
Slinki

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Abstract

Slinki is a 2.5D platformer, designed for mobile phones. The player controls Slinki, a robot bunny whose bladed prosthetic arm can be thrown and used to either propel himself and/or kill any foes that stand in his way.

The game takes place in a mechanized forest in which Slinki wakes up without knowing what happened to his home, and wants to search for answers..

Author Keywords

Sidescroller; Platformer; Mobile; Slingshot; 2.5D; Shady; Unity3D

Introduction

This is a side-scrolling platformer for mobile phones (built using Unity3D), with heavy emphasis on navigation, drawing from the protagonist's main boomerang/pivot mechanic.

The overall feel of this game has a lighthearted surface, dotted with heavy, or creepy, elements. These elements are there to provide flavor and, while ever-present, are not to insinuate themselves in such a manner as to overshadow the game's lightheartedness. Even so, their influence must never fade, rather tempering the game's overall feel, and providing a deeper thematic current for the players who seek it, without ever making itself the immediate focus.

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Characters

The following section showcases the characters that appear in the demo underlying this document.

Slinki

He's a cybernetic stuffed rabbit, like a plush version of the Terminator (note to designer, must remind self not to make the character's visual fierceness too overpowering). His right arm is the game's main tool – a mechanical appendage similar to a scythe, or an oversized can opener, that he can throw.



Figure 1. Slinki's concept art

Shorg

Shorg is an enemy that is half shark, half frog. He starts out and, when Slinki gets too close, he tries to attack him by jumping. After the attack, Shorg waits for a while and repeats his previous behavior. To announce his presence, he croaks.



Figure 2. Shorg's concept art

Hodge

Hodge is a hedgehog that when approached from the front by Slinki, transforms into a spiked ball that rolls through the floor in Slinki's direction.

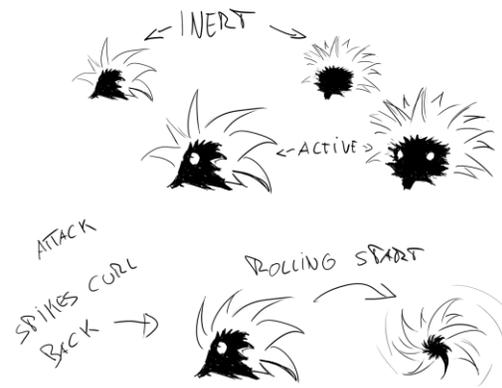


Figure 3. Hodge's concept art

Plot and Background

The forest used to be a nice, lively, orderly spot, where every animal knew its place and acted accordingly and peacefully. One day, something went wrong. The voice of the Forest went garbled and incoherent, throwing everything into chaos. Left to be confronted with their own nature, the Animals go mad as a result. The Forest starts growing out of control, like a bad mutation. In all this, Slinki wakes up, after a bad nap, just as confused as anyone. But there is still a hand moving things in the forest, with its own purpose, and it moves the swiftest when it goes dark.

Slinki wants to ask Mr. owl why he (and the forest) look strange. He gets on the way to reach the tree where he lives. In level 4 he starts climbing the tree to reach Mr. owl and in level 5 he realizes Mr. Owl has also changed and starts to attack him.

Controls

Controls with the Arm

THROWING THE ARM

The projectile will dispose of destructible obstacles in its path and return to the Character (it will find its way back, even if the character is in motion). Holding down while launching it will increase the projectile's travel distance.

Alternatively, the in-flight projectile can be used to slingshot the character further and faster than he could normally traverse otherwise by clicking again once the projectile is moving away from Slinki.

It's possible to throw the Arm in a certain direction. The projectile will travel away from Slinki at a given speed, and start returning after a set distance. Once it begins its "return journey", contact with the player character will make the projectile object disappear from the game world and "reattach" the PC's arm. When throwing the boomerang it starts losing speed (the deceleration rate is dependent on button press) and when it reaches zero, the boomerang returns to Slinki.

SLINGSHOT

The slingshot mechanic makes the PC catapult himself in the direction of the airborne projectile (and past it). Additional factors, like the projectile's heading, velocity and distance may apply in influencing the PC's final trajectory. The projectile may immediately resume its normal path and return to the player when the variables are right. You can only do one slingshot until Slinki touches the floor again.

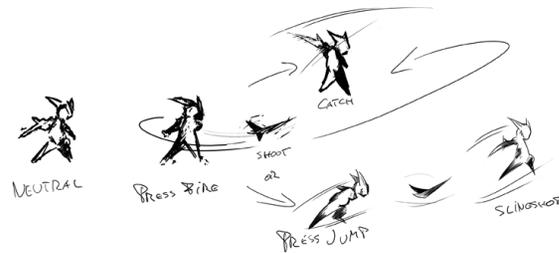


Figure 4. Concept art of the arm throwing actions

Rotation

Slinki rotates when pressing an opposite key to its facing.

Jumping

Slinki jumps when the player presses the jump button. The jump height is determined by the time that the

player keeps pressing the button, until Slinki reaches a maximum height limit.

Buttons

Virtual Joystick – Navigation

Touching the screen – Fire

Touching the jump button – Jump

Touch the screen, while the projectile is airborne, before it begins its return trip - Slingshot

Acknowledgements

We would like to thank everyone that helped us beta test this demo, including several of our classmates and recently-arrived freshmen and the international indie videogame community in websites such as Unity3Ds, reddit's r/gamedev and several others that inspired us along the way.

References

[1] Unity3D. <http://www.unity3d.com>