Project upgrade work

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For the post-jam update, I added a new story path to my game. Together with the path, I created a function inside the game engine to randomly select a story path and seamlessly throw the player inside it. It is a story-based game, so the player is not supposed to realise there are “areas” inside the game; instead, they must feel that everything is a smooth, flowing story. I did my best to make sure that was the feeling you got when playing.

This function will select a path that hasn’t been gone to yet (from an array of paths) and start the story. I made sure that everything was working smoothly before deploying the updated version.

For the update itself, the player finds themselves walking in the direction of an abandoned hospital. I want the world to feel organic and natural, like everything makes sense and belongs there. There is still no interaction with NPCs, but I plan on adding some in the future.

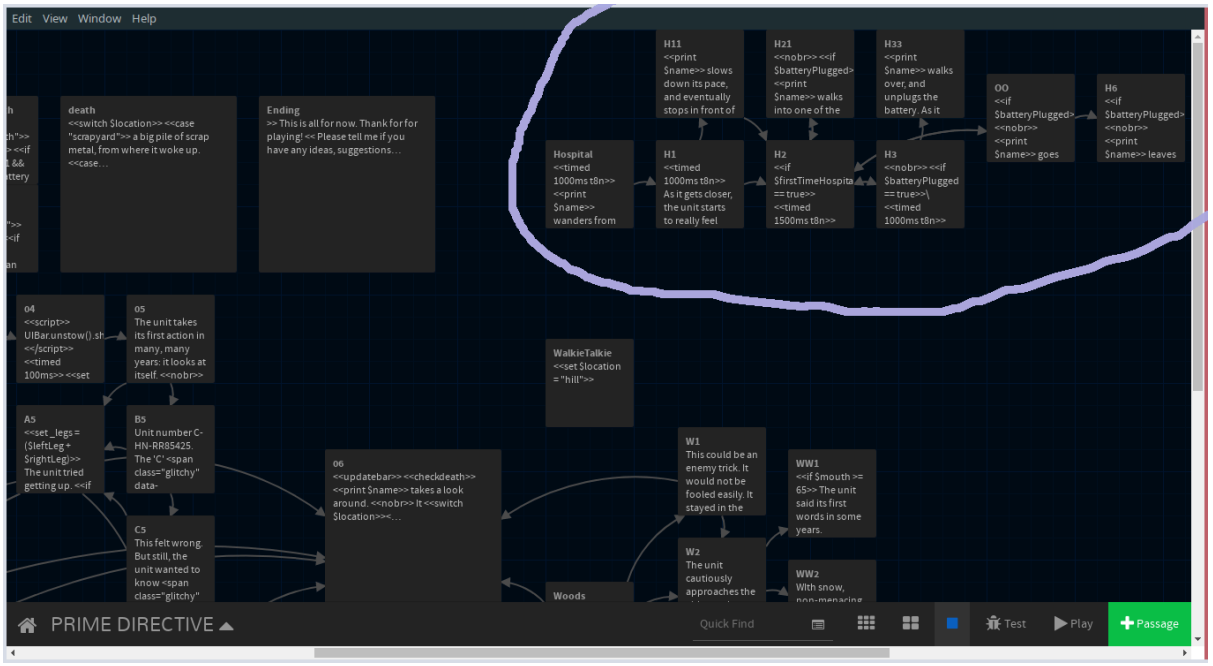
In this hospital, among all of the broken down beds and equipment, the player finds one room with working energy. In that room is a person connected to machines, and by their side some flowers. I give the player the choice of removing the battery that’s powering the hospital and keeping the man alive. If he does, he gains a new battery, and that automatically updates on the status bar on the left. But that means the man dies. This is the kind of moral choice I like and plan on continuing to add into the game. After removed, the battery cannot be put back, and the whole environment is described in a different way, to match the new dark, silent hospital.

Before

The game consisted of the startup sequence, and the scrapyard scene, in which the player finds themselves in this new world they don’t recognize. They can find a bit more about themselves if they want, but at a cost. They also receive their prime directive: to repair themselves. As a robot, that sounds simple enough. But will the player be able to make the cold decisions a robot would?

After

Adding even more to the world, the player now has something to do after the startup and scrapyard sequence. They walk around, and end up finding an abandoned hospital. Inside, they are faced with a tough choice. I have also sped up the starting sequence a little bit, since I feel like it was taking too long and was a bit boring.



The circled area contains all of the new story nodes. Some of the other nodes that were made during the Game Jam have also been slightly tweaked, and the new function to randomly choose a path has been added.