench, need to clear the screen to reach the bench and sit down.

Screen 2: Each brick is a memory/part of the song, losing means you either get up and walk away or you die

The Artist Is Present

Screens: Each screen is a position in the queue, need to clear the screen to move up a place

Final screen: Final screen is bricks covering Marina's face, need to clear the screen to be able to look into her eyes.

VVVVVV

Screens: Each screen is a level in the game. Ball is Viridian. Some levels could have a crew member stuck inside the bricks. Viridian flips each time he changes y-direction. Spikes at the bottom of the screen kill him. Top can be the classic flipping band. Use the names of the rooms at the bottom of the screen.

How Do You Do It?

Desert Golf

Papers, Please

Screen: Each screen is a day's worth of the game. Each brick is a single encounter, so it says "Papers" on hitting the paddle (you) and approves or denies the visa on hitting the brick (the person). On clearing the screen you get a report on the status of your family.

Ridiculous Fishing

Screen 1: Hook descending, each brick you hit is some distance that your hook goes down into the water. Missing means you hooked a fish and will start to ascend.

Screen 2: Hook ascending, each brick you hit is a fish you catch. Missing (or clearing) means you reached the top.

Screen 3: Shooting, each brick you hit is a fish you shoot, increasing your money.

Images

















