

RAILIN' RANDY

Team 4 U

Post-Mortem
Presentation



Team Members

Alan Braxton

Artist

Christina Villanueva

Artist

Eric Nguyen

Programmer

Ivan Olin

Programmer

Ramsey Hashem

Programmer

Rebekah Mullins

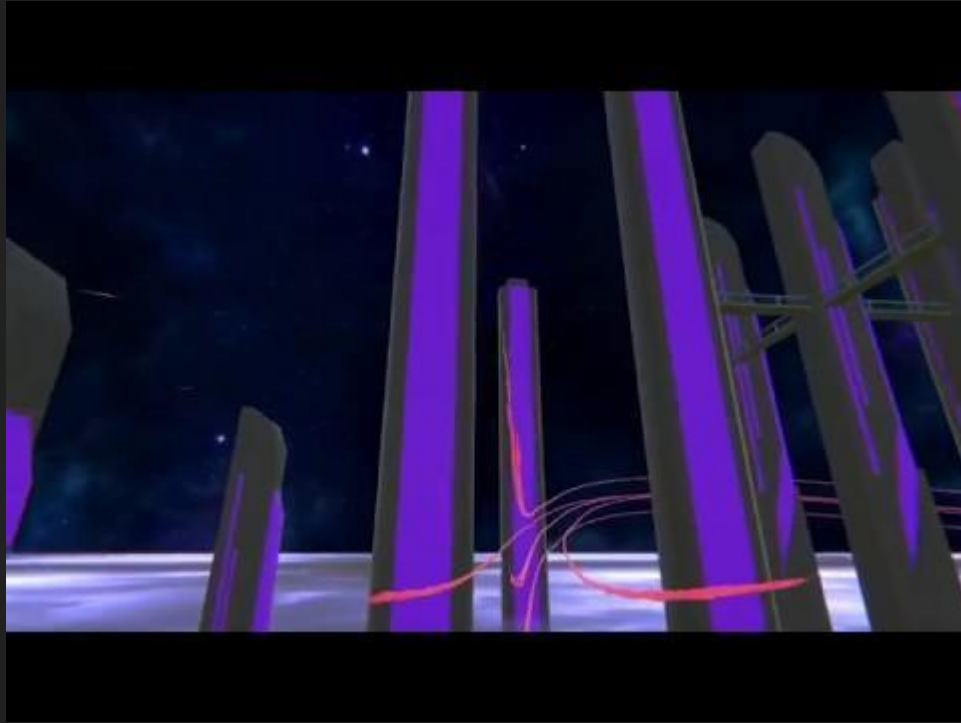
Designer



Overview

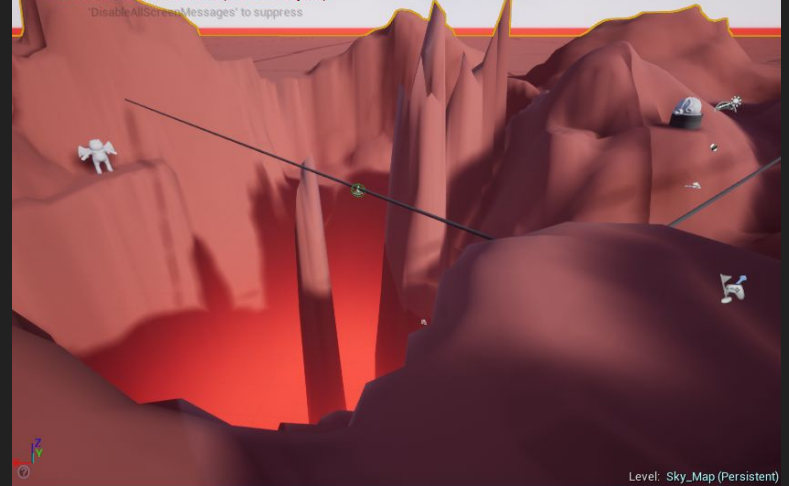
- Use your new demon arm to ride along the tentacles of a monster
- 3 levels including a tutorial
- Avoid diverse obstacles
- Collect boosts and power-ups
- Earn points with style and speed

Game Trailer



Initial Design Concept

- 1st-person action-platformer
- Stretch platform of Vive VR
- 3 narrative missions, plus a tutorial and finale
- Various enemies
- Weapons and shooter mechanics
- Player rides on metal rails



Feedback and Revision Process

- 3rd person was favored, VR scrapped
- Narrative unnecessary for mechanics-based game, weapons/enemies/missions out of scope
- Rest was primarily mechanics fine-tuning
- Tested various control inputs and level design
- Useful to find bugs/design limits, gauge effect of visuals
- Steady strengthening over time

Final Core Mechanics

- Pivot/swing
- Grab/release
- Power-ups/boosts
- Air strafe



Final Core Dynamics

Pivoting and swinging between paths to:

- Maximize speed
- Gather power-ups
- Avoid obstacles
- Gain points (leaderboard)



LEVEL COMPLETE!

NEAR MISSES: 990
SOUL COLLECTOR: 51260
GREED: 0
ACROBATICS: 6650
SPIRIT SURGE: 1100

TIME: 06:47.63
SCORE: 56700

Final Core Aesthetics

- Themed [music](#) per level (synth vs rock)
- Fog creates a sense of dangerous heights, pulsing rails and fleshy obstacles/rails convey life, vacuum effect and rocket show speed

Gameplay: exhilaration, sport, competition



Art: corrupted, infernal, vibrant



What Went Well

- Regular in-person meetings of a few team members
- Using playtests for A/B testing and confirmation
- Adding technical art like shaders and environmental fog/light
- Music generally fits the feel of the game

What Could Have Gone Better

- Slow adoption of art pipeline
- Changed stretch goal platform
- Feedback not addressed until multiple tests after
- Left out tutorial for a long time (affected playtests)
- Tutorial implementation caused more difficulty and frustration
- Difficulty in finding fun
- Misuse of Trello until later

Lessons Learned

- Communication is key
- Feedback from outsiders is useful
- Story is not a vital component of this kind of game
- Level design and mechanics require much fine-tuning

Where We're Published

- PC/Mac and Web
- Available on itch.io
- Available on the Capstone website

What We're Planning

- With another semester, we would improve the art (3D models, textures, shaders, and audio)
- We would also try to implement additional mechanics/dynamics (enemies, weapons, upgrades)
- We would improve the level design and add additional levels
- In our final week, our main objectives are bug-fixes, polish, and fine-tuning of the gameplay

Questions?