The Colorful Creature
Two Year Anniversary Celebration!

It's been two years since the development of the game. Few days later after that, the first version of the game has been released, titled **0.0.1**. Two years later and the game is sitting at **dev version 0.8.0.** So is the game 80% done and near completion? *Maybe yes, maybe not.* I might name versions to 0.10.0, but those aren't public versions, we are sitting at **Beta 1.4.3**.

A lot happened since last year. Major updates released such as:

- **Beta 1.0**
- **Beta 1.1**
- **Beta 1.2**
- **Beta 1.3**
- **Beta 1.4**

(tbh beta 1.1 kinda sucks cuz it was buggy)
Obviously these aren't all of the public updates, there were patches of those versions. But anyway since Beta 1.0 I was releasing these update logs to keep you updated on what the game has to offer in those future updates. Beta 1.0 and Beta 1.3 are huge and really made the game shine.

I really do think that the game can be finished in 2021 and the game will be out on steam. More on that later.

Today I will show you on what I was working on for Beta 1.5, but before we get to that I wanna show off minor stuff.

The Two Year Development Timeline

I've made this timeline image just for this anniversary to just appreciate how far we've come with the game.
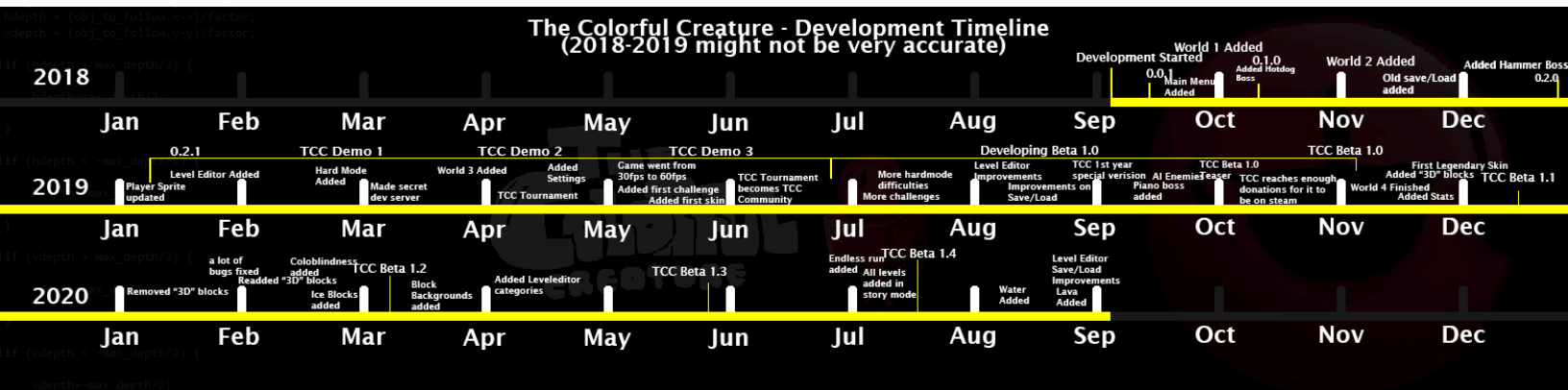
Steam and the Release

As I said before, the game will be out on steam when the game is complete (or when the game is near completion as early access, we will see). I plan releasing it next year. I do not want to do any delays and if by chance I somehow delay the game to 2022, then I would be really sorry about it. I want you to understand though that **I do not want to end up in the same fate as YandereDev,** a guy who is adding useless features in Yandere Simulator, leading his game to a buggy unoptimized state and delaying the release constantly. I mention his game because I care about game development topic in general, and the features in my game like challenges, endless run, skins and other minigames **were made for replay value**, if I only had story mode available in the final game nobody would bother playing the game after around 2-3 hours playtime. So I wanna use my time in the future to make the game interesting. The amount of stuff that I will add like challenges and other minigames is unknown, but I wanna make sure it is enough. I also want the game to be played by players with any level of skill, this is why sometimes in hard levels I make them automatically easier for those with a high death count with the dynamic difficulty, some people don't like this feature so in the future I will make it so you can enable/disable dynamic difficulty or assist mode, or something like that.

Since the game will be out on steam, I could probably make a system where you can share your own levels and play levels online on steam workshop. This can happen and would be awesome for replay value, but if it doesn't happen because I don't know how to implement online stuff, then rip that. Oh yeah, auto-updates and steam achievements, that would be cool.

Reminder that putting the game on steam isn't free, because of steam greenlight being discontinued, instead, you have to pay 100$ for each product. Luckily I do have donation money, which will be exactly used for this to be possible and out on steam. I will **NOT** use donation money on anything else (except charities). Yes I do have youtube revenue where I get more money than donation money, but with donation money I can see that you clearly support me and my work, and I see that you really do want the game out on steam. Which hey, I appreciate it :)

The Pricing on Steam

Now when I put the game on steam or when it gets released, I plan putting a price tag, I mean hey why not? I worked on the game for +2 years, almost all by myself (of course not full-time but still, it is kinda a long development) But I fear if I do that, nobody is going to actually play my game, so this is why I have to be careful with what I am doing. I want to make an exciting trailer which introduces new players to the game that don't know what the game is about, and hopefully that trailer in the future will give them interest. I plan selling the game for 2 euros, which I believe is a fair price to pay for the game **(please please please let me know if the price is fair)** but anyways despite that there will be sales of the game (winter sale, summer sale, black friday, anniversary date sale) and it would be somewhere around 50% off. For those

who want to buy the game for an even cheaper price would have to buy a bundle which includes my game and other games that aren't developed by me. (so lets say 10 games for 5$ which is 0.5$ per game in the bundle). ***But for those who want the game for free***, they would probably have to get the keys from me, **if you are a content creator planning to record/stream the game, contact me in my business email when the game comes on steam.** Or, when I feel like it, I will drop like 2-3 keys when I want to on discord, twitter, youtube or any other social medias. People who helped me with development and who donated will get free keys. I do not plan selling physical copies, like selling them on public stores, I simply do not have the wealth to do that. But anyway if you own the game on steam, like if you bought it or something then all the future updates will be free, I don't plan adding any DLC's. By the way if I can't sell my game on itch.io and gamejolt (by chance) , then I will delay the updates there for few months, so let's say I release 1.6 and then 1.1 comes out for free to play there. Or maybe just make a demo like a normal developer would. I don't know yet. But anyway the game will be free until I basically put the game on steam.

Mobile Release?

Many people asked me to make the game playable on mobile, I would gladly do that. However there is a problem, which is not that I can't add mobile controls. It is just how hard exporting is compared to exporting to just windows. I bought the mobile licence which is like the most expensive thing I've bought on the internet (around 120$) and I underestimated the difficulty of exporting to mobile. If I would export it, I would only do it on Android, but please give me time to do all of this, I might release this on android and I will update you on that later.

What about other operating systems?

The game is currently only supported on Windows 7,8,10. Again, it is hard to export other versions and ports, but I might do it on Linux only if I figure out how to use VirtualBox, which I believe that it isn't that hard to setup, maybe. When I get that working I can get Linux players to play TCC. For macOS, I think it is going to be more difficult but I will try it anyway. Only if I can get virtualbox working for me and how to use it.

The Colorful Creature Beta 1.5

The thing most of you wanted to probably read is this section of this document. Note that **this isn't an update log**, I will make one once Beta 1.5 is near completion, but what I promised to do is that I want to reveal what Beta 1.5 will offer, not everything but the main stuff.

Starting with a feature that was planned since Beta 1.1 (ew). On that update, I added a local multiplayer button in Funmode which, suprise suprise, did nothing for few months! Fast forward in Beta 1.3, I've put an easter egg in the Local Multiplayer section, which basically has a rare

chance of revealing the version the feature will take place. Obviously it was super rare so I made it more common in Beta 1.4, **I even mentioned it.** But anyways you finally get to see when the feature arrives, which well, you probably guessed it, **Local Multiplayer will come out in Beta 1.5.** Now by "Local" I do not mean obviously online multiplayer, which for me would be super hard to program since I do not have online programming knowledge. I also do not mean LAN Multiplayer. By "Local" **you will be able to play with friends and family on one device** (on mobile if i ever add mobile port i dont think this will be possible, unless if I can figure something out like bluetooth). This might not be a big deal for everyone but I want anyone to enjoy the game, if you brought friends at home you could have fun together. I plan adding at least 3 minigames in Beta 1.5. One minigame is about shooting eachother, races and perhaps coop levels, which i dont know how they will turn out. We will see! But one thing I will have to mention with Local Multiplayer is that it will be very hard to playtest it myself, due to covid19 I cannot really get anyone to playtest for me but my parents, which aren't really interested in games, so if Local Multiplayer becomes unstable I will do a lot of fixes to it. Who knows maybe I might pull it off in Beta 1.5. What I didn't mention is that you will be able to choose the amount of players in local multiplayer, I think only for Beta 1.5, i think i will only have 2 player mode but I will soon add more. Then once you choose that, each player can choose their skin (that you've unlocked) and controls of their choice, players cant have the same controls and they must be different to eachother, however they can have the same player skin. Maybe I will also add controller and mouse support for this. We will see.

Water and Level Editor V2 Save/Load

Yes my favorite, drinkable water. Or at least is it? Well you can't drink in the game but since I like water a lot (because it is healthy for you) then I decided to add it. Initially a water block was added in early 2019, but the sprite was never used. Until early development of beta 1.5, I decided to add it. But first before I did that, I added wavy shaders, and to be honest, I don't know how to make shaders so I just looked up a tutorial. Anyways enough rambling, how does water work in the colorful creature? Well you can't swim in water, but you can jump higher in it, 4 blocks instead of 3, if you are on normal gravity. You can also use water to boost yourself, from 4 to 5 blocks. I don't really know how to explain that to you but I will make a water based challenge in Beta 1.5. Anyways water also slows your movement and lowers your gravity, which kinda sucks, but what people mostly hate about water is a breathing mechanic! Yes reddie (player's name) can now die for staying too long inside water! You can replenish oxygen by getting out of water and just not going in there, but I've also added an item called Oxygen Replenisher, which replenishes your Oxygen for few seconds. Enemy troops can also be affected by water, and I am also thinking if I should make them drown, which I probably won't do **because I added water in level editor!** Yes you can place water in level editor, this is not your ordinary water block, it is just one entity which can be placed in any size you want to. I've made a third category called liquids, again those are layers in level editor, which lets you put water in your level. You can place water anywhere but you can't put liquids on top of liquids (so water on top of water cannot be done). However adding water would make saving levels in level editor

impossible because it only saves the position of blocks, items, backgrounds and NOT the size of water. So then I decided to add versions in the level editor. **VERSION 1** saves the position of all blocks, items, backgrounds. **VERSION 2** is the same as **VERSION 1** but this time it supports scaling, which supports water, and image frames. I added versions so the game doesn't crash at all. There is backwards compatibility, **however you can't load version 2 levels in Beta 1.4 and older, this will make the game crash.** Level Editor in beta 1.5 by default is version 1, like in every other beta version, until you place water then the save/load files are version 2, and thus support scaling. This will make the save file bigger, but it will not be a big issue since the file is still measured in kilobytes.

More bosses

I plan adding new bosses in the colorful creature, currently there are 3 bosses in the game. I don't think I will add a new one in beta 1.5 unless you really want me to take my time. I plan to add at least 5 bosses in total (so 2 more) I might add secret bosses or something later on.

Hat Merchant and new currency

Would you like to have a secondary way to change your appearence? Well I plan adding the hat merchant! Basically he will sell hats in story mode if you give him **credits.** Credits in the colorful creature is the second currency, which you can convert them from coins to credits in one of the conversion machines I will add later in the game. Now *why would I make them when we already have coins?* Because when you start a new game, coins reset to zero. So if you wanna have a skin you have to save some coins so you don't use them for skipping, so it is kind of risk-reward. But I plan making credits usable even when you restart your run. This is also made for replay value if you want to get more credits, but I might also make it so if you beat a challenge you also get credits from beating them. Hats for me will be way easier to create. Each hat can be put on every skin. I might even make it so you can color your hat with any color, who knows! Maybe credits will have more purposes in the future.

And maybe, paying real money will give you even more credits. Nah jk jk, unless?

Rich Presence Discord API

I plan adding **Rich Presence** in beta 1.5, so Rich Presence is when someone is playing any game and on discord it displays what game they are playing. So in beta 1.5, I wanna make it so people can see that you are playing the colorful creature on discord. It will show if you are on main menu, on story mode, chalenges, level editor, endless run, local multiplayer and so on. I think this is just a fun feature overall.

Beta 1.4 fourth legendary skin

In Beta 1.4, I've added a new legendary skin, but nobody knew how to get it. So I decided for the second year anniversary, for those who read everything, I want you to help you a bit. You can get the skin by beating 50 levels in endless run, not on total, in one run. I promise you this skin is quite good, you will like it.

Speaking of Endless run…

I am not running out of these because I have to talk a lot about the game, I plan adding random bosses for each 20 levels you beat. And I plan adding random buffs (temporary immunity mode) and debuffs (fog in level) too! Prob won't be in beta 1.5 but that is what I plan for.

And finally thank you!

Thank you all for trying out the game and giving me feedback. I hope this document made you a bit hyped about game's future. Next year I think I will have a lot to talk about. See you soon.

Wait! Any special version before you go?

No

Unless?
https://drive.google.com/file/d/1nn8CR8qYIDv8JGEPe1r7JR6Zk25qvEez/view?usp=sharing

Credits:
Developer: Infiland
Level Layouts: Infiland, TheDarkBomber, Nightmareyoc, My Friends...
Ideas: Infiland, Monou, Chop, and the TCC community!
Art and Sprites: Infiland, Moldovan, Sundalanian
Music: Infiland, 3kliksphillip, Loeder, LHSSchiptunes,
Nintendo, Sam Beddoes.
Coding: Infiland
Secondary Code Helpers: Shaun Spalding
Giant Supporters: Wonderwaffle, Moldovan
Special Thanks: Exploshi,Caouillion,HaLL, Moldovan
Shaun Spalding, TheDarkBomber, Sundalanian, Scotrian BajanSerbian, sedna,
ZipTheLucky,Nightmareyoc, Canadian Mapping, sydew, PowerMaster and YOU!