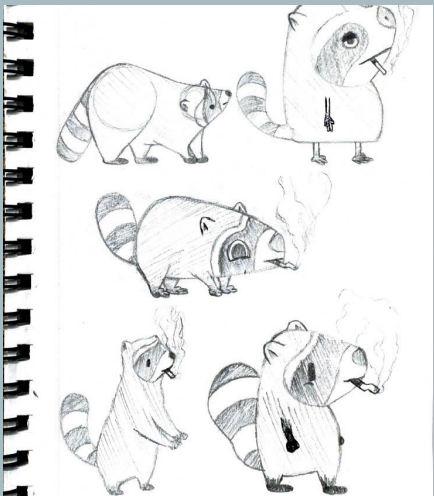
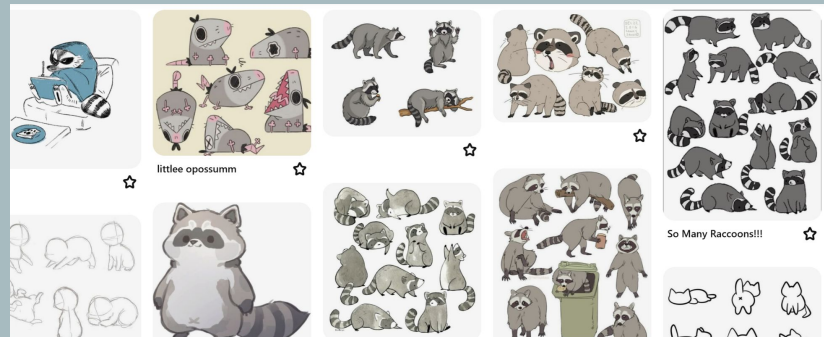


# BEAR'S MIDNIGHT MISSION



Faith Griesbach

## A cartoon illustration of a raccoon wearing a mask that covers its eyes and ears, leaving only its nose and mouth visible. The raccoon is holding a lit cigarette in its mouth, and several wavy lines representing smoke are rising from the cigarette. The raccoon has a striped tail and is standing on two legs.

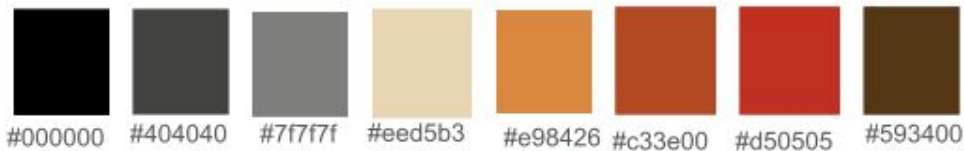


## Environment/skyline palette



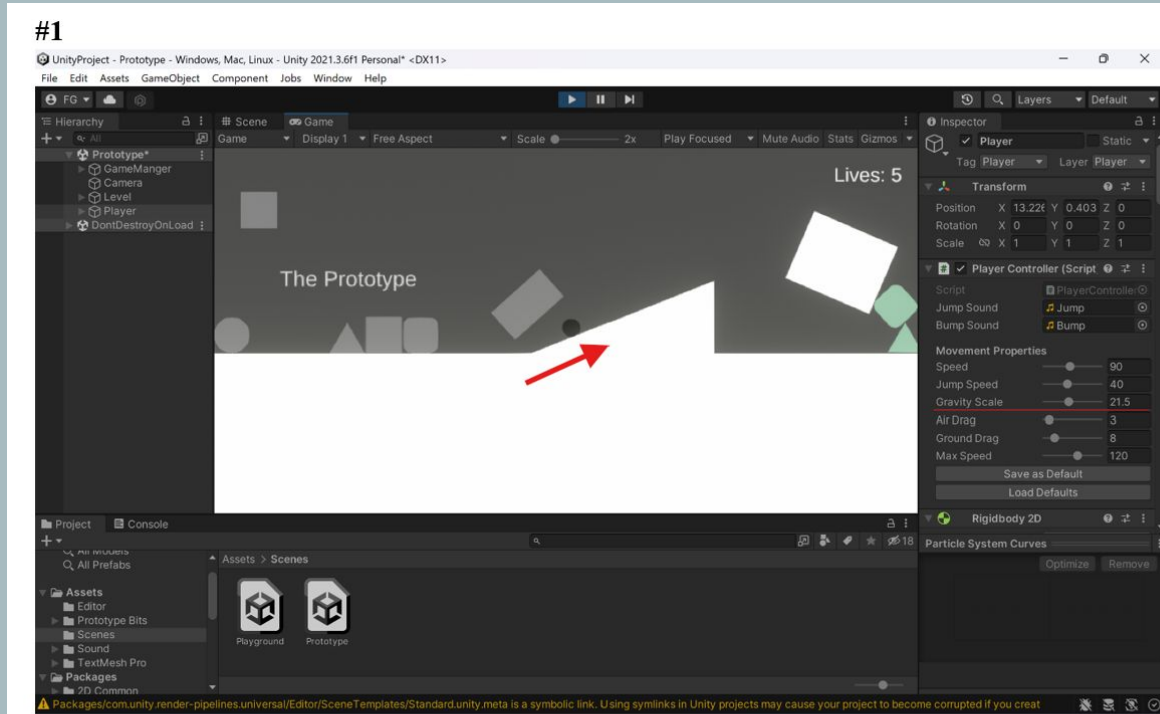
*A lofi city during dusk.*

## Character palette



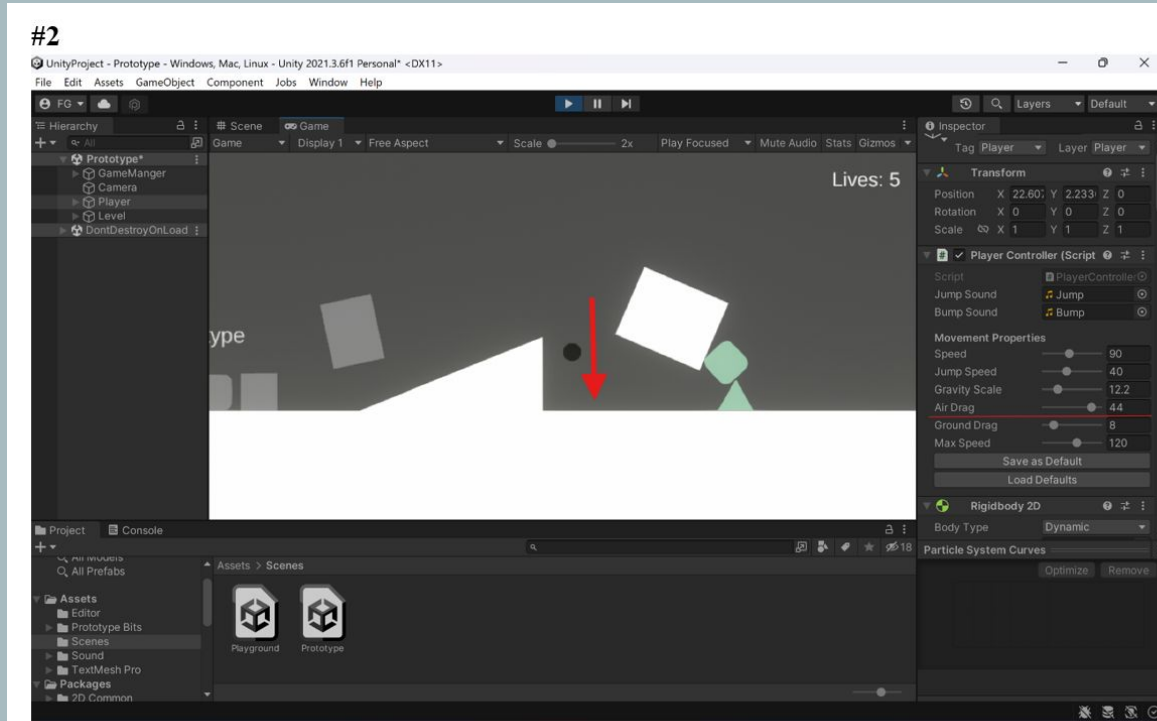
*A friendly raccoon with a freshly lit cigarette.*

# First Mechanics Discovery



The first thing that caught my attention in the editor was the gravity scale. I messed up with it to experiment on how it affected the player's movements. At 21.5, I thought it was interesting how my player could still jump, but it was extremely challenging moving up ramps.

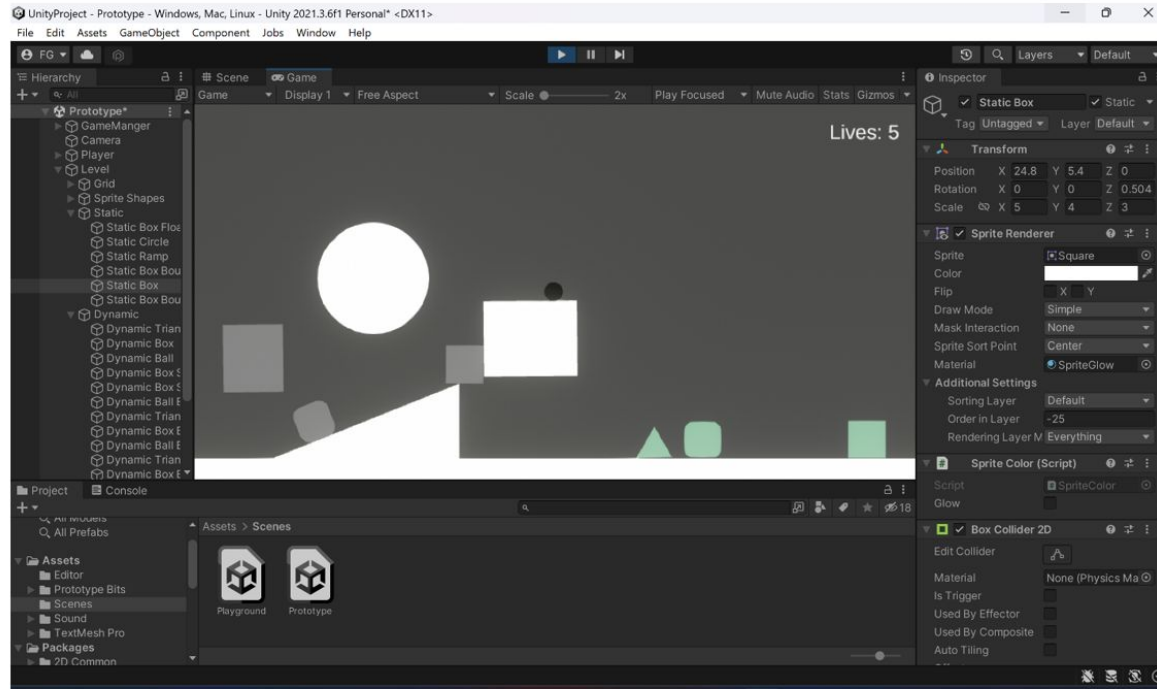
## Second Mechanics Discovery



The next thing which caught my attention was “Air Drag”. I was very confused at first because I could not notice much of a difference; however, when I turned it up really high, I noticed that the player object falls at a slower rate and seems to move slower (as if it is possibly heavier). This personally just made my playing experience less enjoyable.

## Third Mechanics Discovery

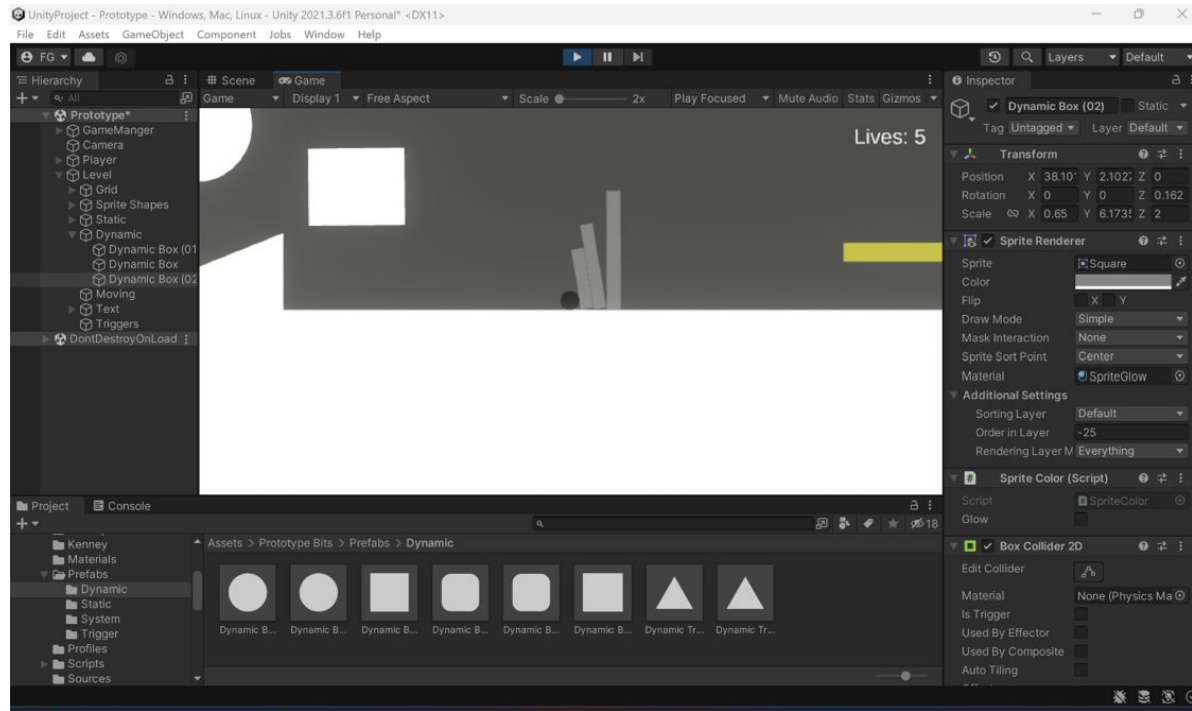
#3



I started to experiment with changing the scale as well as rotation of other objects in the level. I also wanted to see how the player reacted with other objects. I think it is interesting that the player can either double jump or move the square to get onto the higher platform.

## Fourth Mechanics Discovery

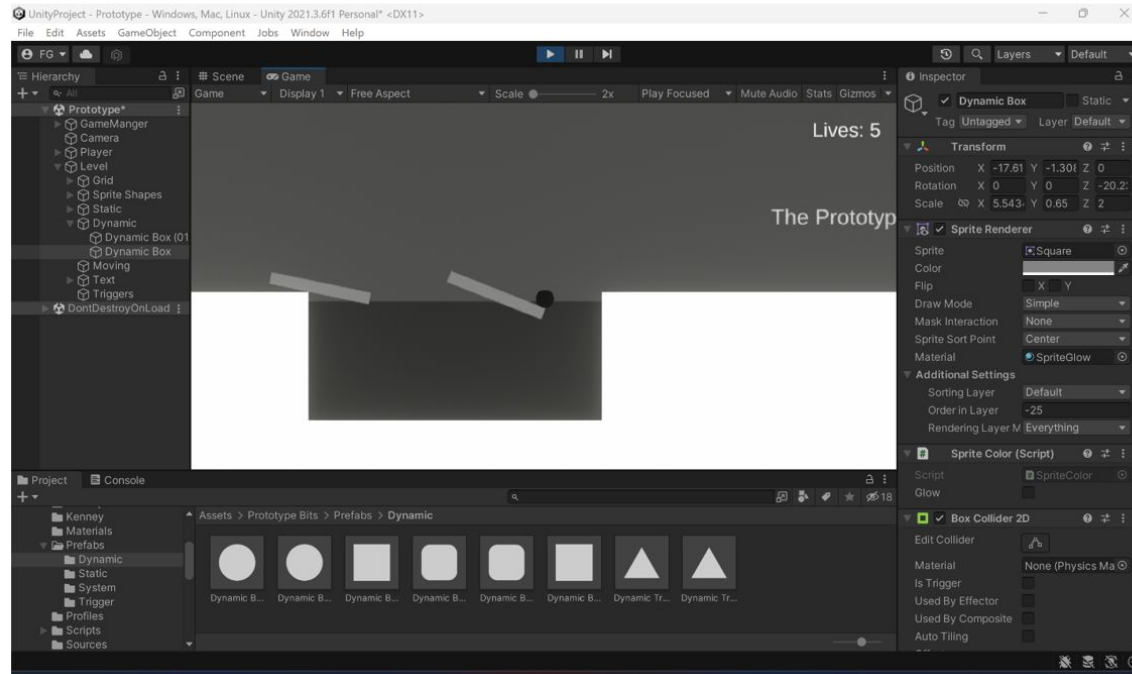
#4



I added in some thin rectangles at various heights. I hoped they would fall forward to create somewhat of a stairwell, but they fell backwards on top of the player which was not helpful.

## Fifth Mechanics Discovery

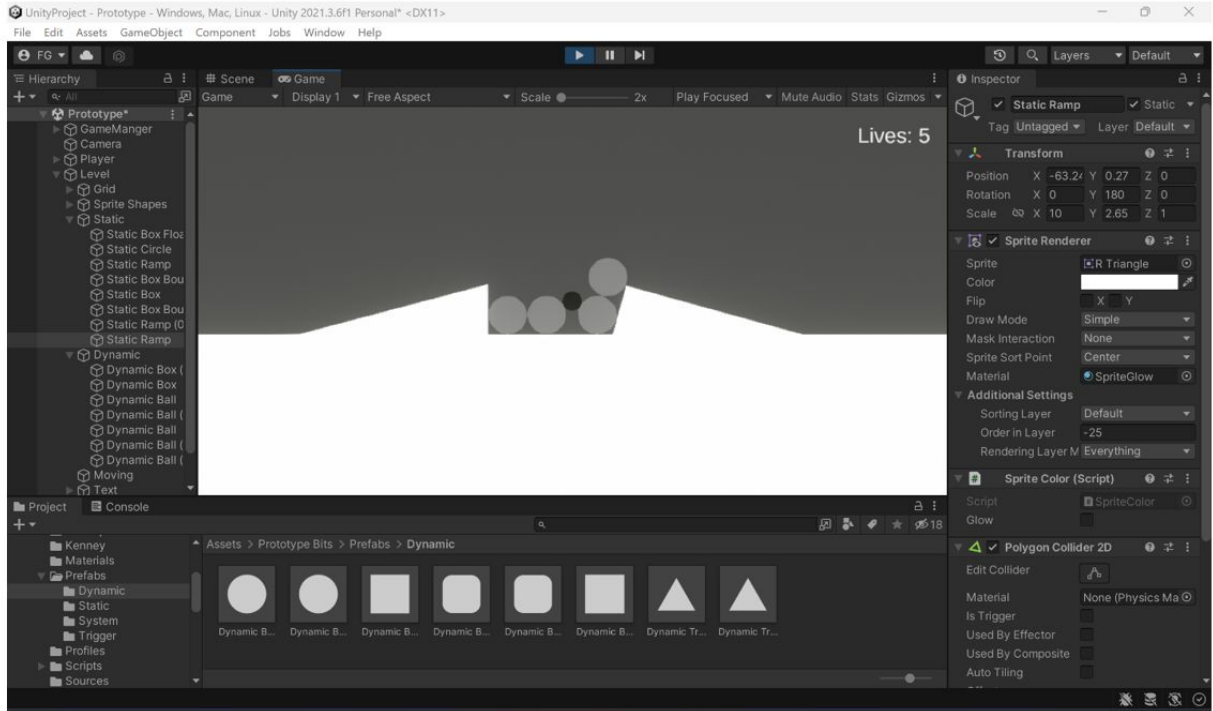
#5



I added some bouncy rectangles to the water. I discovered they float and create a fun challenge for the player to balance on. Also, the player can move them out of the water too which I think is fun.

# Sixth Mechanics Discovery

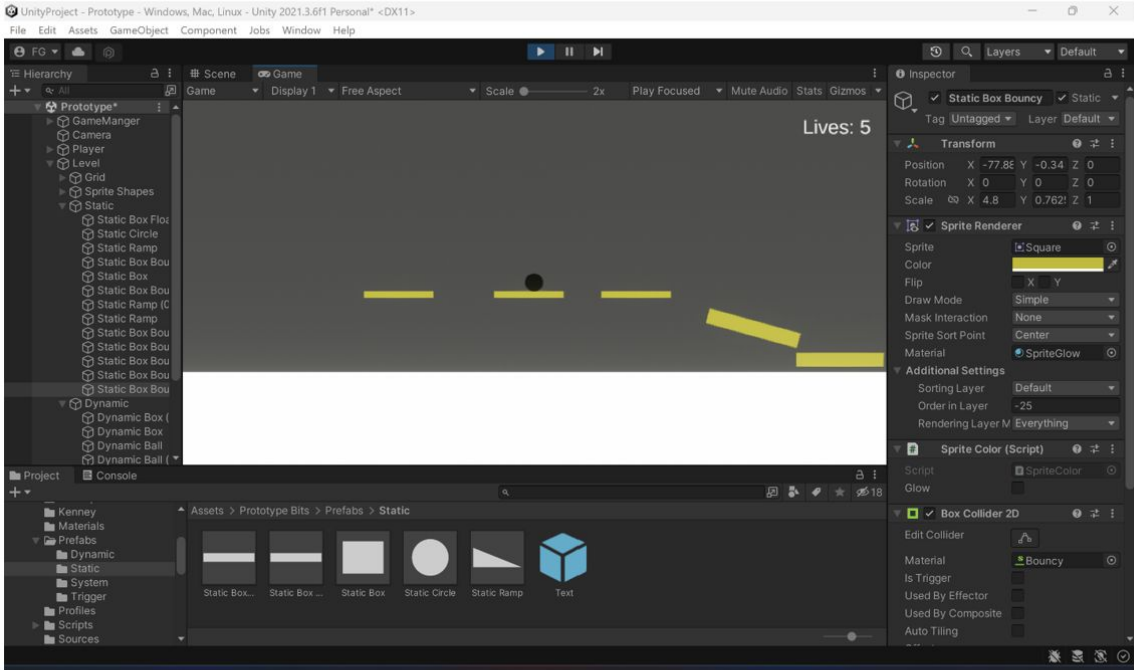
#6



I tried to create something like a ball pit. I think it is interesting having dynamic objects confined in a smaller space. The player can dig the shapes out of the pit or jump over it.

# Seventh Mechanics Discovery

#7



UnityProject - Prototype - Windows, Mac, Linux - Unity 2021.3.6f1 Personal\* <DX11>

File Edit Assets GameObject Component Jobs Window Help

Scene Game Display 1 Free Aspect Scale 2x Play Focused Mute Audio Stats Gizmos

Hierarchy

- Prototype\*
- GameManger
- Camera
- Player
- Level
- Grid
- Sprite Shapes
- Static
  - Static Box Flo
  - Static Circle
  - Static Ramp
  - Static Box Bou
  - Static Box
  - Static Box Bou
  - Static Ramp (C
  - Static Ramp
  - Static Box Bou
  - Static Box Bou
  - Static Box Bou
  - Static Box Bou
  - Static Box Bou
- Dynamic
  - Dynamic Box (
  - Dynamic Box
  - Dynamic Ball
  - Dynamic Ball (

Inspector

Static Box Bouncy Static

Tag Untagged Layer Default

Transform

Position X -77.86 Y -0.34 Z 0

Rotation X 0 Y 0 Z 0

Scale X 4.8 Y 0.762 Z 1

Sprite Renderer

Sprite Square

Color

Flip X Y

Draw Mode Simple

Mask Interaction None

Sprite Sort Point Center

Material SpriteGlow

Additional Settings

Sorting Layer Default

Order in Layer -25

Rendering Layer M Everything

Sprite Color (Script)

Script SpriteColor

Glow

Box Collider 2D

Edit Collider

Material Bouncy

Is Trigger

Used By Effector

Used By Composite

Auto Tiling

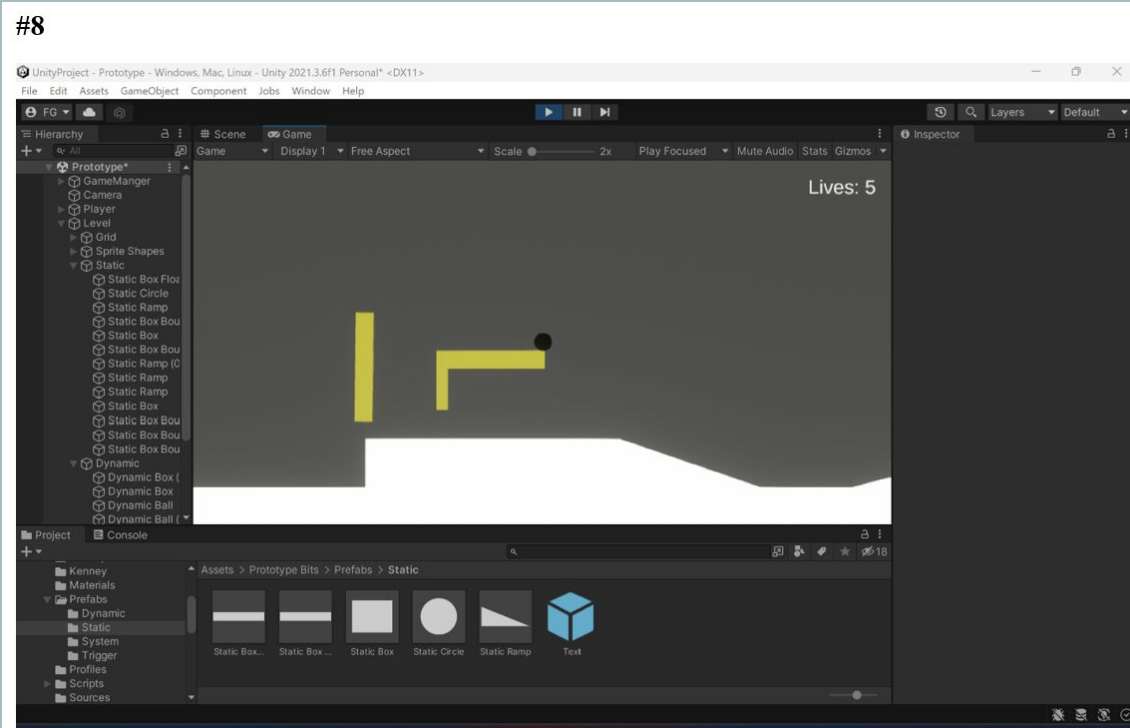
Project Console

Assets > Prototype Bits > Prefabs > Static

Static Box... Static Box ... Static Box Static Circle Static Ramp Text

I experimented with some parkour. I think the ball jumps far, which I will take into account when designing my game. I think it makes parkour more challenging to control the player on small platforms.

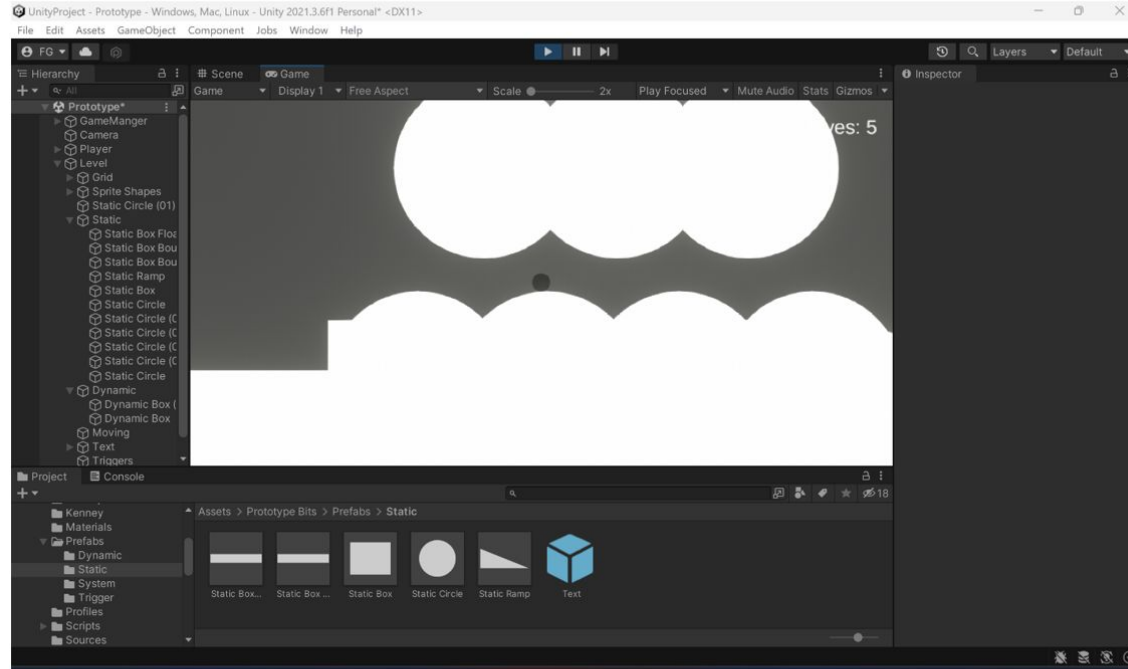
## Eighth Mechanics Discovery



I wanted to experience and see if you could Mario jump with the player; however, I realized you could not “Mario jump” (bounce between surfaces to get higher) but you could double jump while midair. The double jump allows the player to get onto the platform.

## Ninth Mechanics Discovery

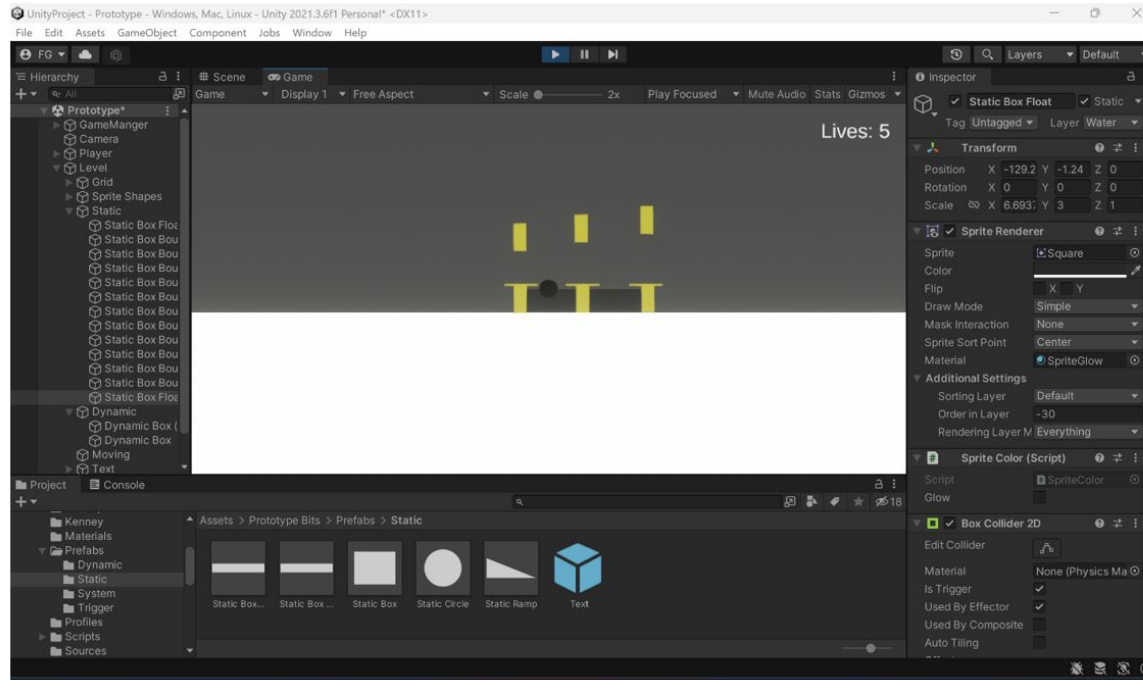
#9



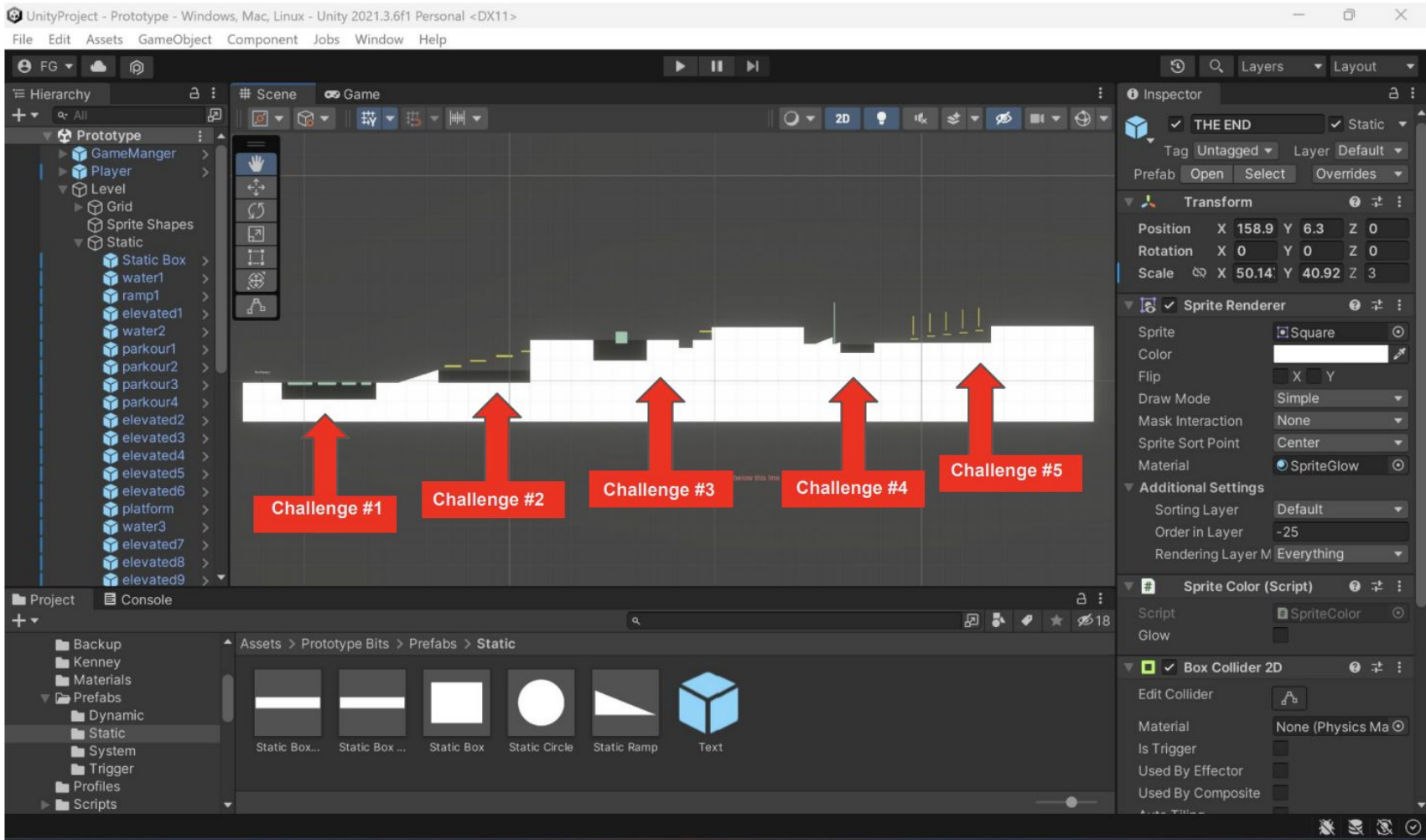
I wanted to experiment with the circles as arches. I wanted to see if the player would still run smoothly over it which it does not; however, I think messing around with the gravity might give this tunnel looking thing a cool effect.

## Tenth Mechanics Discovery

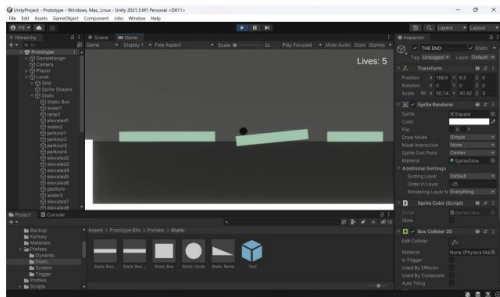
#10



I tried to make some obstacles with water and shapes. The physics of the objects and their proximity made this way too hard. The player bounces off way too easily, and the really thin platform I made actually makes it really hard for the player to get out of the water.

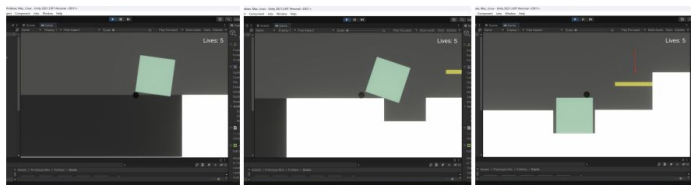


## Gameplay Screenshot #1



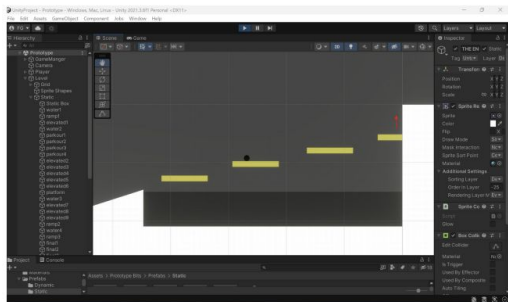
During the first challenge, the player is tasked with crossing a small water feature by doing parkour over bouncy platforms floating on the surface. As you can see in the image, the platforms tilt as the player is on top of them.

## Gameplay Screenshot #3



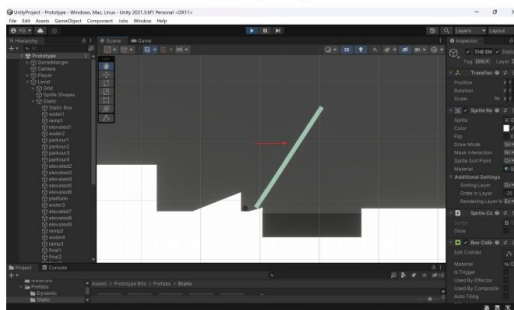
In the third challenge, the player starts with pushing a dynamic object out of the water and into a ditch. After this is done, the player is now able to successfully get onto the platform to get to the next challenge of the game.

## Gameplay Screenshot #2



During the second challenge, the player now must do inclined parkour in order to get to the higher platform to get further in the level. After doing parkour, the player must do a double jump to get to the top.

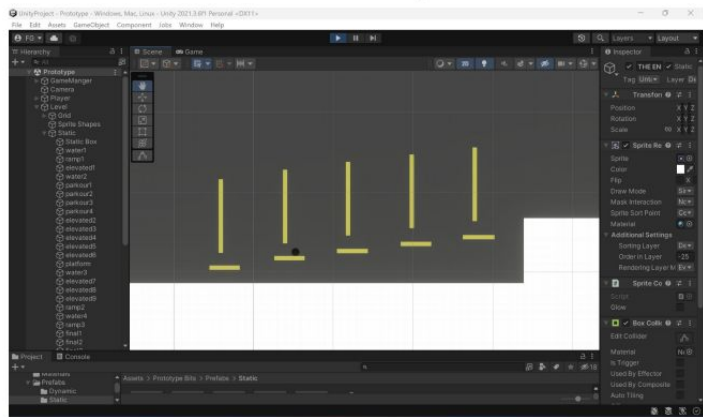
## Gameplay Screenshot #4



The fourth challenge of the game requires the player to go up the ramp and push the large domino over the water feature in order to act as a bridge. Then, the player can successfully cross into the final challenge.

# First 5 Challenges

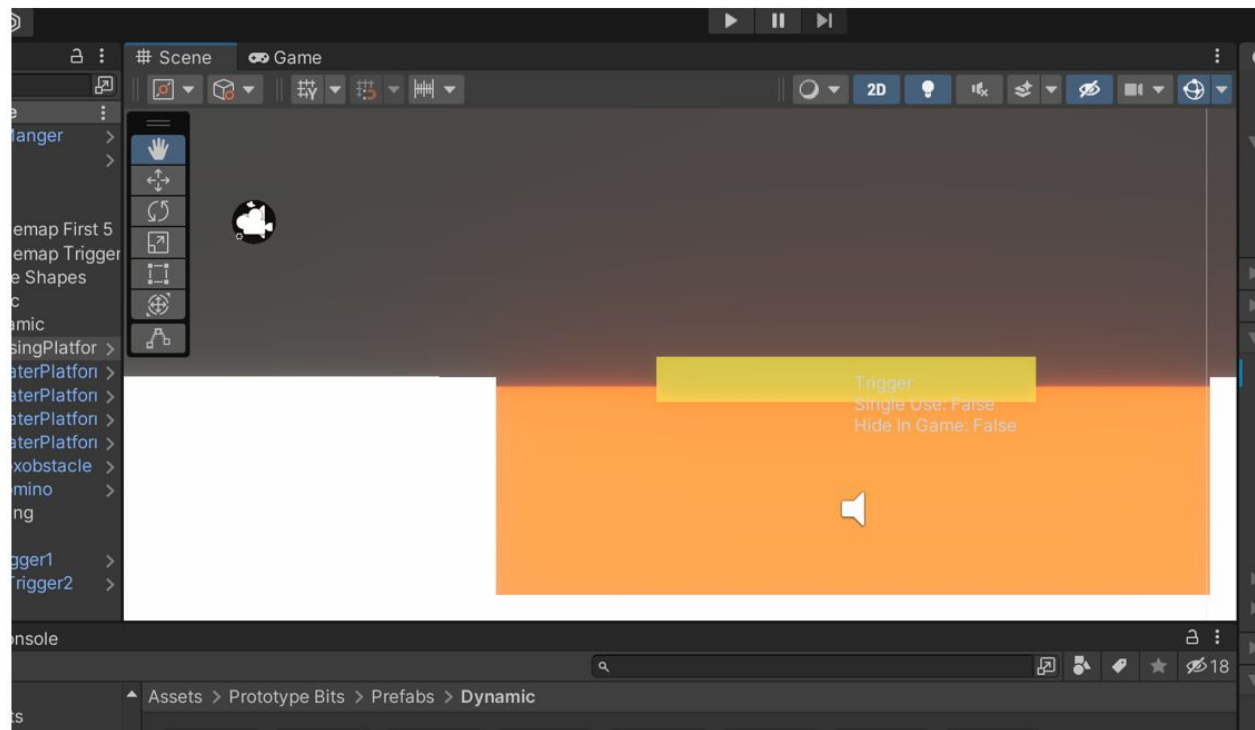
## Gameplay Screenshot #5



In the fifth challenge, the player must do a new type of parkour. This level requires the player to be more careful with their movements as the walls will cause them to bounce off the narrow platforms. Also, if the player moves too fast they risk falling off.

# First 5 Challenges

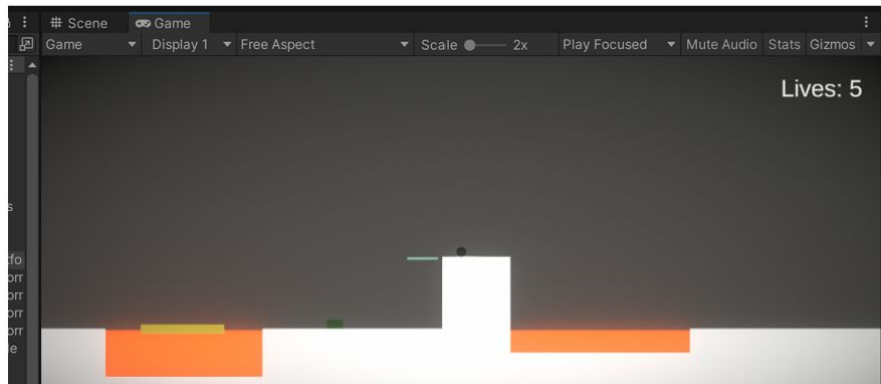
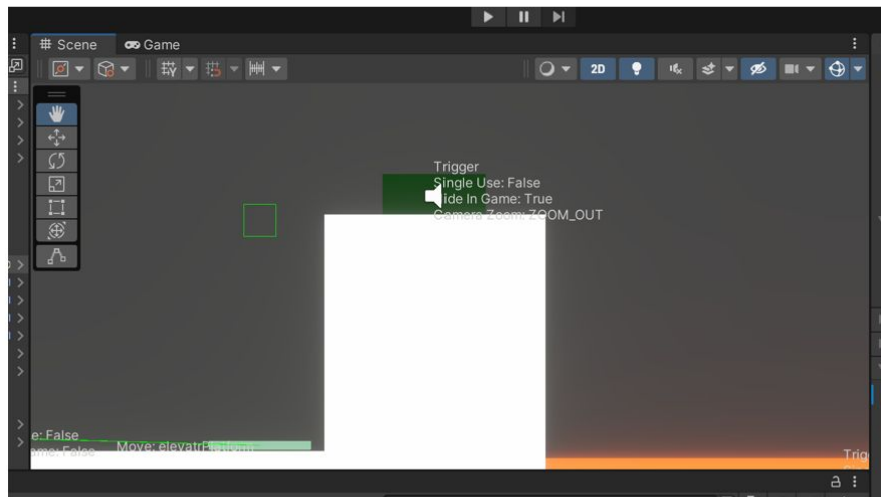
**#1.** For my first test, I tried out a death trigger. This type of trigger piqued my interest because I think it is fun to play around with the concept of “out of bounds” in a game. It took me a minute to get all my settings correct, including using a static box because a dynamic box falls to the bottom of the moat. I also experimented with color and glow settings. It turned out to be a cool lava pit looking obstacle. I plan to use this for both death traps and a way to keep the player on the map (and if they fall off, they respawn). (it is hard to see the text, but “show labels” is enabled)



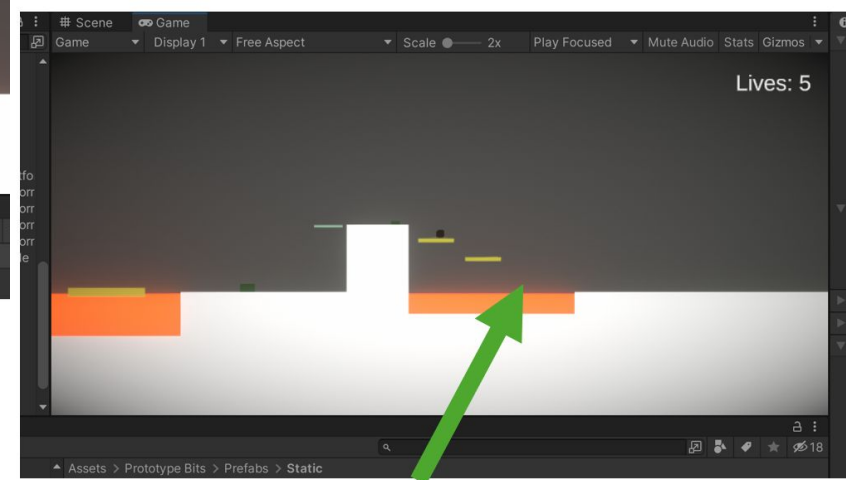
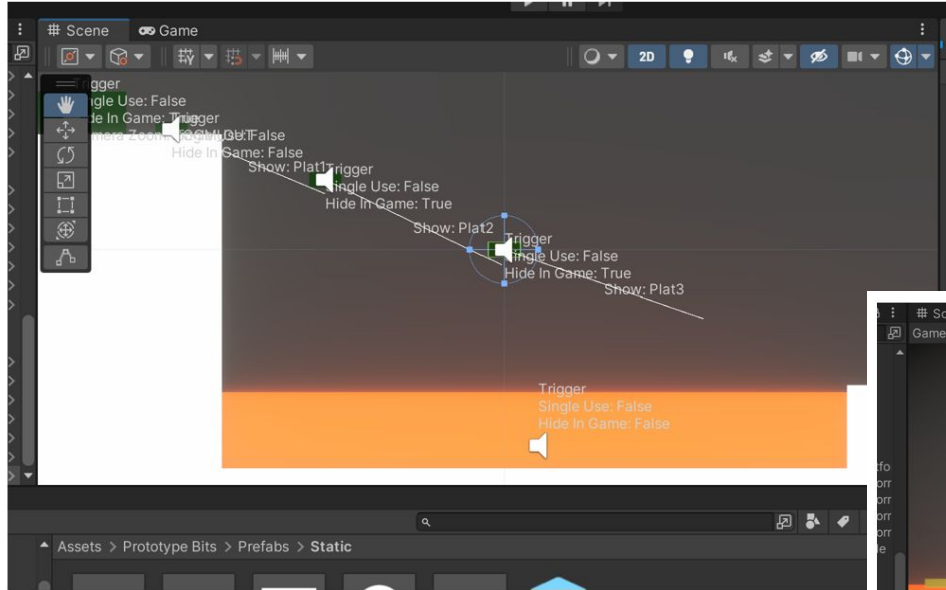
## Games & Interactivity



**#3.** Next, I wanted to really play around with visual effects because I think that creates a more animated game. I combined the camera control and vignette effect on a trigger to create more angst before I created the next challenge. I think the change in perspective helps create more ambiance to my scene. I plan to change the camera and visual effects as the player moves through the game.

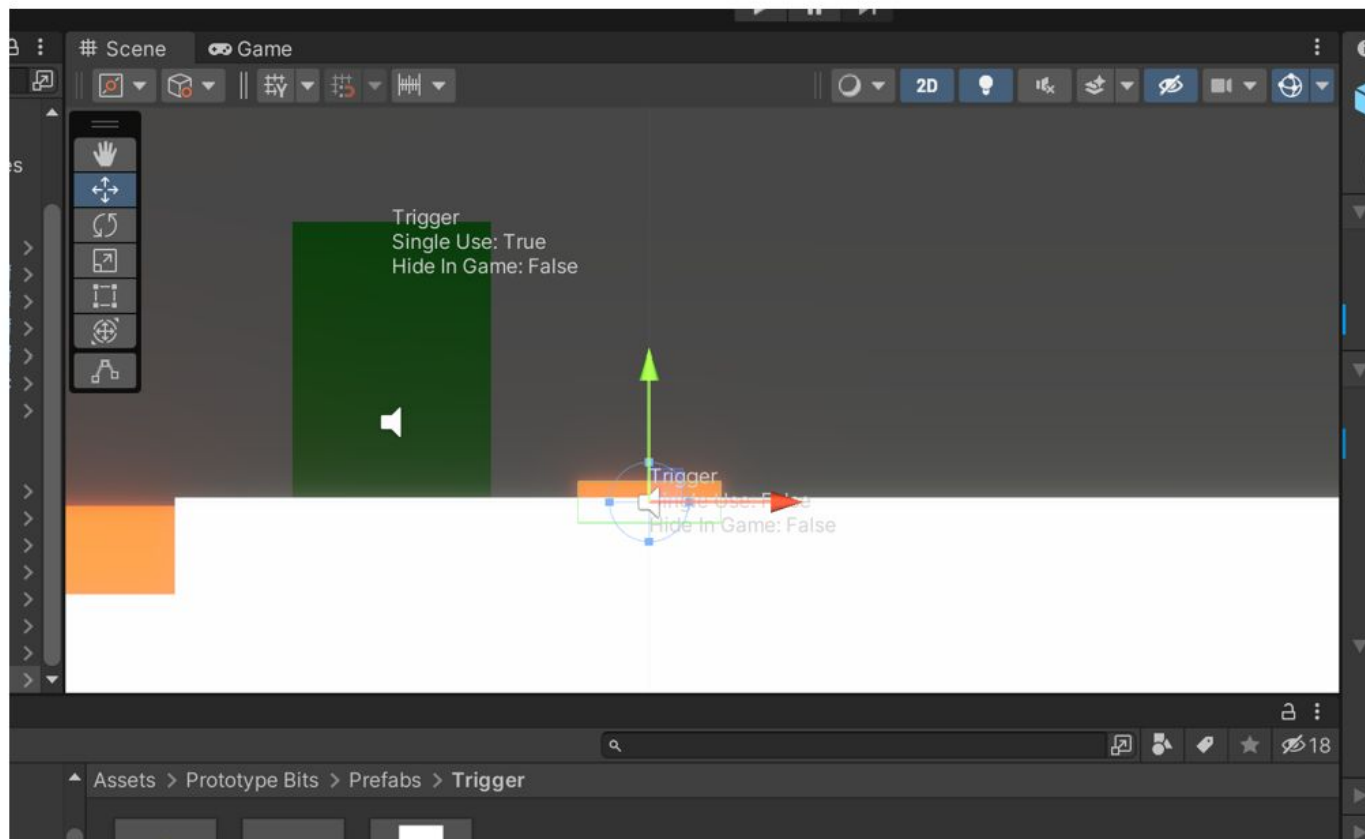


#4. Next, I decided to experiment with the “show objects” trigger. I am happy with how the effect turned out, and I would like to utilize it in my final game. I think it adds a cool mystery effect to help make parkour obstacles vary from each other. I created a parkour obstacle which reveals the next platform each time the player reaches the next step. If the player misses, they will fall into the lava and must restart. My screen shot is a little confusing, so I added multiple perspectives!

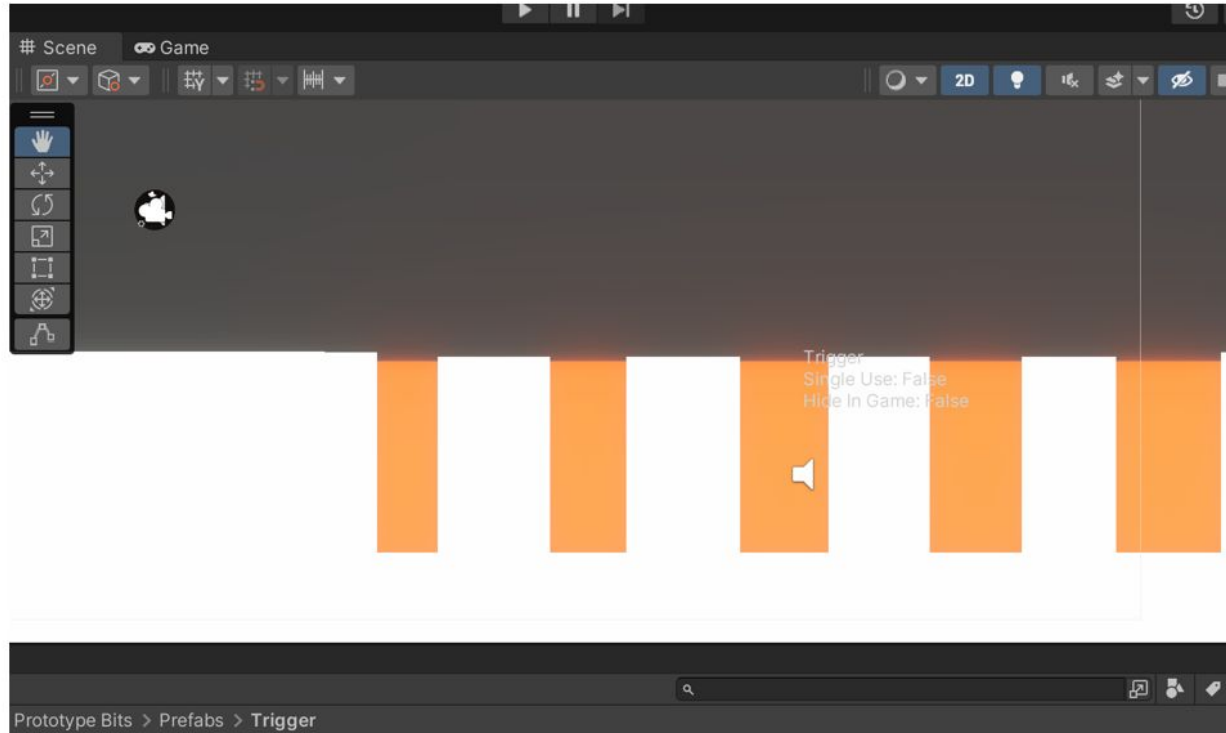


(as you can see, the third platform is invisible until the player successfully reaches the second platform)

**#5.** Lastly, I decided to try the checkpoint trigger, since I figured that will be something I will be utilizing often in my game. I also made this checkpoint add a life to the player and made it so you can only use it once. To test that it works, I added a small puddle of lava nearby.

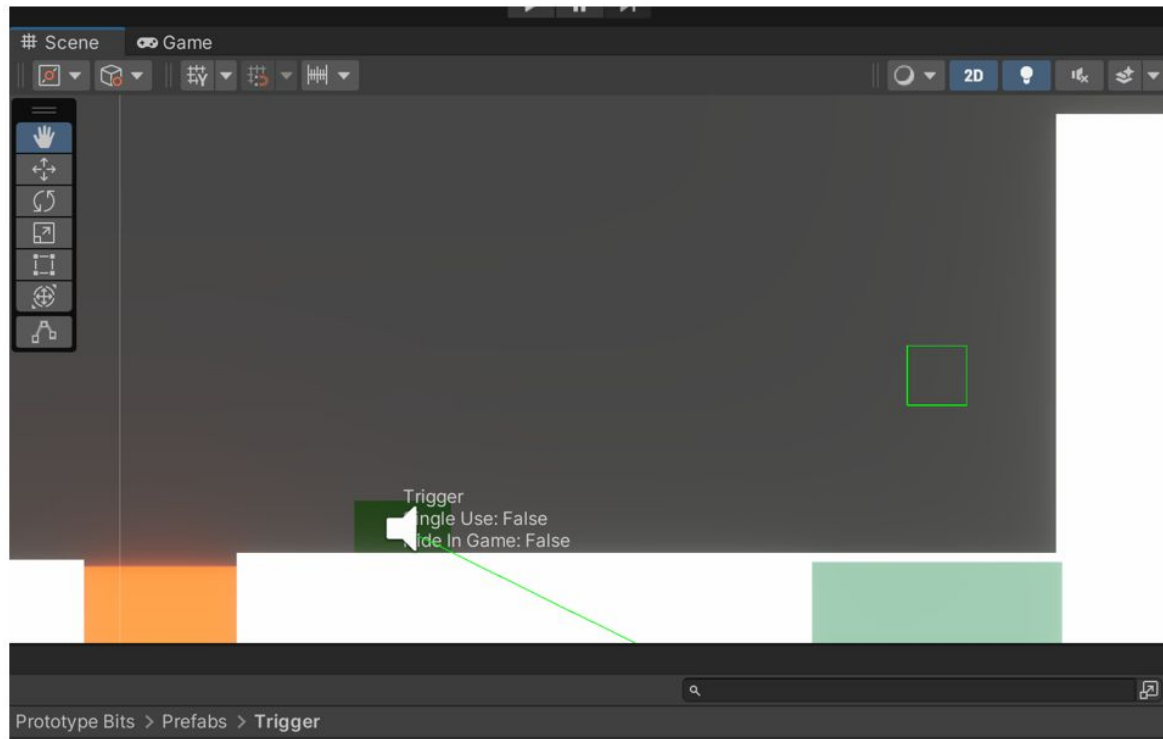


## 6. Lava parkour obstacles utilizing the death trigger



# Challenges 6-10

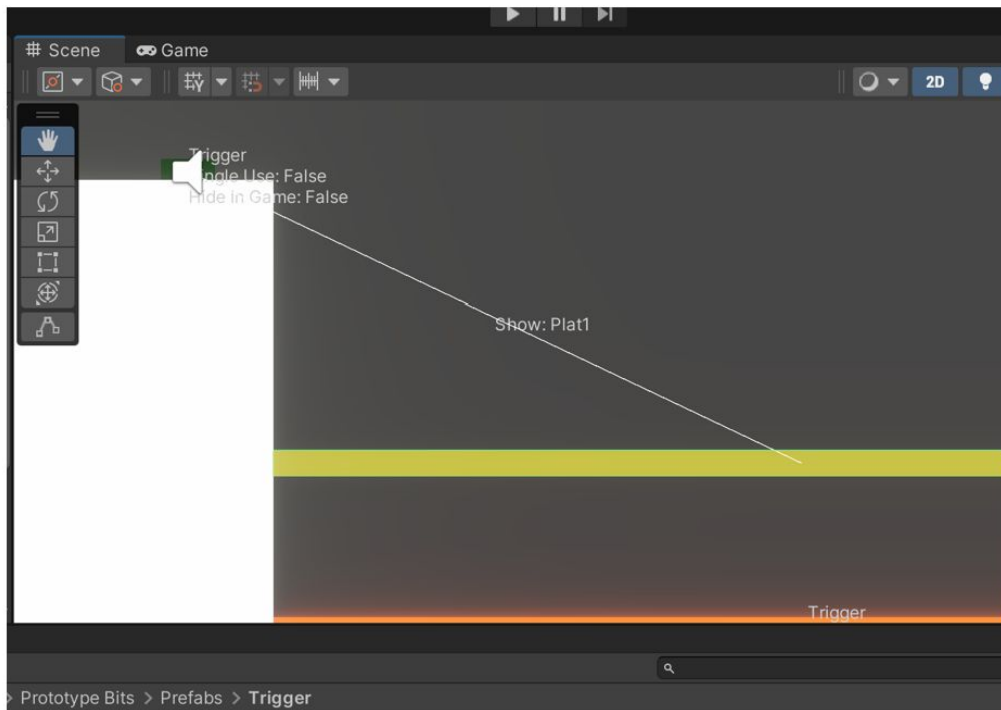
## 7. Elevator rises out of the ground using a transform object trigger



# Challenges 6-10

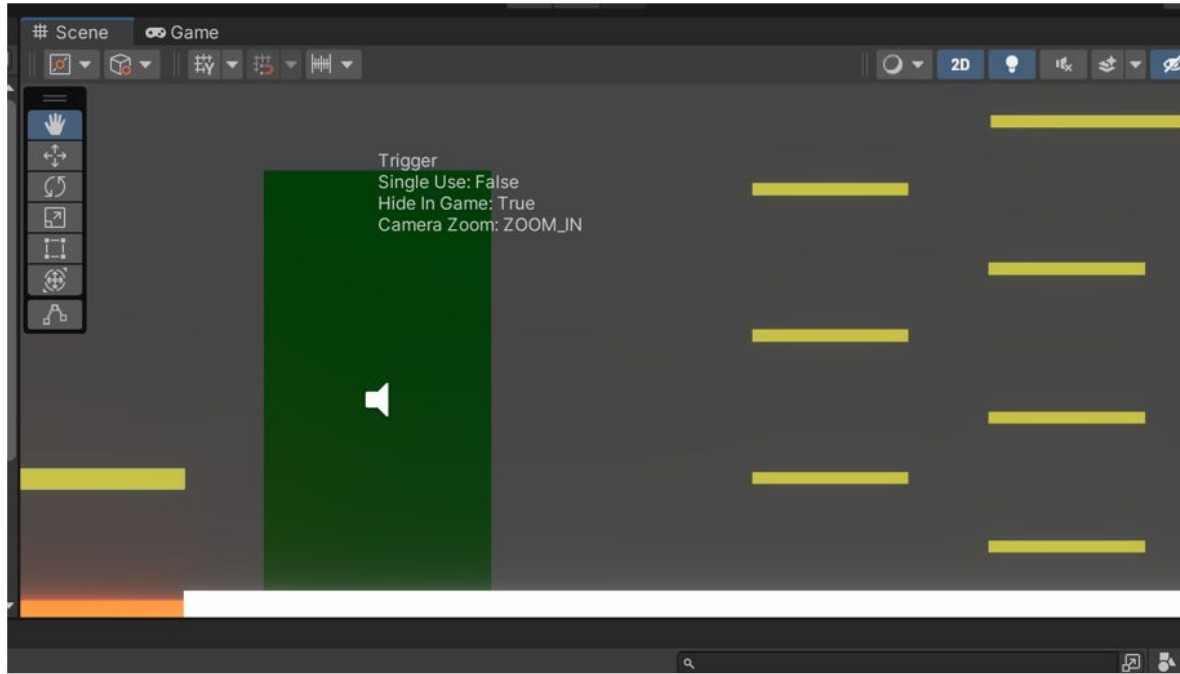


8. A bridge is revealed using a show object trigger (because a death trigger is placed below it)



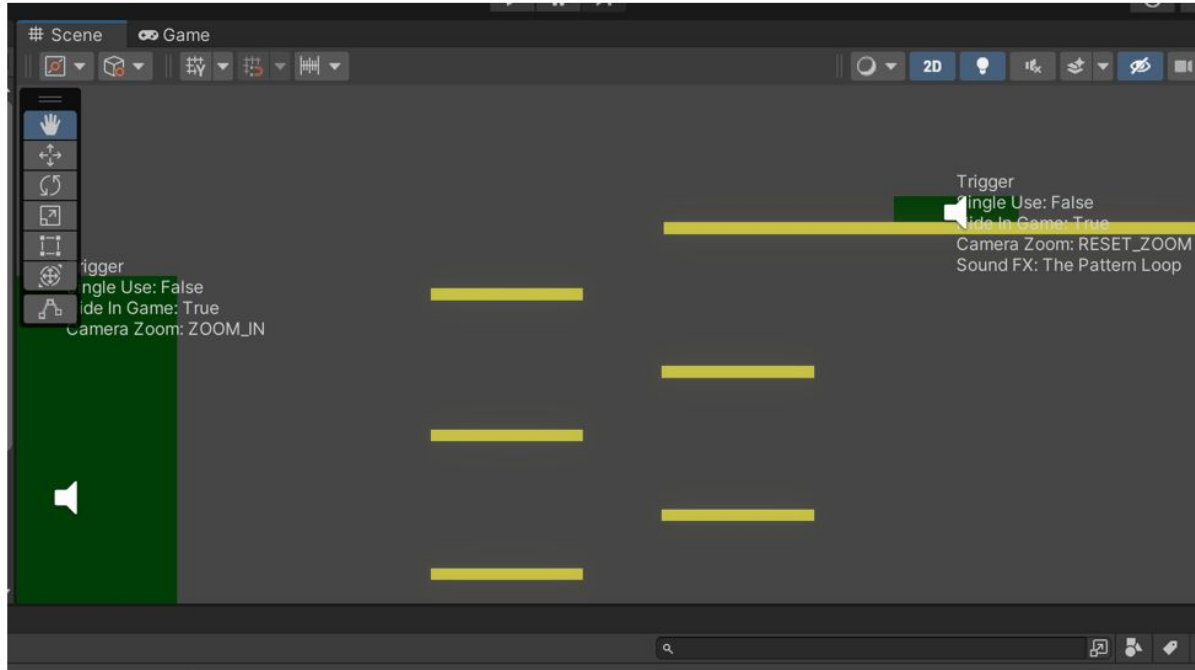
# Challenges 6-10

9. A ladder parkour course is created, and triggers are used to zoom in and add greyscale, vignette, and desaturation.



# Challenges 6-10

10. After finishing all 5 challenges, an audio trigger is used to play a fun song, and the camera zoom is reset and brightened.



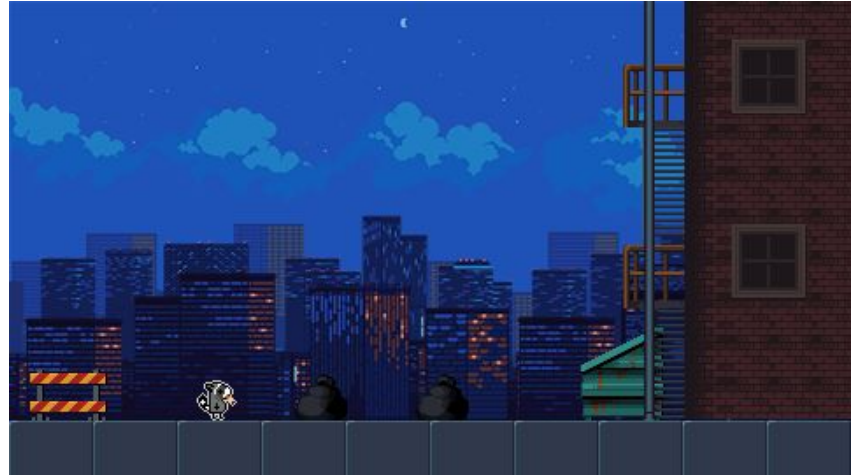
# Challenges 6-10

# Art Mock-Up

*Implementing the assets →*



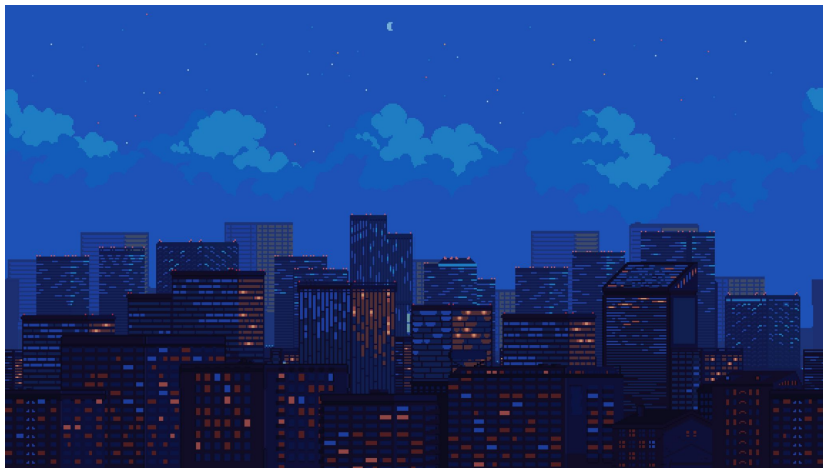
*Mock-Up Sketch*



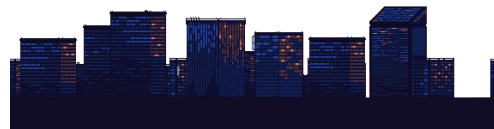
*Mock-Up with Assets*

# Assets

*All layers together*



*Background Asset*

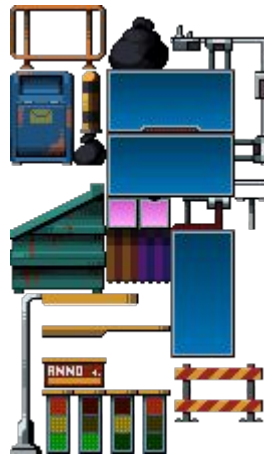


*Individual Layers*

# Assets



*Building Assets*



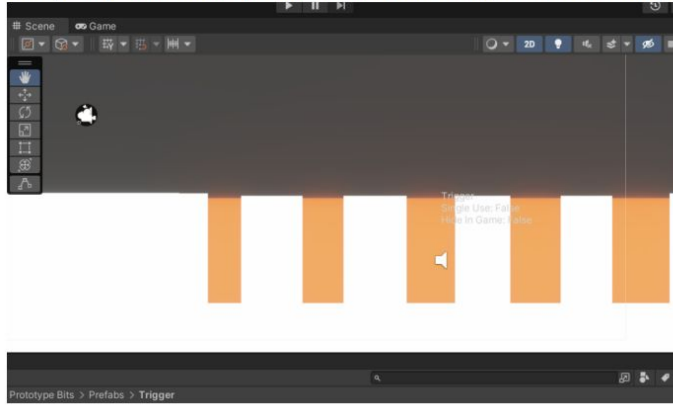
*Object Assets*



*Tile Palette*

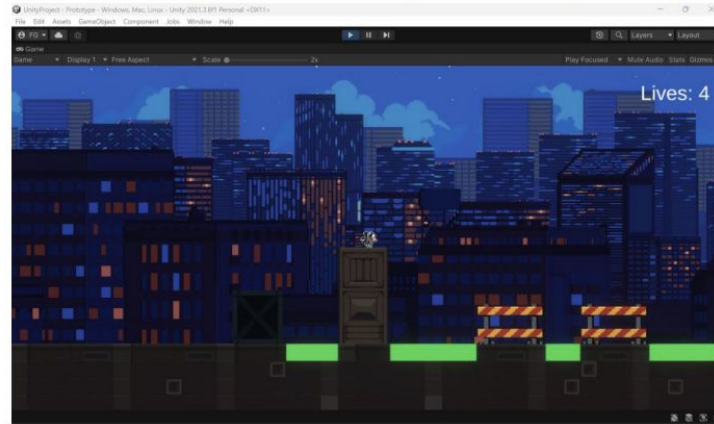
## BEFORE:

- This is technically my second challenge; however, when I started this assignment, I decided to add some more objects prior to each jump in order to add more complexity to the level (it also added some height and dimension):



## AFTER:

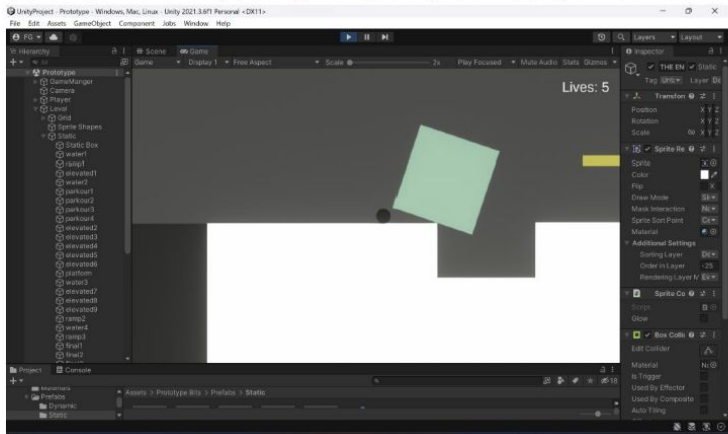
- This is my updated challenge with the texture and the objects which further develop not only the aesthetic but also the complexity and dimension within my game:



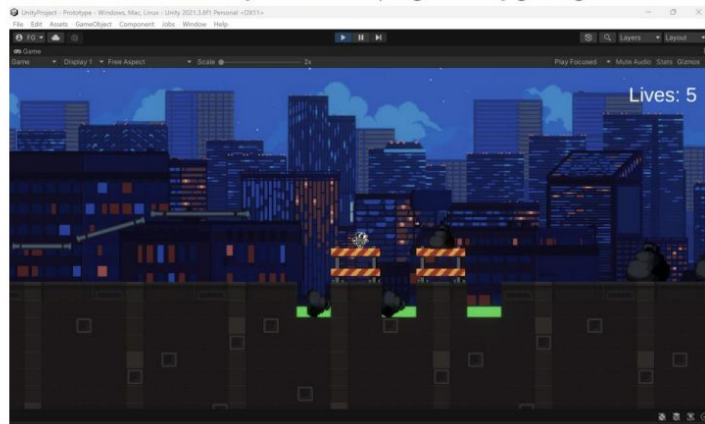
# Art Implementation Examples

**BEFORE:**

- This is another challenge from my game before I added the art assets. Once again I did revise this level by adding multiple objects the player must move:

**AFTER:**

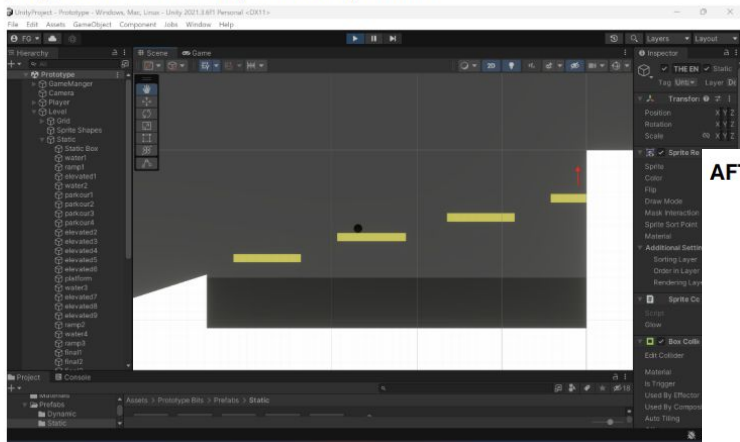
- Here is the updated version of my level. I added more objects the player must move in order to make my level a little longer. I also added some death triggers because I wanted to make sure my levels were progressively getting harder:



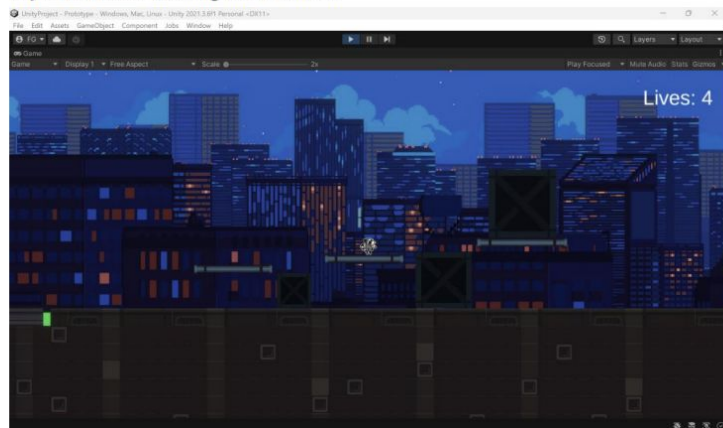
# Art Implementation Examples

**BEFORE:**

- This is another one of my challenges. When completing the assignment, I again decided to add a little more complexity because I wanted to ensure there was a progression in difficulty across my levels:

**AFTER:**

- Again, I added some more obstacles that way my level was not just parkour. This is my level after adding the assets:



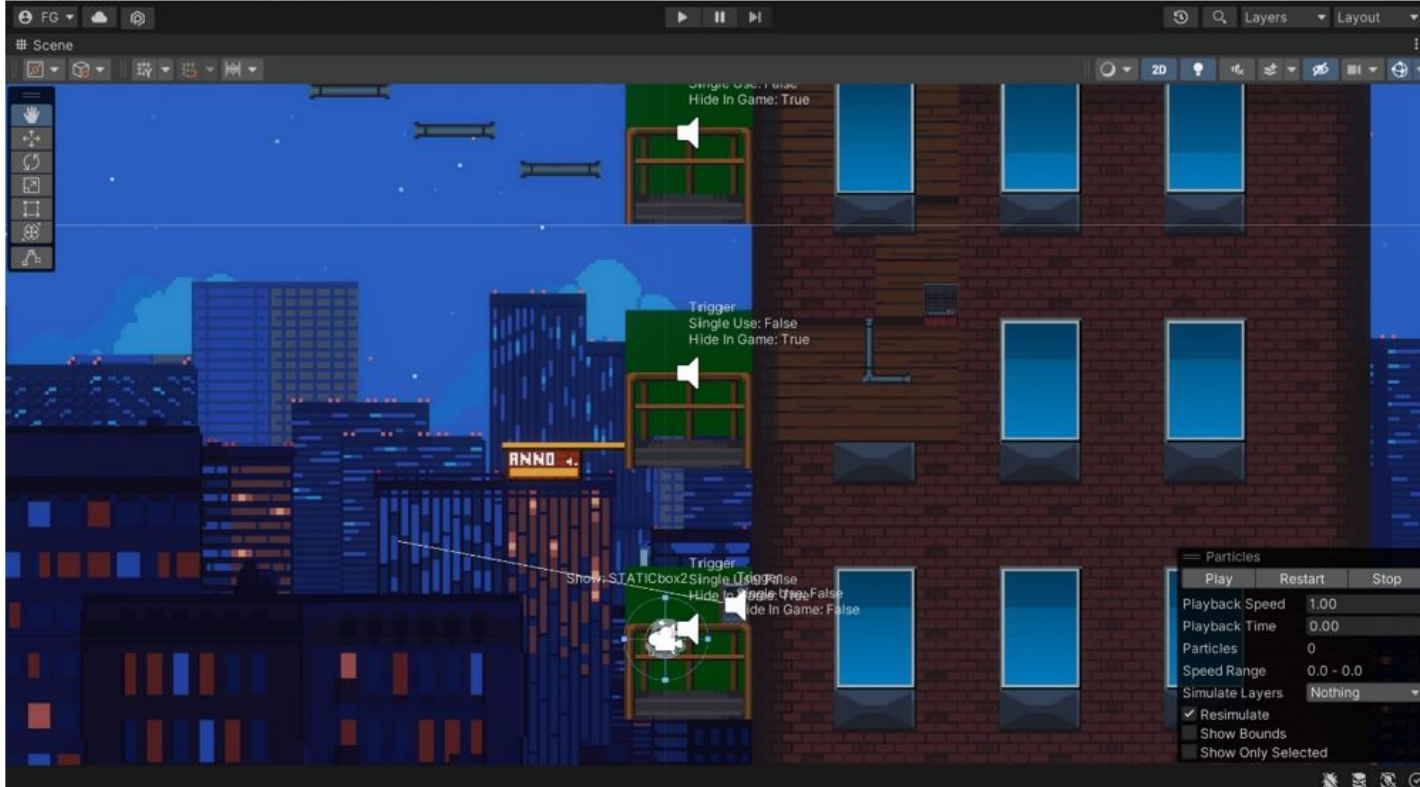
# Art Implementation Examples

1. For my “first” final challenge, the player must trigger a button (it is covered by text on the screen), which will reveal a ramp that the player can climb before entering the building and doing parkour to the next level.

UnityProject - Prototype - Windows, Mac, Linux - Unity 2021.3.6f1 Personal\* <DX11>

File Edit Assets GameObject Component Jobs Window Help

## Challenge 11

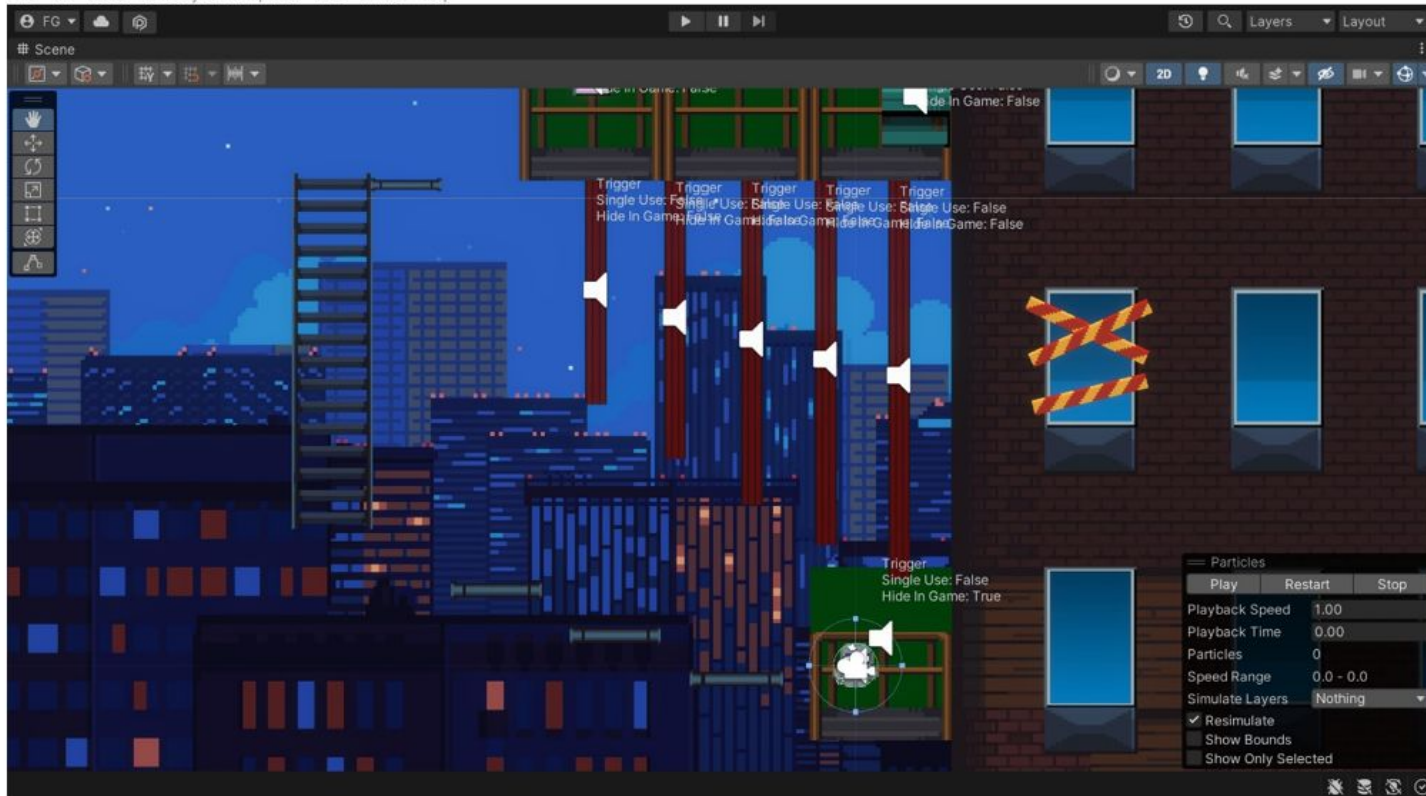


- For my “second” final challenge, the player must dodge the hanging wires which are death triggers to get to the ladder (which the player will float to the top of) then jump to the next platform to get to the next challenge.

UnityProject - Prototype - Windows, Mac, Linux - Unity 2021.3.6f1 Personal\* <DX11>

File Edit Assets GameObject Component Jobs Window Help

## Challenge 12

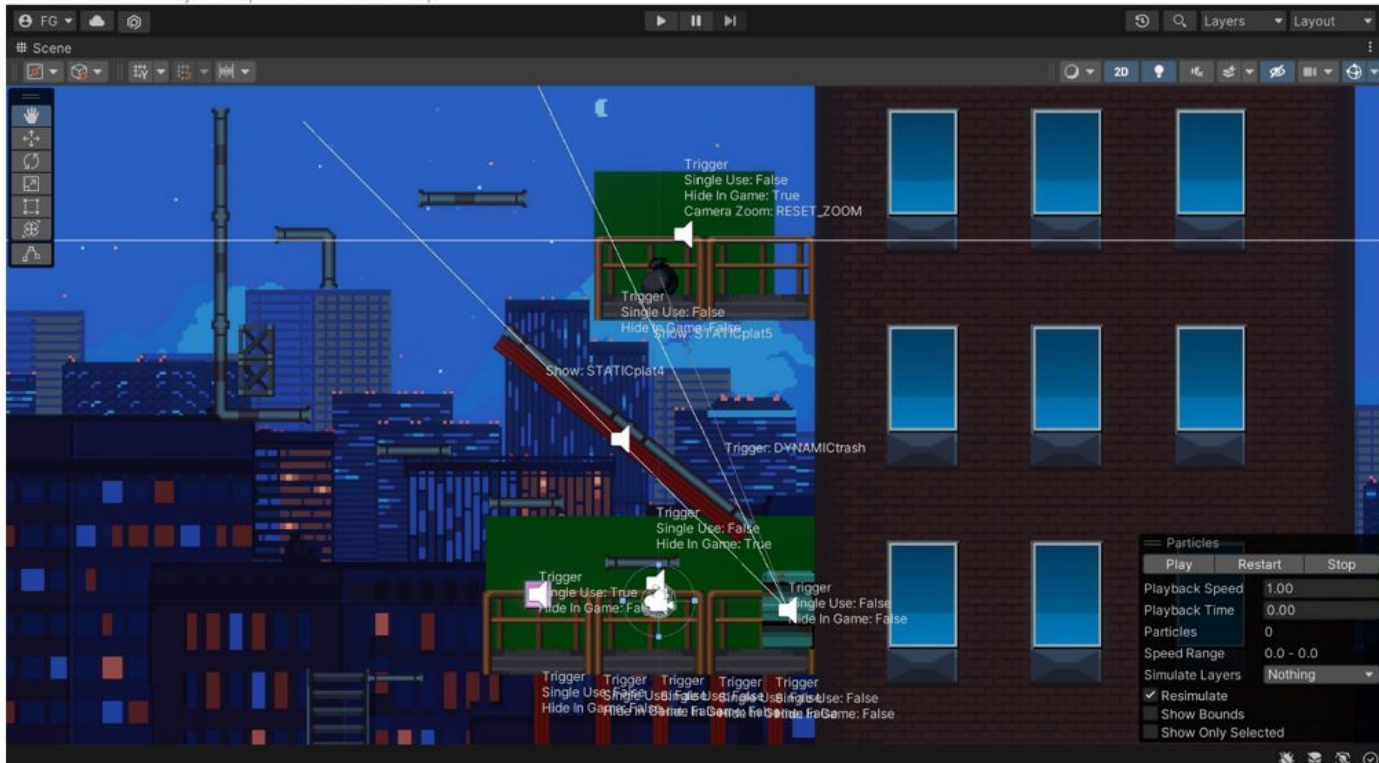


3. For my “third” final challenge, the player must do parkour, avoiding the wires, before ascending the poles and pushing the trash bag off the platform and down the ramp into the trashcan. Once the trash makes it into the trashcan, a platform will be revealed the player can then jump on to get to the next level.

## Challenge 13

UnityProject - Prototype - Windows, Mac, Linux - Unity 2021.3.6f1 Personal\* <DX11>

File Edit Assets GameObject Component Jobs Window Help

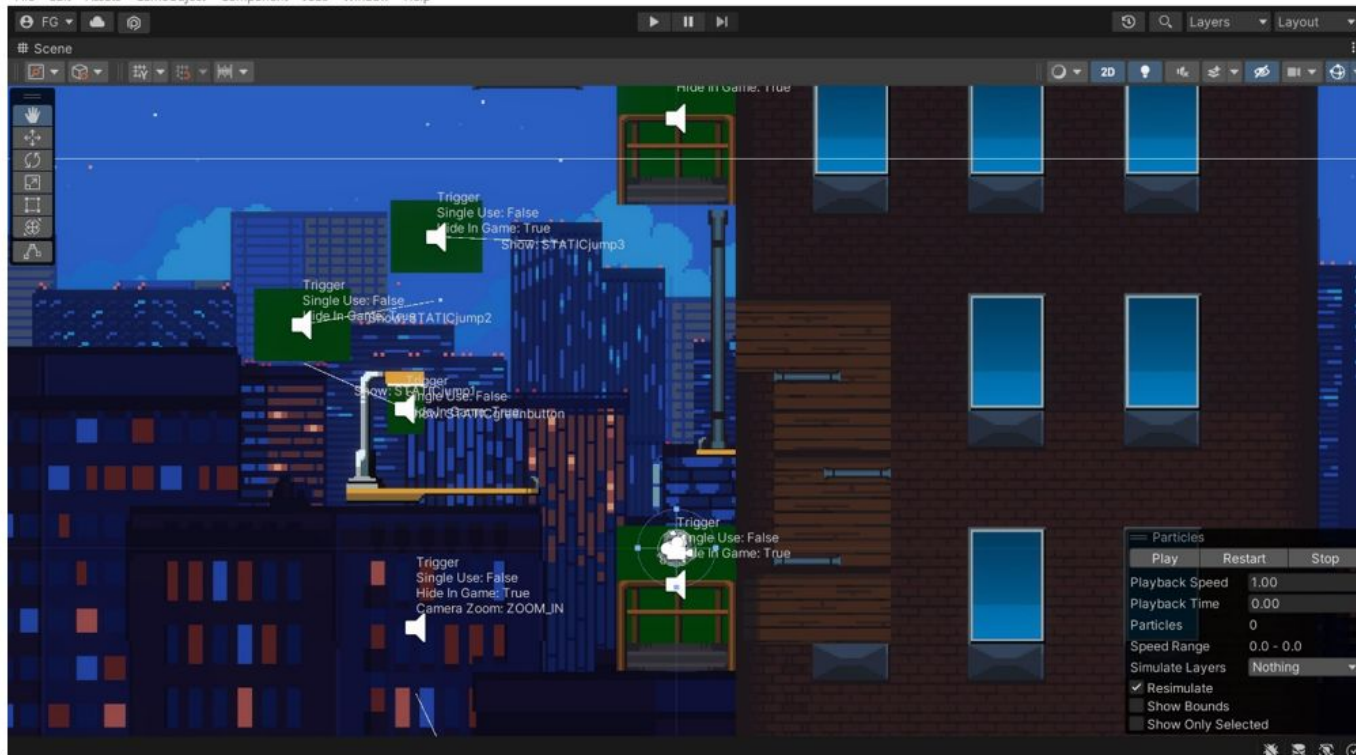


4. For my “fourth” final challenge, the player will first do parkour in the building to push the pole onto the platform. Once on the platform, the player must trigger the button which will reveal the next platform they must get onto. Once they reach the platform, a new platform will appear for them to get to the next level.

UnityProject - Prototype - Windows, Mac, Linux - Unity 2021.3.6f1 Personal\* <DX11>

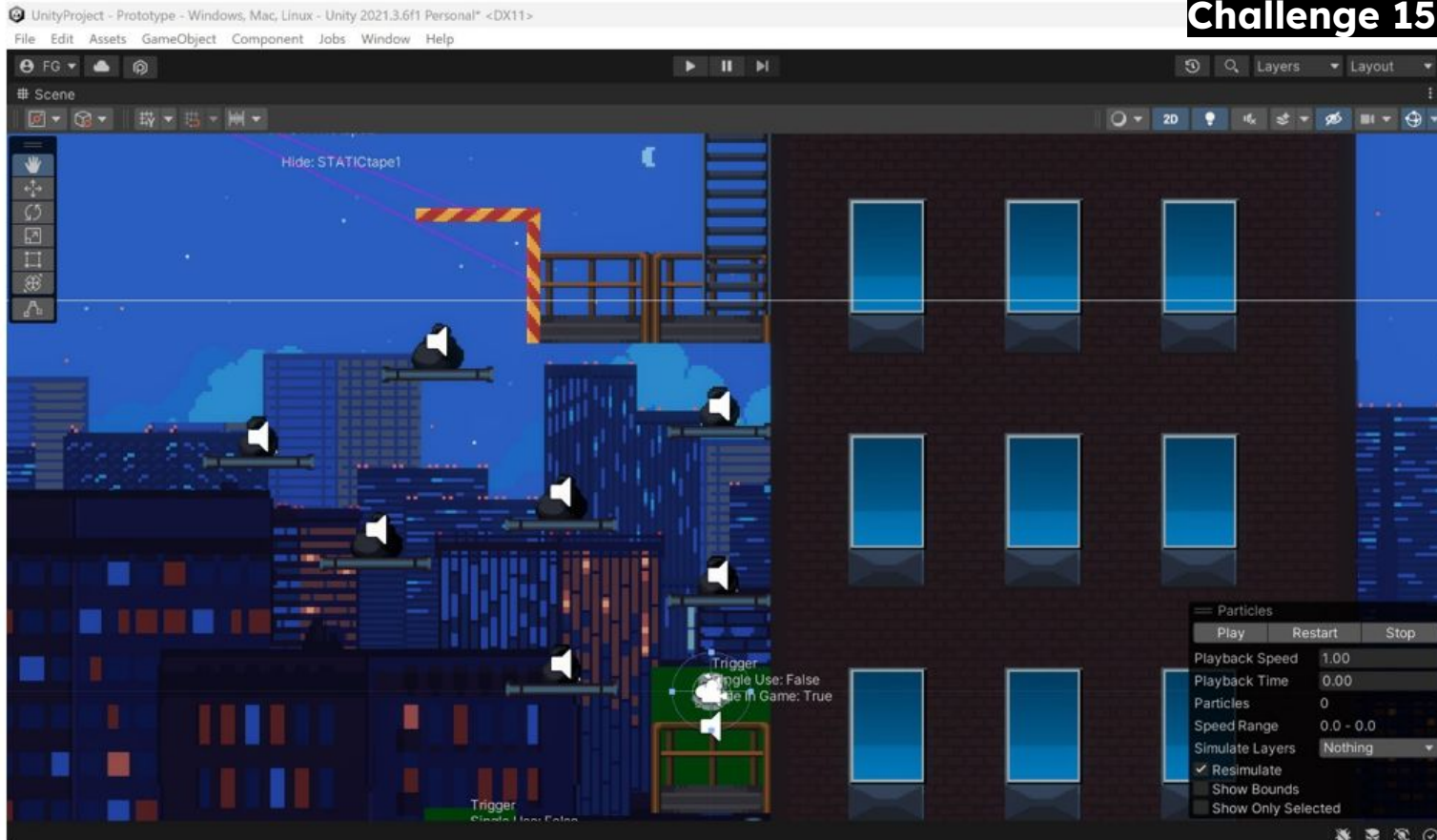
File Edit Assets GameObject Component Jobs Window Help

## Challenge 14



## Final 5 Challenges

5. For the final challenge of my game, the player must gather all collectibles (trash bags) in order to hide the barrier and ascend the building to finish the game.



Link to Itch.io page:

<https://faithgriesbach.itch.io/beaus-midnight-mission>

Thank you!

# Thank You