

ALWAYS BET ON QUACK - DEVELOPMENT CYCLE

JANUARY 2025 - MAY 2025

THE MISSION

We wanted to develop a game from start to finish over the period of several school semesters, following that schedule so that students can be included in the process for multiple of their classes. Always Bet on Quack (ABoQ) is being built with Bristol Community College students in mind and we want it to be a valuable experience that every student can benefit from.



THE MONTE QUACKO CASINO EXTERIOR

~From the Desk of The Big Quack~

THE OVERALL RESULT

We were able to share deep insights and development behind the scenes across both Samuel Martino's classes (CIT 140, CIT 276), and Tyler Ulsch's classes (CIT 142, CIT 262). Multiple students from all classes have reached out about the game and referenced it in their work. As this was the start of the project, we followed the development from the initial setup of the project which proved very helpful for getting started in CIT 276, and the full development cycle of our first casino game, Quackette, was a great example of how game elements not only come together, but evolve over time from their initial conception.

At the time of writing this, three students from these classes asked to come on for the summer for internships and will directly be a part of building ABoQ.



CONCEPTS FOR EVENT POSTERS BY SUMMER INTERN, JILLIAN

WHAT HAS BEEN ACCOMPLISHED

THE MONTE QUACKO:

The Monte Quacko is the main hub for all parts of ABoQ. It is a casino space based on real life casinos such as the Bellagio, it is mixed with “pond” elements so that the casino space feels like it is in a pond full of ducks. Building the space was a fantastic example to share how level design begins and comes to life, from the initial conception and references to the 3D space. It took the full school semester to get it to this point, but with the exception of the full game space, it is finished. The casino is built taking real life rules into account. There are very few windows so it is hard to tell what time it is, the entire space is themed to fit the overall aesthetic, we even built a version of the “Copa Room” called the “Quack Pack Theatre” which has objects directly modeled off of reference photos from the Copa Room.



THE MONTE QUACKO CASINO INTERIOR LOBBY

~From the Desk of The Big Quack~

Building the space was a fantastic insight to how the levels begin to be built, only to change as programming and other elements are added to the space. While the idea is to build a cool social space, we want it to help flow players towards the games and stuff to do. Much of the design work for the Monte Quacko was tied directly to the gameplay, which made it a great example to share how that happens.



QUACKETTE TESTING TABLE

QUACKETTE:

While casino games are a great way to teach game programming and logic because they are games of chance, we weren't just trying to build a casino simulator. We wanted to take the basics of roulette and then add party game elements to it so it was fun to play with friends. A major point we tried to drive home this semester was that at the end of the day the game needs to be fun and enjoyable or people aren't going to play it. We added in the ability to quack during the ball spin which causes the ball to shoot across the wheel in wild and random directions. Several squares on the roulette board become "bonus" squares. If the ball lands in a "bonus" square, then a new round begins that adds in pinball bumpers. These bumps add and subtract from a win multiplier, so now players have a target to aim for while they are shooting the ball across the wheel. The

THE QUACKETTE WHEEL

MULTIPLAYER SUPPORT/NETWORKING:

Dogwood Gaming has attempted multiple times to build a game with online multiplayer, but the hurdles of getting it working always discouraged us from continuing. With ABoQ, we built it with online multiplayer in mind first, and were able to share and document the entire process on how to set it up. This led to the creation of full documentation as well as a working template for Unreal Engine to start working with online multiplayer. Not only were we able to share with students the process of getting this to work, but it also shared how difficult of a process it can be and that it needs to be addressed early.



MULTIPLE PLAYERS PLAYING QUACKETTE

DEVELOPMENT PLANS FOR THE SUMMER 2025

With Quackette fully functional, the next goal is get player cosmetics working, as well as all of our slot machines. Player cosmetic systems are in almost every major game

~From the Desk of The Big Quack~

release and is something that if people don't directly work in those big studios would never get to experience. By setting up the framework for our duck characters to have cosmetic skins and accessories we hope we can use them as base learning models for students to work with in the Visual Design classes. Slot machines were chosen because one of our interns from this Spring semester, Jillian, is an incredibly talented graphic artist who wants to do concept art for video games. The vast majority of the work for the slot machines is graphics work, so we hope that she will get a lot of great experience working with us putting these all together.



THE CASINO FLOOR – TO BE EXPANDED ON IN FUTURE UPDATES

LOOKING FORWARD - FALL 2025

The goals for the fall semester are to add in our last casino game, a version of blackjack, and a full minigame system for players to earn chips to play with. This is going to require a lot of planning, and going into the winter we will need to consider what to work on after release. Building the expansion plans into the course materials for the Pre-Production class will be an incredibly helpful resource. The duck characters will be finished and ready to take custom outfits and accessories which can easily be made into assignments for both levels for Visual Design. On top of all of this, with the game in

the state that it will be, we can begin submitting it for consideration for different festivals and conventions which can be used as a great advertising tool.



THE QUACK PACK THEATER

CONCLUSION

We weren't sure how helpful this game would be in our classes, but we have been extremely happy with the class engagement it leads to and how much we are able to share with the students. The real world behind the scene insights give students a completely unique experience to not only see how the game is developed but also have the chance to be a part of its creation. The plan is to continue building upon this game so that it is a constantly evolving tool that students will be able to enjoy as it is built over the next few semesters.