

Dev Blog

Before

What did you want to learn going into the jam?

- We all come from a coding background so we wanted to learn the following:

Sebastian: Sound design, art/pixel art animation

Josh: Music

Nathan: Music

Was this your first time coding?

- No, but we don't have as much experience with Godot.

Was this the first time you made a eat-em-up game?

- yes

Was this your first attempt at pixel art?

- yes

Was this your first time attempting to create pixel art animations?

- yes

Was this your first attempt to compose music?

- Yes for both

After

What did you ACTUALLY learn?

- Godot is not designed for mixing 2d and 3d
- Pixelart tools are really helpful
- How to actually do stuff (music)

How did you grow during the jam?

- Learned how to work as a team despite having different roles than usual

What resources did you use to learn during the jam? Were there any good guides, video tutorials, or people that helped you?

- Official Godot 4 documentation is pretty flaky for *c#* but was still very helpful.

What was the most challenging part of the jam?

- Dealing with trying to implement a tilemap in 3D

What was the most interesting part of the jam?

- Definitely learning all new skills, I am excited to take these with me going forward other places

If you could do it again, what would you do differently?

- Start earlier

Gameplay:

- Hunger meter which fills up by eating prey
- 3-5 rounds of eating/collecting resources
- When you eat after your meter is full, you will get bonuses for future rounds (speed, size etc.)
 - Different sizes of consumables (prevent consumption until certain size)
- Also eating more will increase the max size of your hunger meter (means you need to eat more to be full)
- The population of prey grows relative to the remaining non eaten prey after a round
- If you eat too much, not many prey will repopulate (this isn't explicitly told to the player)
- Balance so that if you eat the minimum to survive, the overall population will slightly decrease

Visual

- The world will become more desolate as the population falls
- Monster is cute slime with headphones
 - Idle (head bounce jamming)
 - When world is dead, you can't jam anymore, just stare maybe
 - move
- Bugs are the prey (worms, flies, butterflies, etc)
 - Move 2 frame
- Flowers that are indicators of the world health
 - Happy (bouncing), neutral (not moving or with wind), sad (drooping)
- Grass, sand, water tiles
 - https://www.spritters-resource.com/game_boy_advance/fireemblemthesacredstones/sheet/14447/

- Vignette / desaturation filter that increases

Audio

- Eat prey sound (celery bite)
- Quite move sound

Music

- 4 tracks
 - Happy, neutral, sad, dead/ambient
 - Sort of mr incredible meme levels of differentiation