

fibers

catbread

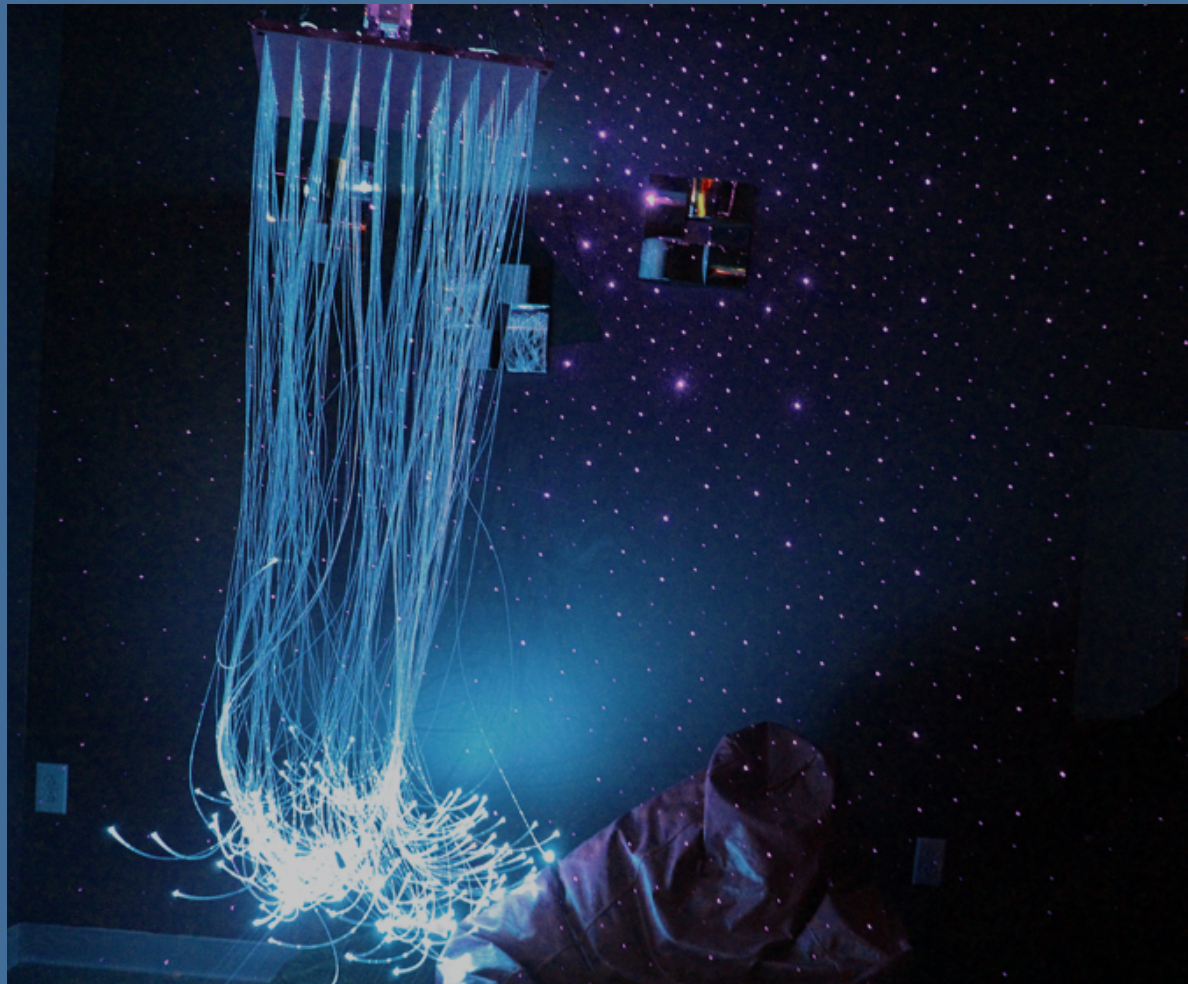
lilisun.net/fibers

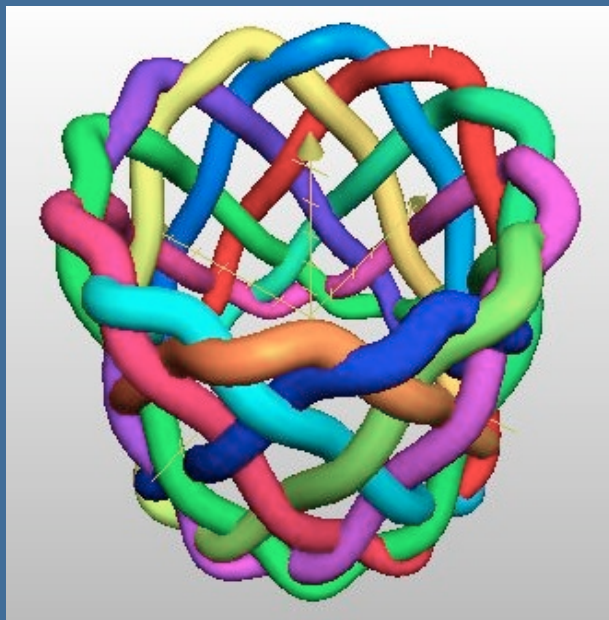
Design Process - original concept

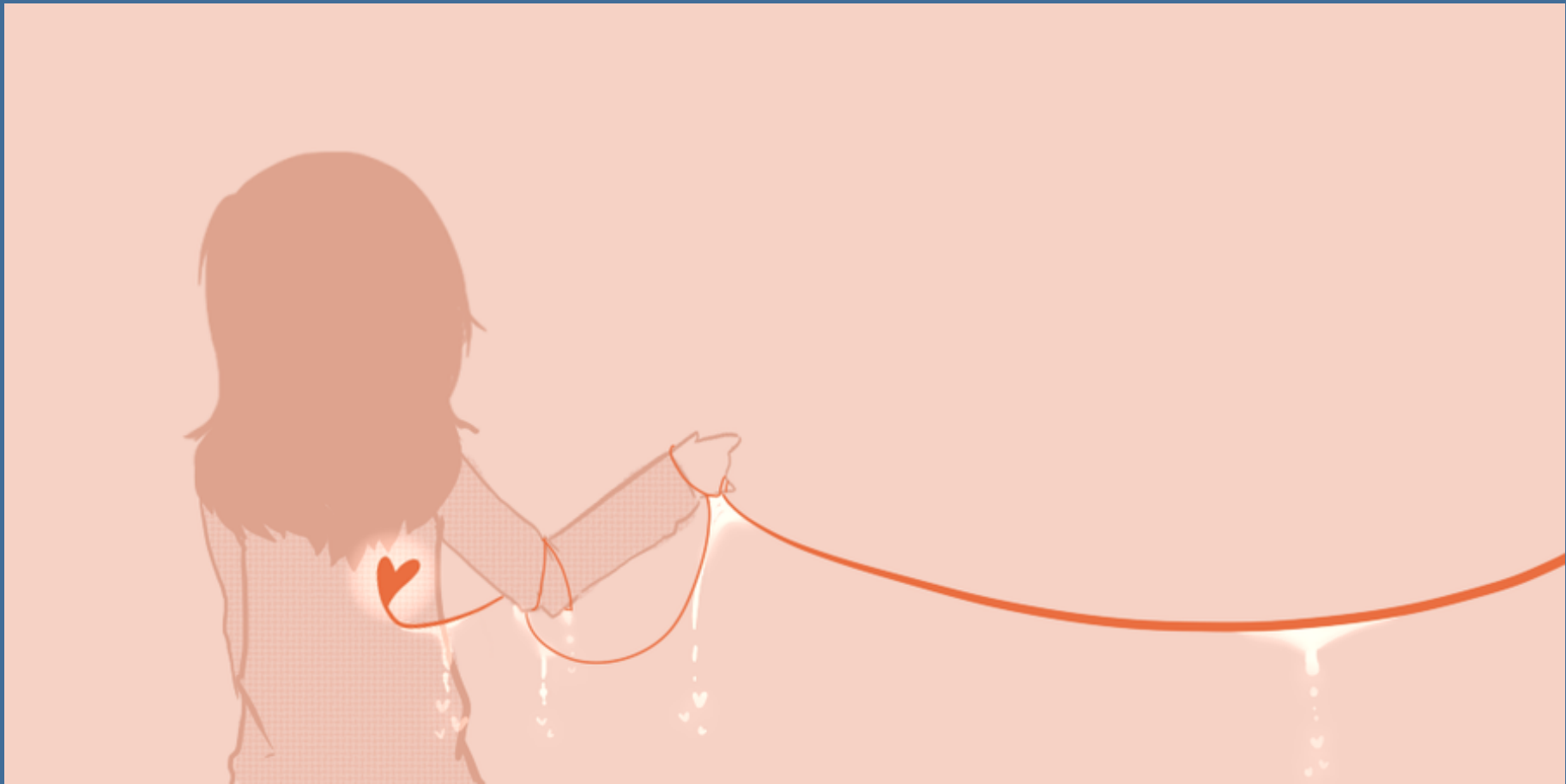
*“What if there was a world made
completely out of fibers?”*

- Lili S







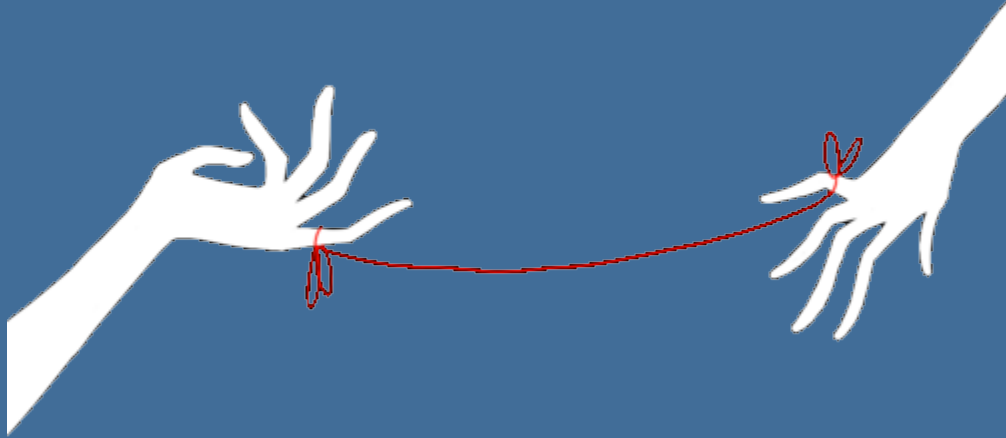


Design Process - mechanic original ideas

cut, sew, knit, weave



Design Process - mechanic original ideas, goals



OR



Design Process - mechanic original ideas, concepts



exploration

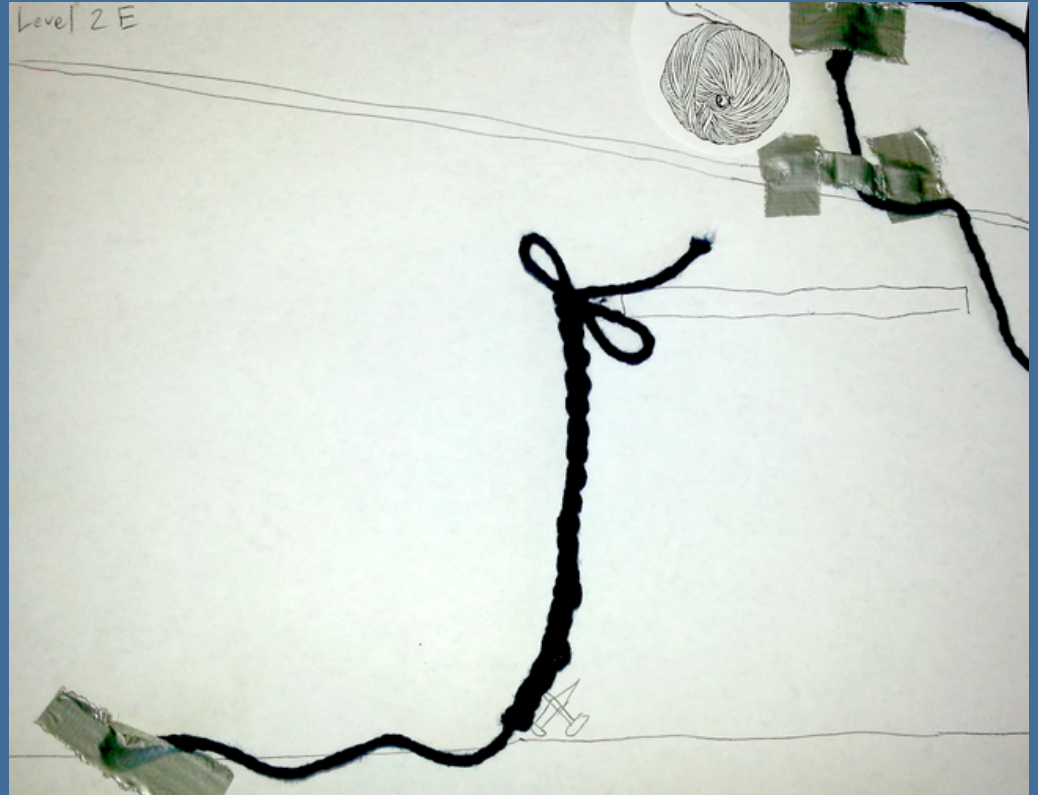


heavy story integration

Design Process - mechanic iteration 1

*“You are wavering
precariously”*

-Daniel Martelly

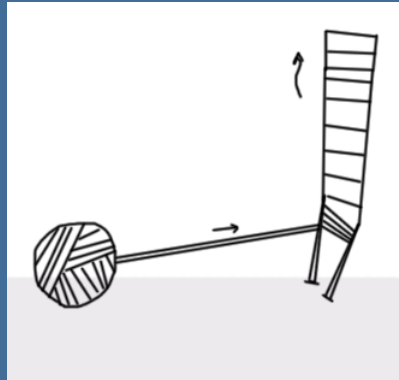


Design Process - mechanic iteration 1, bad stuff



Design Process - mechanic iteration 2

- transformation, reusability, harmony



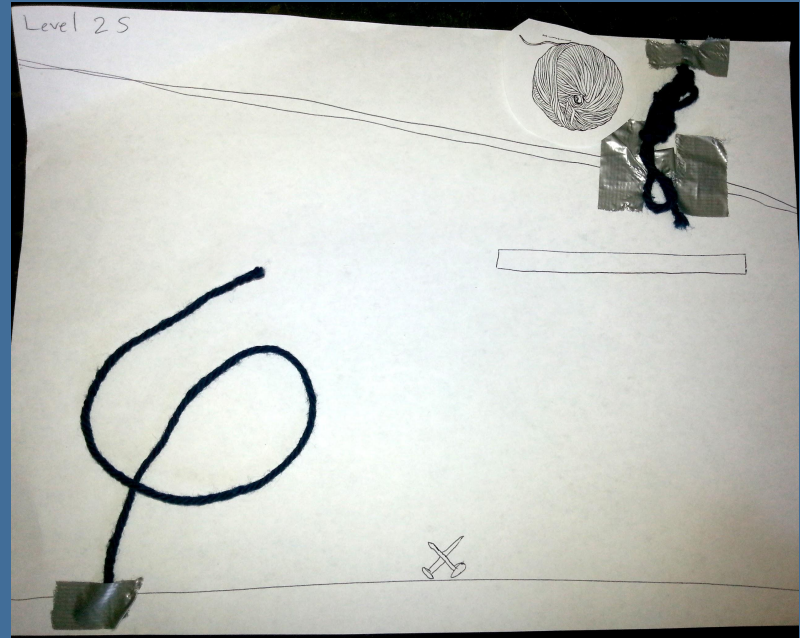
Design Process - Story

- Iteration 1
 - spirit world
- Iteration 2
 - grandmas
- thing to learn:
 - don't settle



Design Process - pros

- paper prototyping
- clear design docs

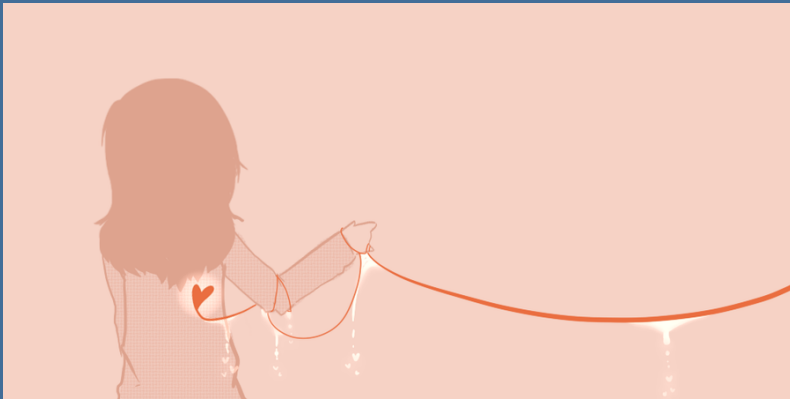
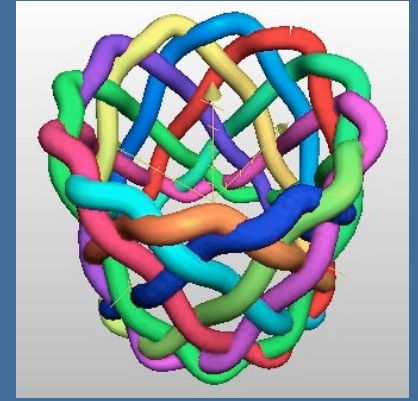
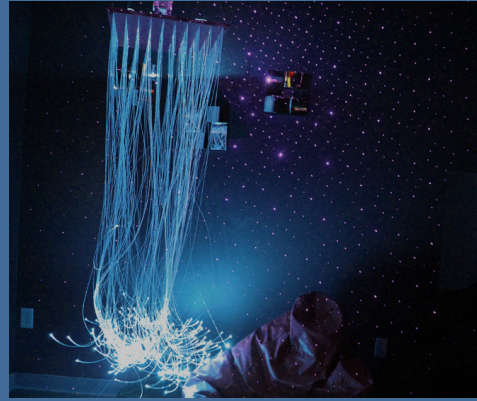


Design Process - cons, more action

- debating merits of hypothetical approaches
- not enough user testing or implementation

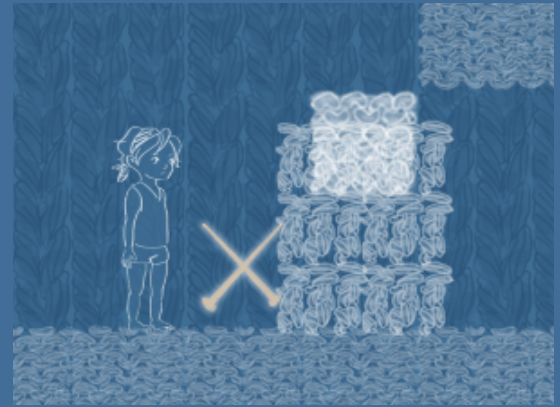
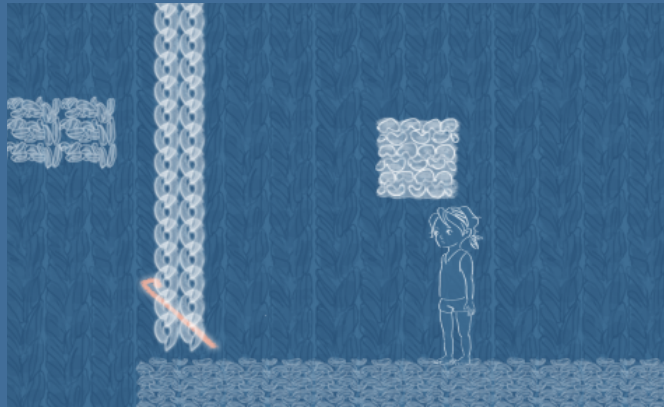
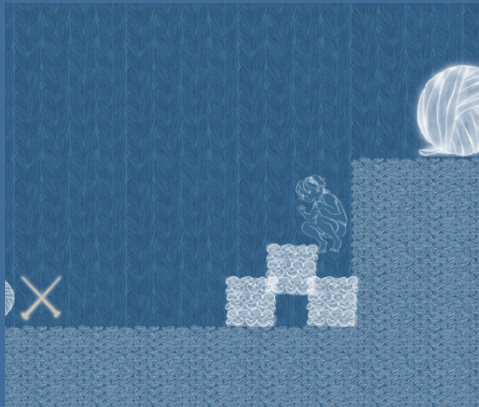


Design Process - cons, show don't tell



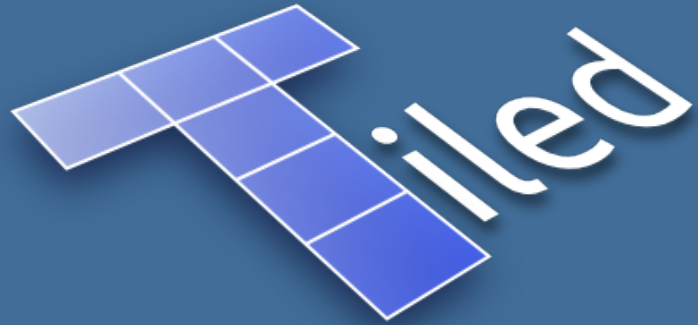
Design Process - cons, edge cases

- stop thinking about all the possible edge cases

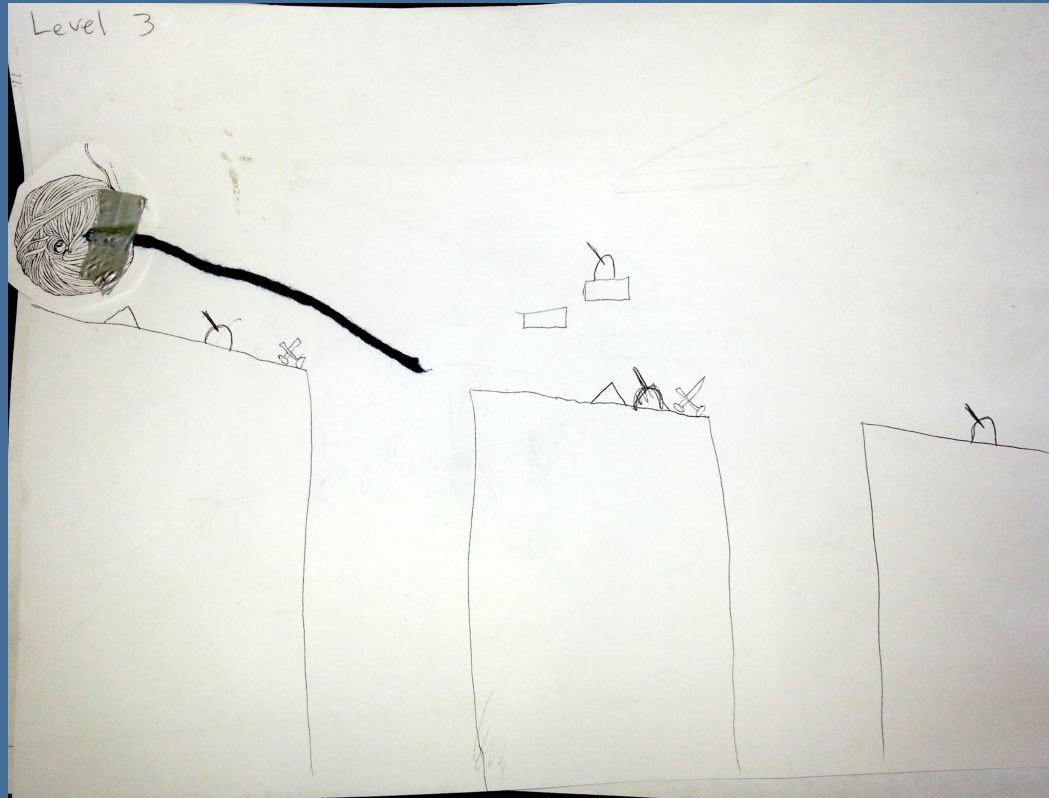


Development Process - set up

- Coding guidelines
- Development tools



Development Process - cycle, paper prototype

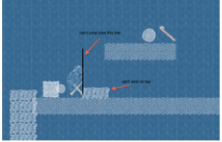


Development Process - cycle, spreadsheets + trello

Fiber ★ Private Show sidebar

To Do

BUG - when I jump on the cube and try to jump again really fast, I freeze in the crouch position TB



BUG - can't go right to jump on top of this (priority 3) TB
4 7

create bug list SG

upcube fix the rope thing SG

transform pull the cube slower to platform SG


Add a card...

URGENT DEPENDENCIES - things that you need to do but can't be of dependencies

Add a card...

Doing

make the presentation SG



create end screen SG
6 3

Add a card...


Done

Make last scene in progression take you back to the main menu (0/1)

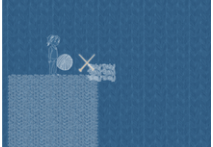
Sound effects... SG
4

focus test 5 actual test and write up SG

reduce push/pull velocity of the block SG



this should be crochet hook SG
1



this should be sideways

Add a card...

Done but potentially need fixing

come up with a list of things that require sound effects (.5/1)

BUG The player can stick to walls by pressing up against them, and other dynamic objects stick to walls of their own accord (2/1) SG
2

checkpoints (2/4) SG
1

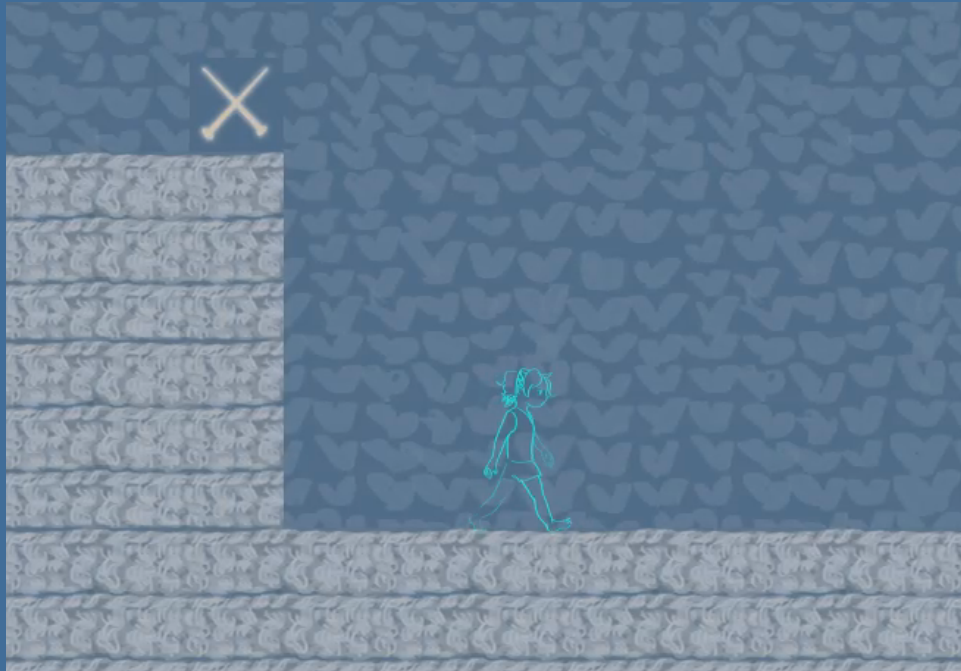
levels get exponentially harder to reload? (aka when i reload the level several times in a row it gets longer to load each time) SG
2

BUG - not able to jump after hitting a wall SG
2

Add a card...

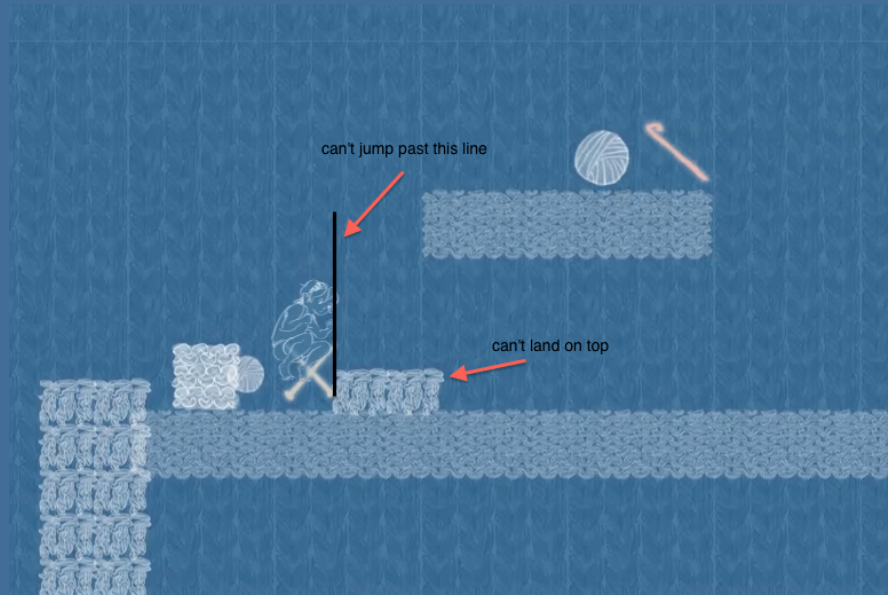
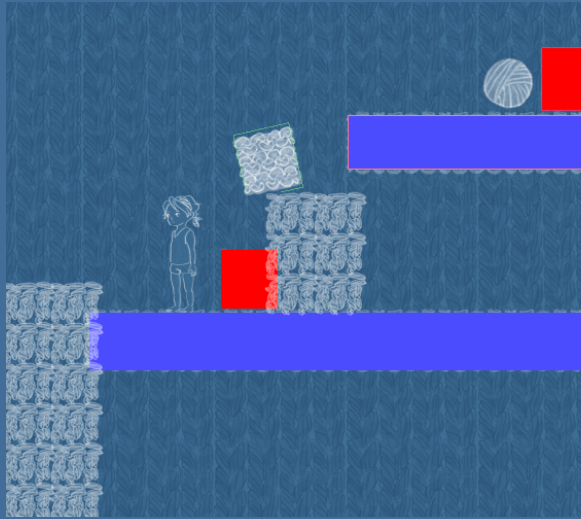
Development Process - cycle, code

- implement basic version of feature
- consolidate & document code



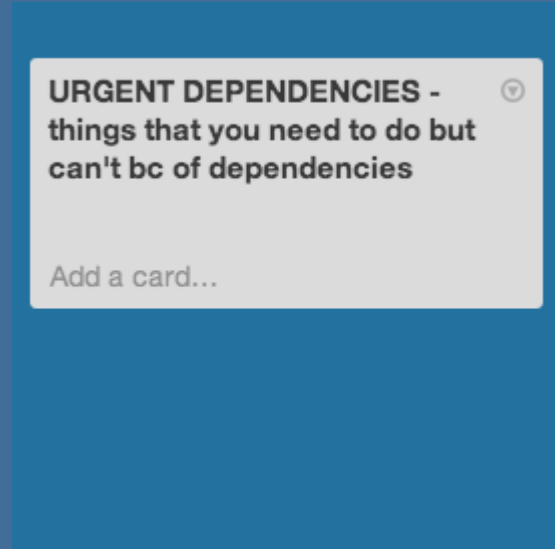
Development Process - cycle, polish/iteration

- redesign/generalize as necessary
- bug squash bug squash bug squash



Development Process - pros

- Flexible, rapid iteration
- Avoided dependency issues
- Project always playable
- Asynchronous

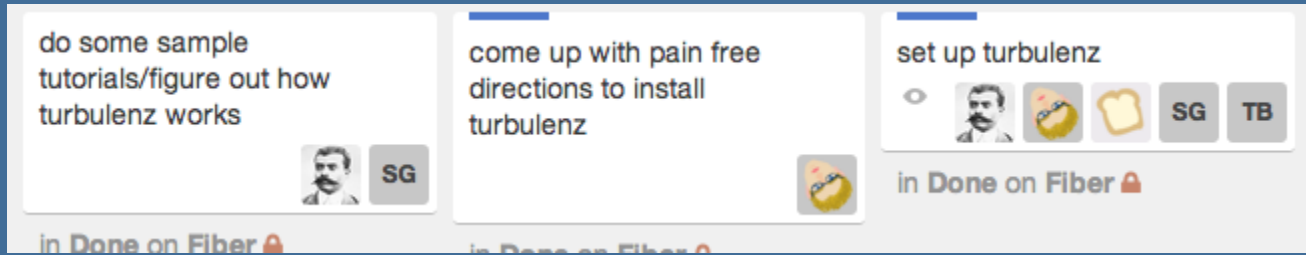


Development Process - cons

- A bit messy in beginning
- Could have benefitted from more high-level design work upfront.

Development Process - cons

Turbulenz ramp up was long and painful.

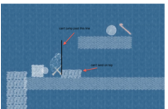


Development Process - cons

Fiber ★ 🔒 Private

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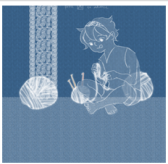
transform pull the cube slower to platform

URGENT DEPENDENCIES - things that you need to do but can't bc of dependencies

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make the presentation



create end screen

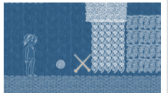
Done

Make last scene in progression take you back to the main menu (0/1)

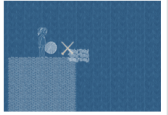
Sound effects...

focus test 5 actual test and write up

reduce push/pull velocity of the block



this should be crochet hook



this should be sideways

Done but pending fixing

come up with requirements

BUG The platforms by pre-empting them, and objects stick to them own accord

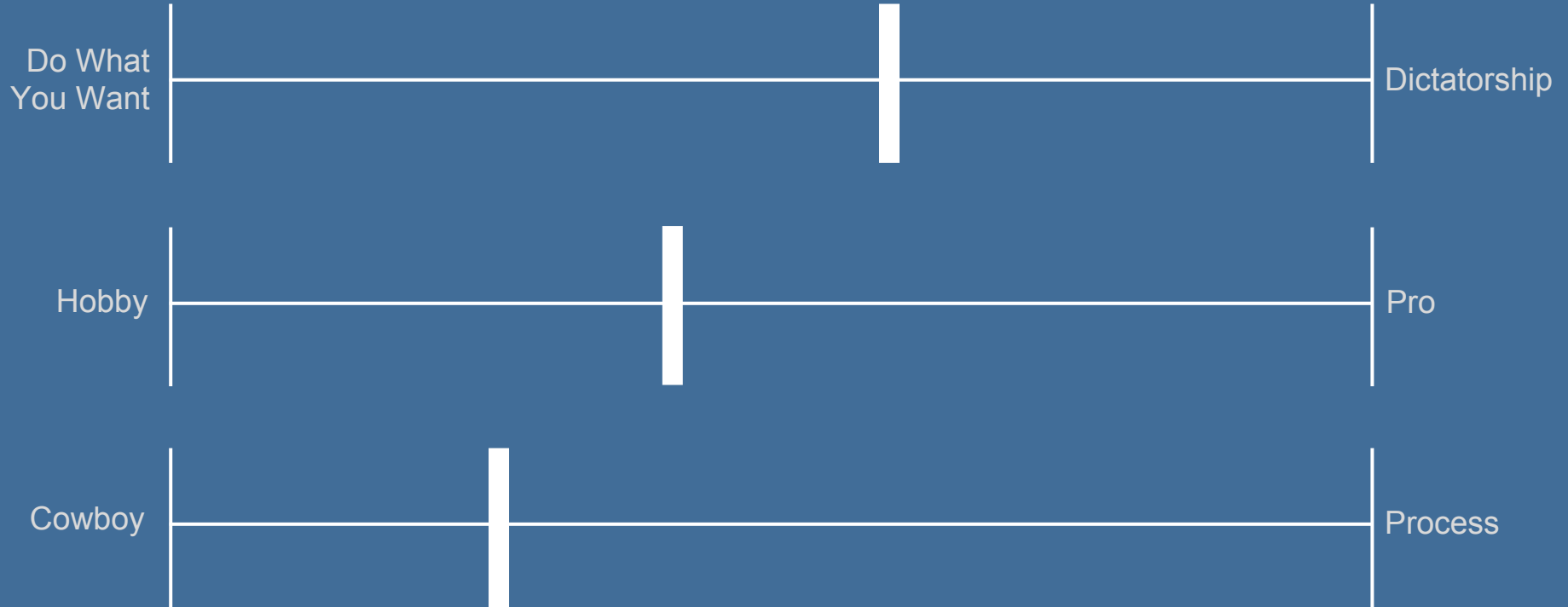
checkpoints

levels get easier to reload? (if the level seems to get longer)

BUG - not a hiting a wall

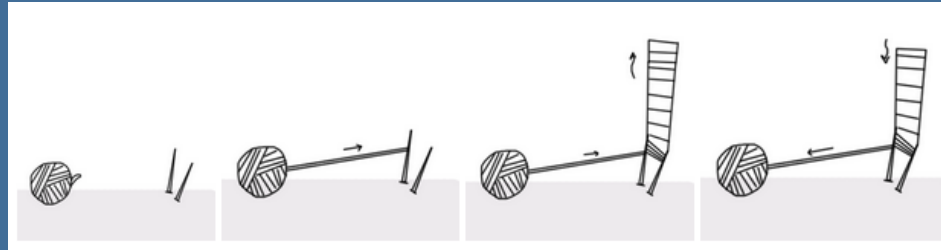
	A	B	C	D	E
1	Stephanie Gu, Turner Bohlen, Ethan Sherbondy, Daniel Martely, Lili Sun, Jeff Prouty	Sprint Tasklist	Fibers	cms.617	
2	Story	Task	-Time (hrs)	Who	Status
3	As a user, I want to be able to move up, right, left, down, and jump to navigate around the world	create player class	1	ethan	done
4		implement up, down, left, right	0.5	ethan	done
5		implement collision detection with ground	0.5	ethan	done
6	As a user, I want to see myself	create player spritesheet (walking, jumping, climbing)	3	lili	done
7		show spritesheet in game			
8	As a user, I want platforms to jump on	create platform class	1	daniel	done
9	As a user, I want to be able to use knitting needles to create cubes	create knitting needle for cube asset	0.5	lili	done
10	include first batch of levels based on cubes	design 4 non tutorial level	2	stephanie	done
11	4/3-4/13				
12	Do turbulenz tutorials	do some sample tutorials/figure out how turbulenz works	4	daniel, stephanie, turner	done
13	As a user I want to be able to use a crochet hook to create chains	implement the chain mechanic	3	turner	done
14		create chain growing animation	1	lili	done
15	As a user, I want to be able to climb up chains	implement climbing	2	ethan	done
16	As a user, I want to be able to unravel objects that I create and exploit this mechanic to solve puzzles	shrink created object	2	daniel	done
17	As a user, I want levels to play	design 4 levels that only rely on cube + chain mechanic	4	stephanie	done
18		design 2 tutorial levels that teach the unraveling and creating	2	stephanie	done
19		make background tiles/images	2	lili	done
20	4/13-4/20				
21	As a user, I want to have a menu screen so I can start the game so that I can play the game	create a menu screen that is there in the beginning: things menu screen should have: play, resume, instructions, credits, restart	3	Daniel	done
22		make menu screen art	4	lili	done
23		make the same screen come up when you press a certain button, so it serves as a pause screen too		daniel	not started
24	As a user, I want to be able to restart a portion of a level (with a reasonable checkpoint) in case I mess up on a puzzle	implement checkpoints	4	Daniel	done
25		implement reset, where reset takes you back to the last checkpoint		Daniel	done
26	As a user, I want to be able to knit the chain in multiple directions depending on where the knitting needle is facing	implement ability of user to knit the chain in multiple directions (left, right, up, down) depending on where the needle is facing	1	Turner	done

How Our Team Functioned



Conclusion

- best decisions
 - design revamp



- code restructuring

Conclusion

- worst decisions
 - discussing instead of demoing
 - developing based off a vague concept



u did it!!!



play Again?