

3D Platformer · 2 player Co-op · Silly & Fun · Casual



THE MISSING SLINK™

Slinky Dog

BRGD
2024 Creation

my parts: 3D & Tech Art, Level Design

The owner of the Slinky Dog grew up and went to college, but they forgot their favorite rug. Slinky wants to leave the room and deliver the forgotten rug. Players have to cooperate and help Slinky climb up from floor to the roof in order to exit from the former window.

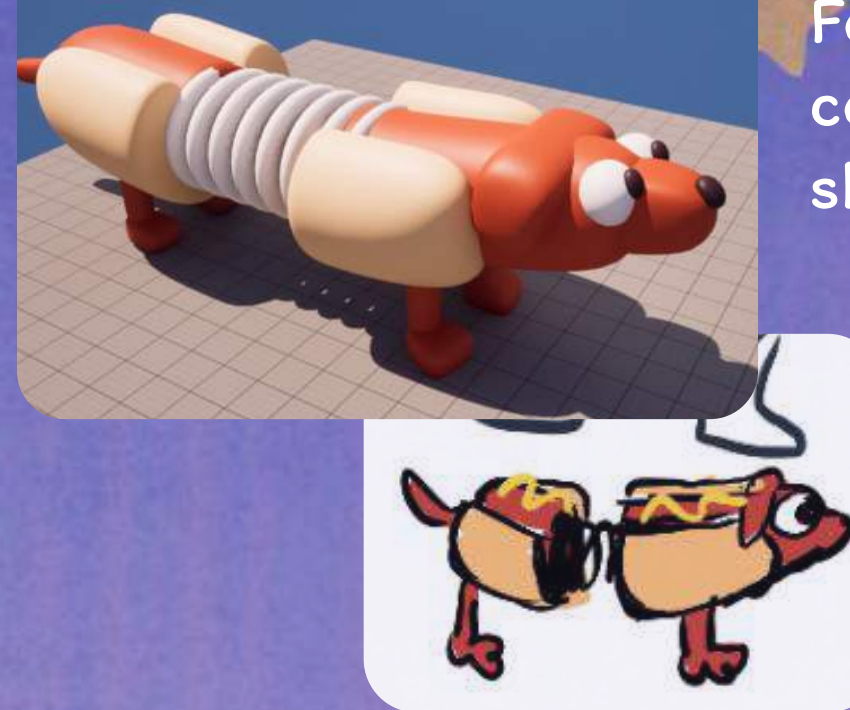
Intention

We aimed for a casual, silly and family-friendly game for all age, where plays can cooperate to face challenge and sling their way up. We also wanted player to feel the heart warming narrative through the playful and vivid art style.

Teamwork!

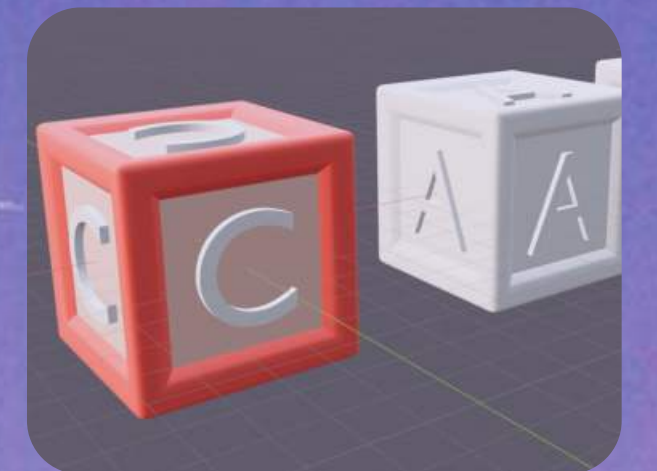
This semester-long team project involved weekly meetings and frequent communication through shared online tools (Miro boards, Google folders, and Discord). We maintained constant communication and progress tracking, facilitating immediate feedback and discussion. Open communication allowed us to address issues promptly and make informed and collective decisions.

Character



For instance, while modeling the Slinky dog, I frequently consulted with the initial concept artist to confirm the shapes and dimensions.

Within 3D art team, we shared knowledge about Blender and debated to ultimately decide on an unified style that matches our narrative.



Mechanics & Control

Two players each control the head & tail. The two parts snap back together when stretched to a distance.



Level Design



Floor Area

Players learn the mechanics from short gaps and obstacles (cart, letter cubes, doll)



Wall Area

Players ascend by jumping across wall furniture (Shelves, books, posters)



Ceiling Area

Players sling across ceiling and ride on toy airplane to reach final destination (hanging stars, fan, fairy lights)

Challenges

Despite not having specialists in certain roles, such as tech art, we actively engaged in pursuing solutions together.

For example, the spring mechanic crucial to our game required lots of research and improvisation. Our programmers, new to Unreal Engine, initially explored C++, but settled on Unreal Engine's built-in physics

When we faced difficulty in compose a visual effect that is concurrent with the built-in physics simulation, I contributed by researching similar mechanics in games like "Arms" (2017 Nintendo) and implementing a coherent visual solution using blueprints.

Learned

This delightful success highlights the importance of complementary teamwork and productive communication. Our collaborative dynamic empowered us to tackle challenges together and produce a cohesive, high-quality game.

A balanced team is beneficial but not mandatory for success as long as the team is supportive and adaptable to learning new skills. We overcame technical challenges by problem-solving as a team and ensure the game functioned smoothly.

We stayed aligned by addressing issues immediate and providing constructive feedbacks as we work.

Related Files

Game: <https://brownrisdgames.itch.io/slinky-dog>

Video : <https://youtu.be/s2EJ3sVK8-I>