

Hammy and the Amazing Technicoloured Hamster Ball

Dec 2015

The Brief

As a part of Ludum Dare 34, a game jam hosted at *LudumDare.com*, a team of 2 game developers, known as the Pie Chronicles, had 72 hours to make and submit a game demo. The jam chose a topic which participants could follow if they choose. The topics chosen were “growing” and/or “two button controls”.

Project Goal

The Pie Chronicles wanted to use the themes chosen by the game jam as a starting point when they were revealed. After brainstorming they concluded to use the theme “two button controls” for an idea they felt most appropriate to make in the time frame. Both developers wanted to make a game in 2D using Unity 5 as they hadn’t used it much before.

Game play

Hammy is a physics based obstacle course which sees a hamster ball traversing through levels to reach an end goals. Hammy’s hamster ball can change into 3 colours which makes interacting with obstacles more interesting. The colour of the ball must match the colour of the assets to get past them/interact with them. Hammy must collect coloured seed before he can change into that colour.

similar products/what we looked into

monkey ball

scrooble scrabble

Crash Bandicoot Wrath Of Cortex levels: “wrecked balls” and “space balls”

Game Flow

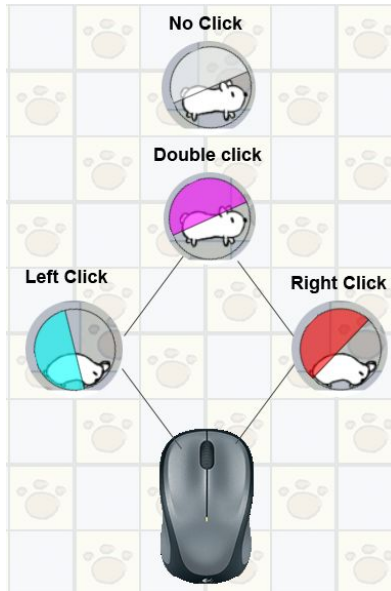
Each level will be a short series of obstacles which players must traverse through to get to the end goal. When the goal is reached the level is over and the next level is loaded. To guide players through and break up empty environment collectable seeds are dotted throughout. In later levels Hammy will need to find new coloured seeds to interact with for future obstacles (not implemented). This colour will swap out the current colour as it is will longer be needed.

Character & Controls

The player will be controlling a hamster ball which will work off physics e.g. if the ball rolls down a slope it will speed up, if the ball tries to go up a slope without momentum it will fall back down. The player will have to master the controls of slowing him down or speeding him up at the right times.

To control the ball the player will move the mouse left or right to move Hammy in the respective direction. If the mouse remains in the middle Hammy will stop. The further left or right the cursor is will make Hammy move faster.

A player may wish to move slowly if they are approaching a gap or they may need to move faster to reach the top of a ramp!



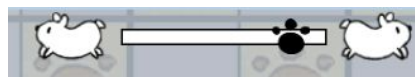
Hammy can hold up to three colours on his ball. One colour will be mapped to left click, a different colour for right click and a third colour for pressing left and right at the same time however both colours must be collected.

UPS

physics based platformer.

reactions to speed and button press/puzzles to traverse levels.

Interface



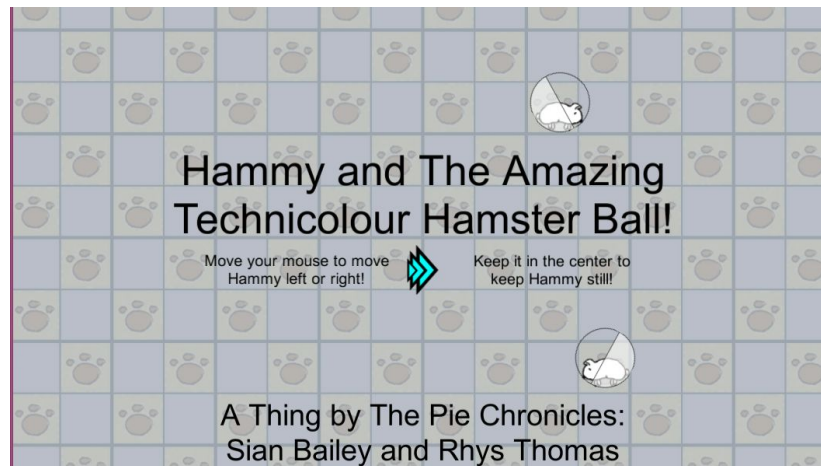
Movement UI:

To represent which way and how fast Hammy moves we will use a bar to indicate where he is in motion. The paw print represents where the cursor is: middle = no movement and left/right indicates speed and direction.



Seed Counter:

A counter for each level to show how many seeds are available for collecting and how many are collected.



Opening Screen:

The home screen will take the player into the game and present credits and short tutorial text.

Mechanics

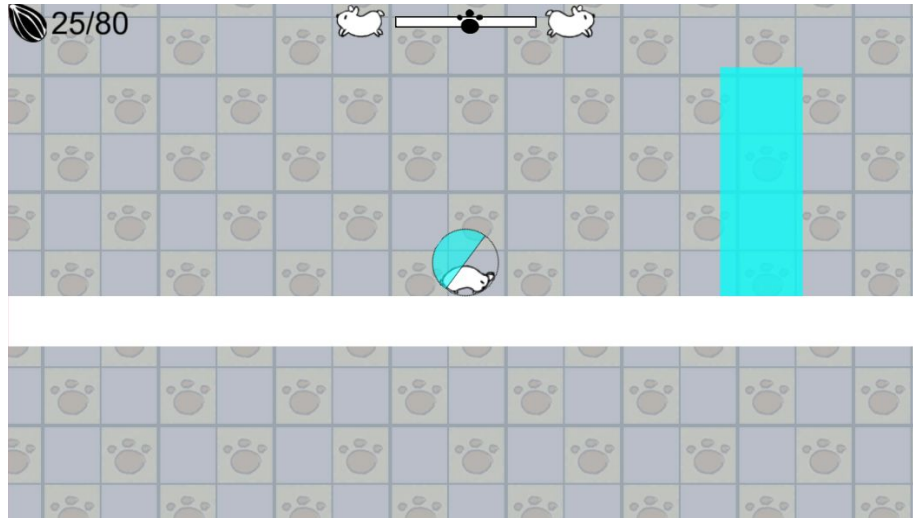
seeds to collect:

Collect coloured seed for Hammy to hold in his hamster ball. When a seed is collected the player can then change into it when needed. There will also be normal seeds to collect to fill the counter - there is no goal for this yet other than to break up the levels.

change colour:

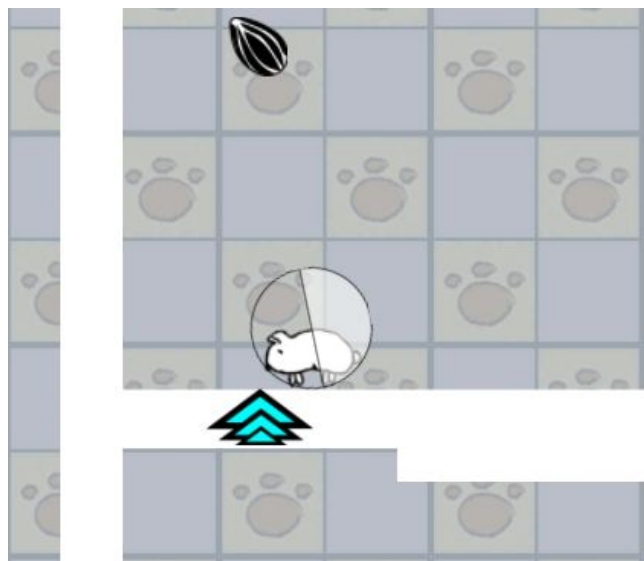
choosing the correct colour at the right time will help Hammy through the levels. He will reach blocks or break timing for jumps if he doesn't match the colour making platforming difficult. See obstacles below.

Colour based Obstacles



Walls:

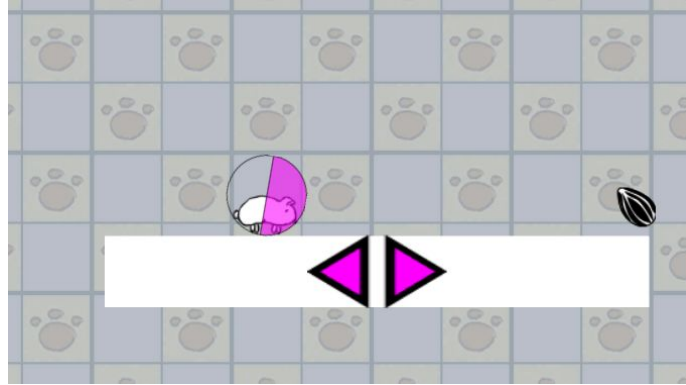
These walls will represent a colour Hammy can use. If he is the right colour he can pass through the wall.



Jumps:

These platforms will represent a colour. When hammy is placed on the platform and is the correct colour it will shoot him into the air.

Moving Platforms:



These platforms will remain static. To make them move hammy will need to match its colour and stay balanced on the platform while it moves. It will stop once it reaches its destination. If Hammy changes colour the platform will start to return to the original destination.

Unicorn: bubbles for float (not implemented)

A coloured unicorn will sit in the level. When hammy reaches his radius and matches the colour the unicorn will cast a bubble around him and he will float to another destination. If he changes colour the bubble will pop.

Unicorn: shrink & grow (not implemented)

Same as above. The unicorn will shrink Hammy, he will stay that size until he find another unicorn to change him back.

Stickiness (not implemented)

Some walls or slopes will allow hammy to climb up them (defy gravity). When he is that colour he can climb up it like a magnet. When he changes colour he will drop off.

Environment

The environment will be made up of platform that hammy must traverse with precision and timing.



Level tools::

- Platforms can move up/down/left/right.
- Rotating platforms can sway from side to side or do a full 360 rotation. This will cause Hammy to slide down them at certain angles.

- Slopes and angled platforms are what hammy can use to gain speed, make jumps and travel around. These can be all shapes.
- Like a speed bump a zigzagged platforms can be difficult to get over.
- For an extra speed boost a wind boost can be added to the level. The gust of wind will shoot Hammy in its direction of wind.

Level Design

Levels will be designed so obstacles are a challenge to get around. We make the player slow down and speed up to get around walls and make sure the player doesn't just need to swipe all the way right and just play the game.

As an extra threat Hammy can fall into dead zones which will cause a level restart.

Tools: unity 5 & Photoshop cs3