Global Game Jam event 28.-30.1.

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WWHW For our game

- Why: The idea is nice because puzzle games are nice and we have a twist with the changing of the worlds. To challenge the skills we had, we had to come up, plan, make and finish the game in 48 hours.

- What & How: The witch Serana's friend unicorn Snowflake has gone missing and trapped in a cage in a portal mishap. In this puzzle game the player tries to navigate two worlds, nature and industrial, to overcome obstacles and free Snowflake. Switching between the two worlds to find necessary objects is the key to advance in the game. Controllers of the game are simple (WASD + E + TAB) and switching between the worlds is fun.

- Wau effect: Unicorn and changing the worlds.

Game Introduction

- The witch Serana is walking in the nature with her friend, a beautiful unicorn named Snowflake. They stumble across a portal runestone. It opens a portal and Snowflake runs through it. However, the portal closes before Serana makes it. She picks up the stone, creates a new portal for herself and goes after Snowflake. When Serana gets to the industrial world, she finds Snowflake trapped in a cage and decides to go on a quest to save him. Can Serana manage to get through the obstacles of the two worlds and save Snowflake?

Highs and Lows of the game jam

- Our team shined greatly with the group working together and making fast decisions. Our team spirit was amazing from start to finish.

- We didn't give enough time to the planning and many people just did tasks that were asked without knowing what or why they are doing them.

- The story actually stayed the same from start to finish as described in slide 3

- Our target audience is everyone who enjoy puzzle games and unicorns, mostly young children. We only made one level.

Future of our game

- We'll have more smoother animations and better graphics.

- More story elements and dialog with the unicorn or maybe even more characters.

- We'll change the sounds and music so we can market the game.

- But in all honesty it'll probably stay as is because we made it just for the Game Jam event.

Making of our game and the tools

- We used Unity, Word, Github Desktop, JetBrains Rider, Adobe After Effects, Autodesk Sketchbook and procreate.

- Method was Sprite animation

- Fast learning technique

Results and what did we learn

- We learnt to work as a team in a stressful environment while still having fun and keeping a high team spirit

- We achieved our plan to design and create a one-level puzzle game where the key element is to switch between two worlds

- In the end we managed to combine and compromise on our views and come together to make fast decisions and are happy to present Lost Unicorn

Challenges

- Making a pretty sizeable game in 48 hours was a challenge in itself. Everyone had to learn new things fast which was a challenge for us

- All of us were first-time jammers so we had to adapt to rapid game creation

- We sticked together and made clear what everyone's job was and everyone was willing to step outside their comfort-zone and learn, which helped us through all our challenges

Looking Ahead

- Future goals and steps for this project
- Additional Animations
- Finalized Sound Implementation
- Support for Android Devices
- Gameplay Optimizations
- Extended Content
- Gameplay Story Intro
- Additional Functionality

Timeline, Plans and improvement steps

- Milestone 1 Simple functionality with improvment

- Milestone 2 Gameplay optimizations, gameplay story intro

- Milestone 3 Support for handheld and extension