SuBUBBLEMarine

A Quick Post-Mortem by Yvens R. Serpa

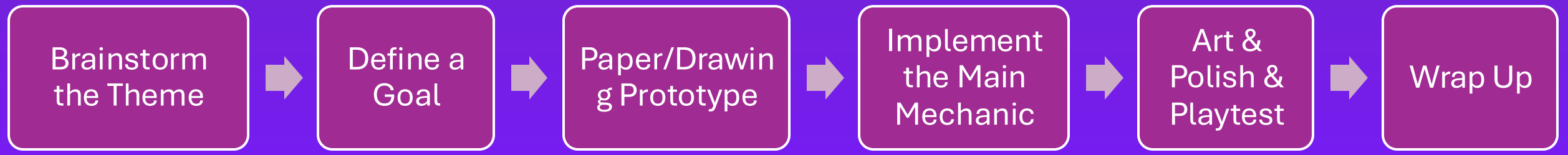
SCORE SPACE

GLOBAL GAME JAM

Agenda

- Strategy
- Inspiration & Concept
- Ugly Version
- Ugly Version + Post-Processing
- “Better” Art
- Final Version
- Results*
- Lessons

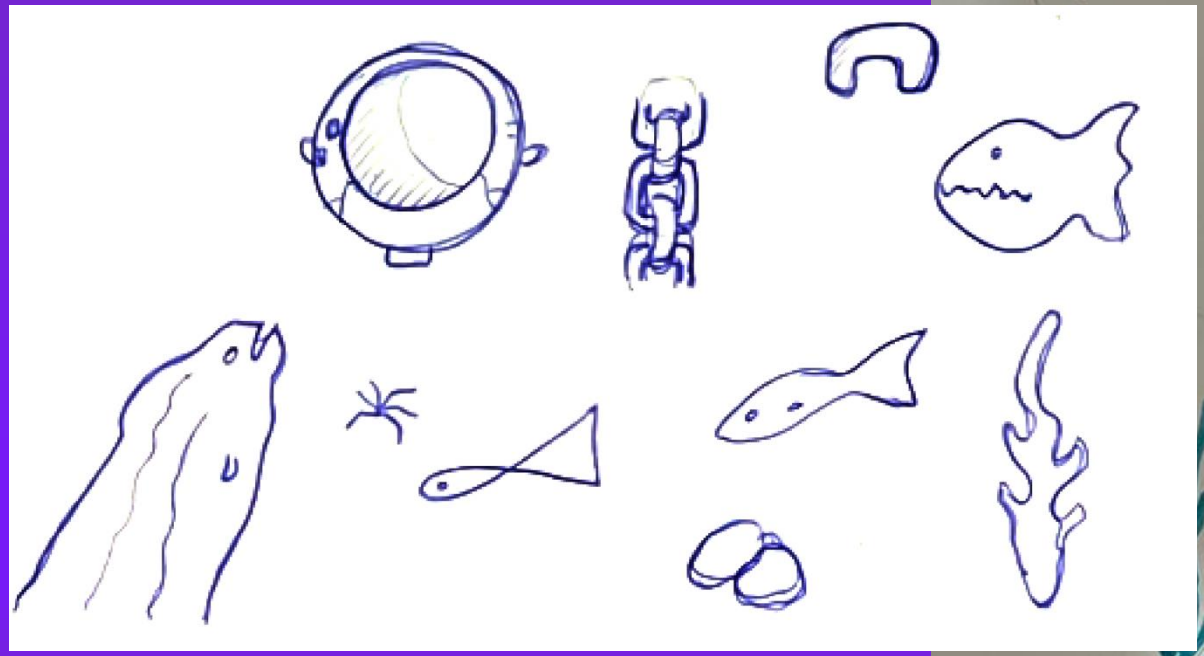
Strategy

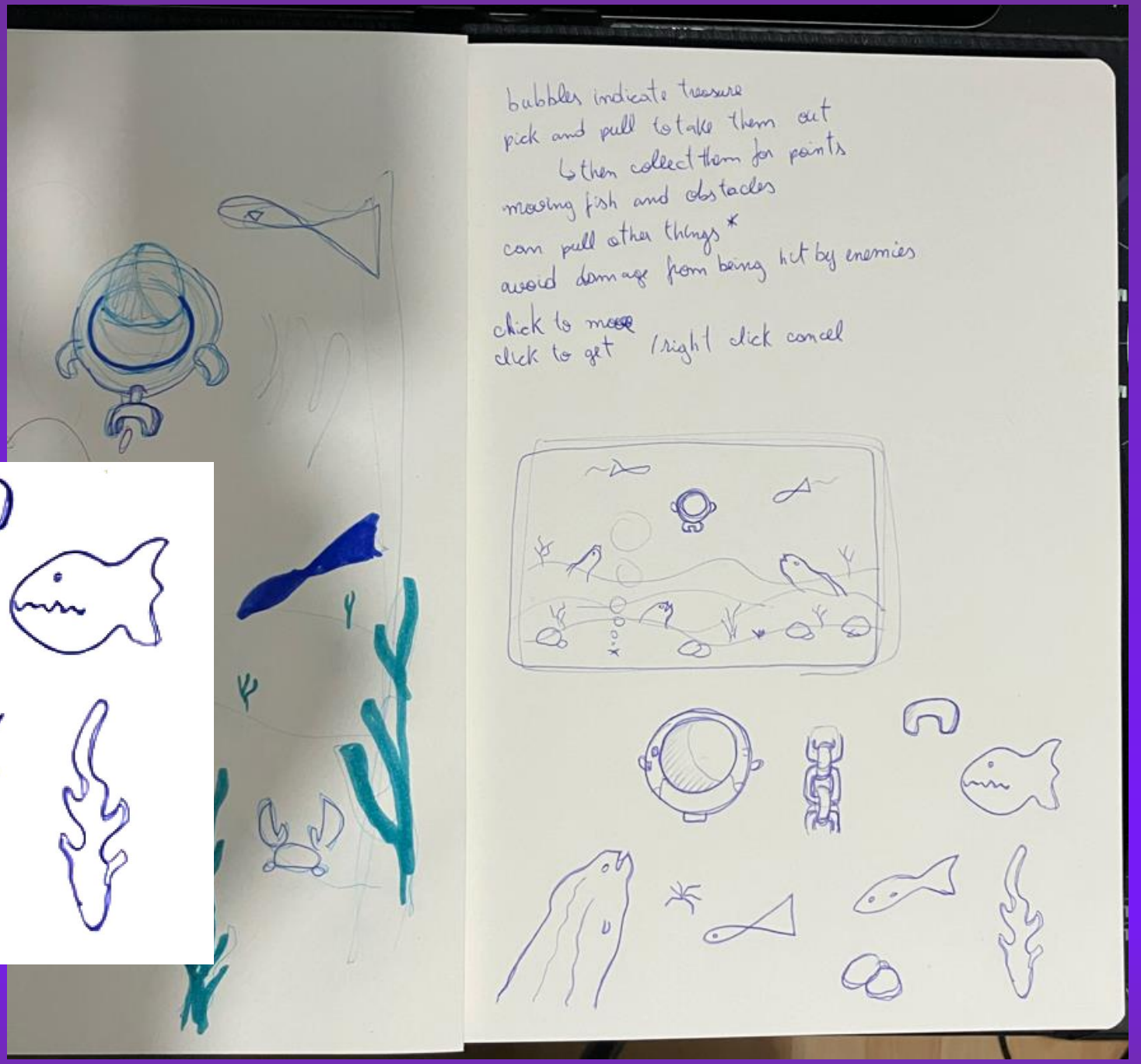

Brainstorm the Theme
Define a Goal
Paper/Drawing Prototype
Implement the Main Mechanic
Art & Polish & Playtest
Wrap Up

Inspiration

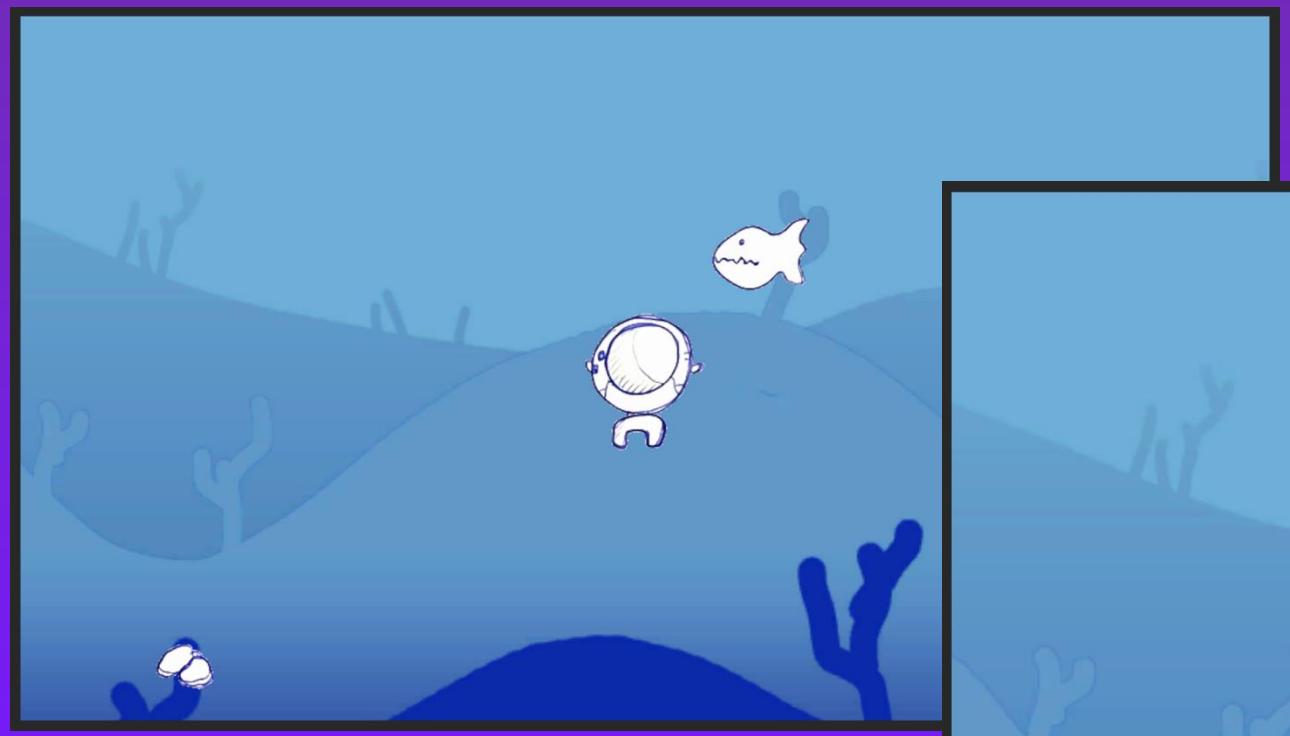
- Inspired by the Zelda Echoes of Wisdom pulling mechanic
- Bubbles to trigger action
- Underwater/Submarine setting

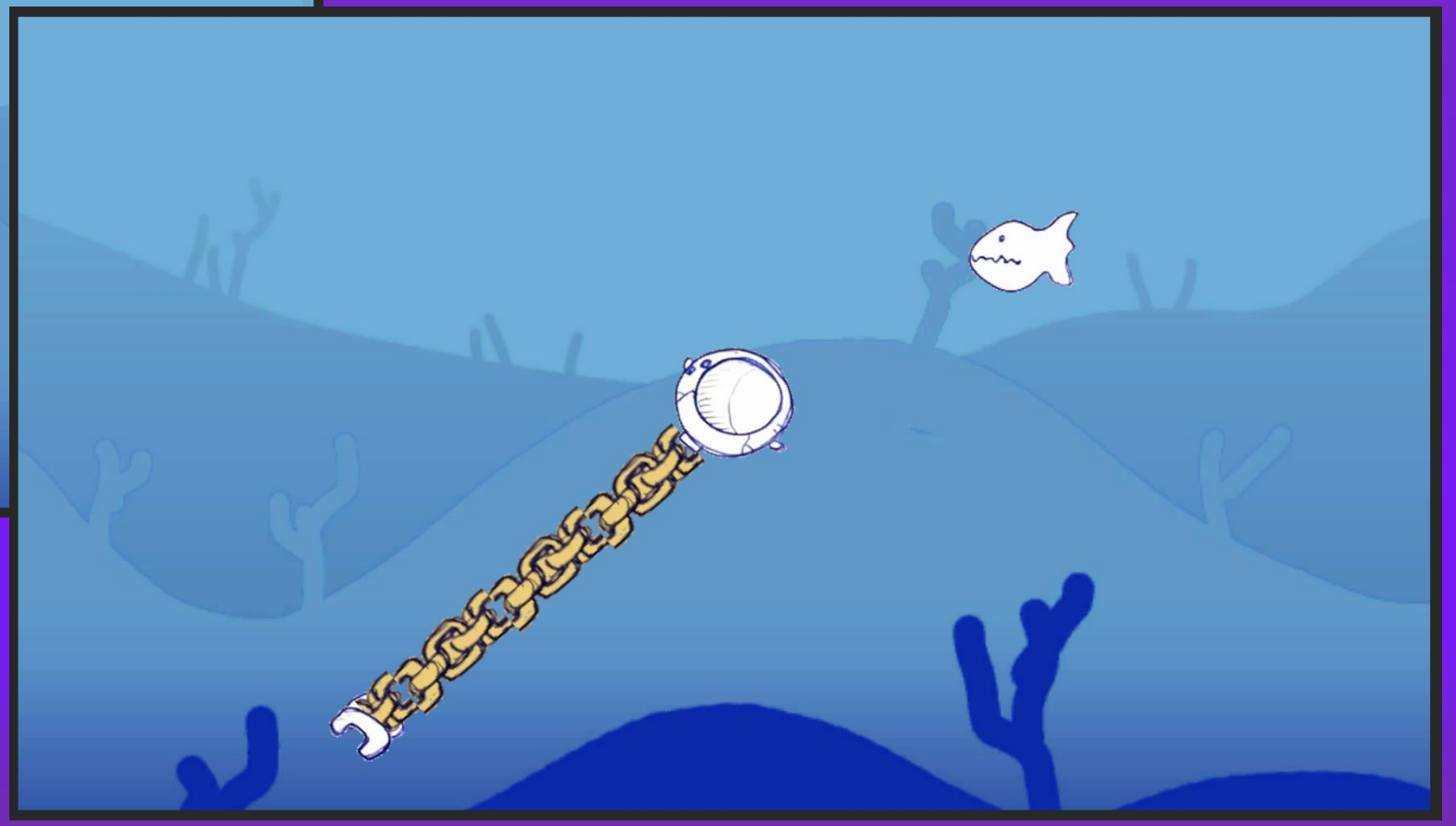
Concepts



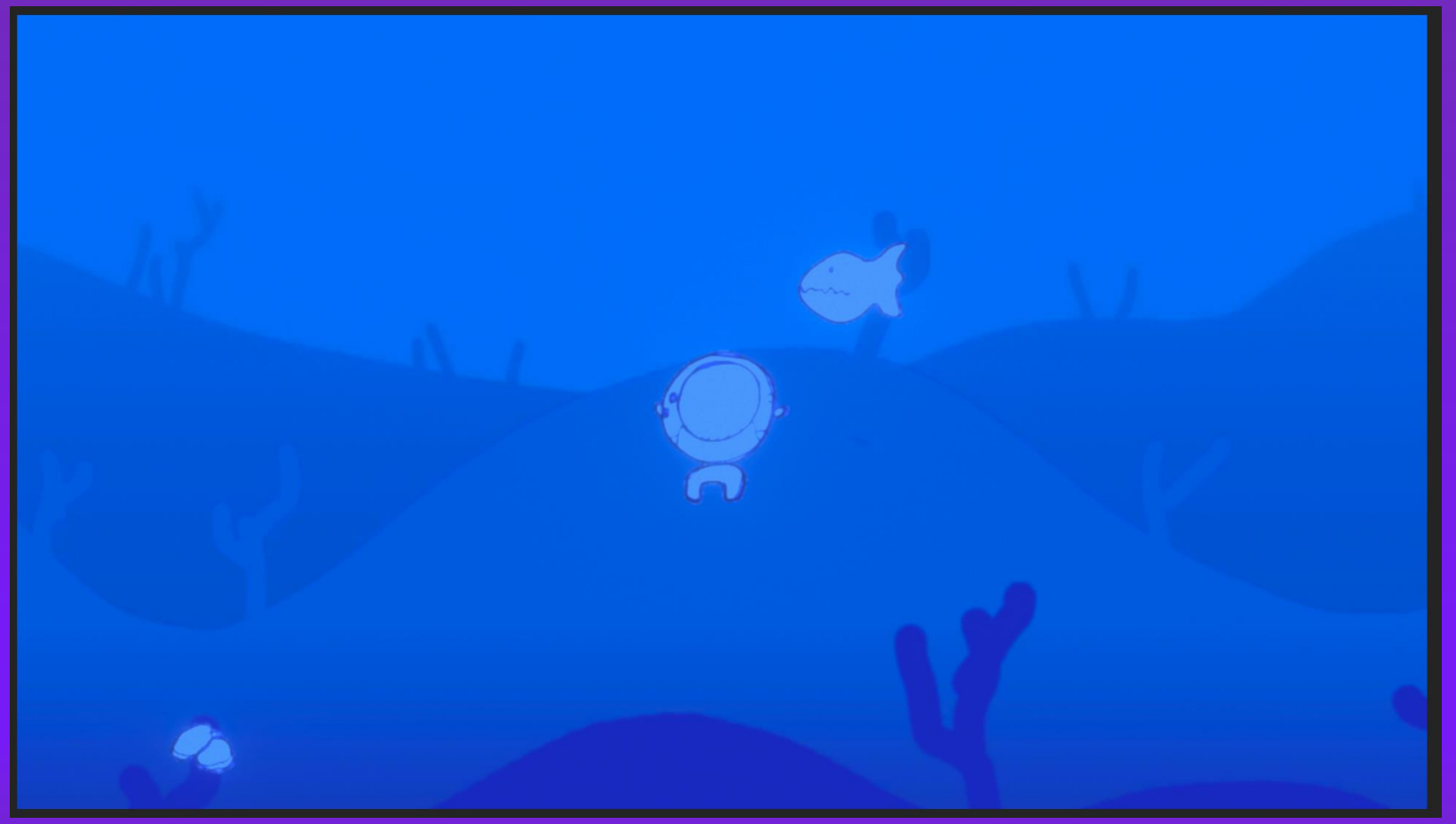

bubbles indicate treasure
pick and pull to take them out
then collect them for points
moving fish and obstacles
can pull other things *
avoid damage from being hit by enemies
click to move
click to get
right click cancel

Base Implementation

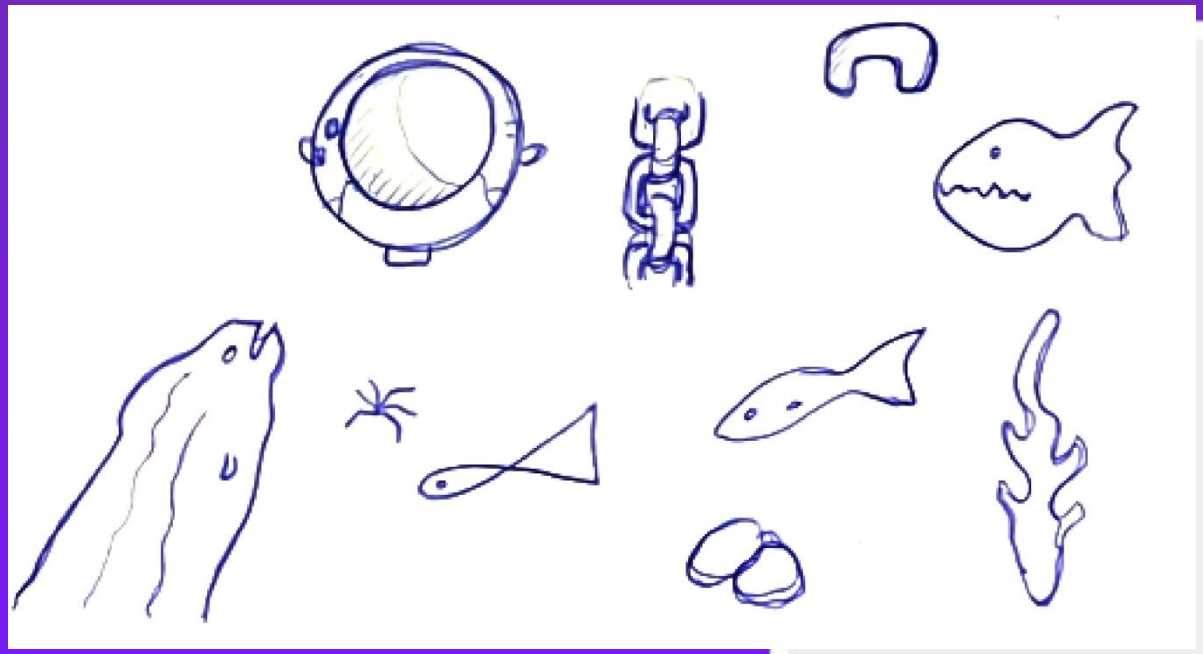




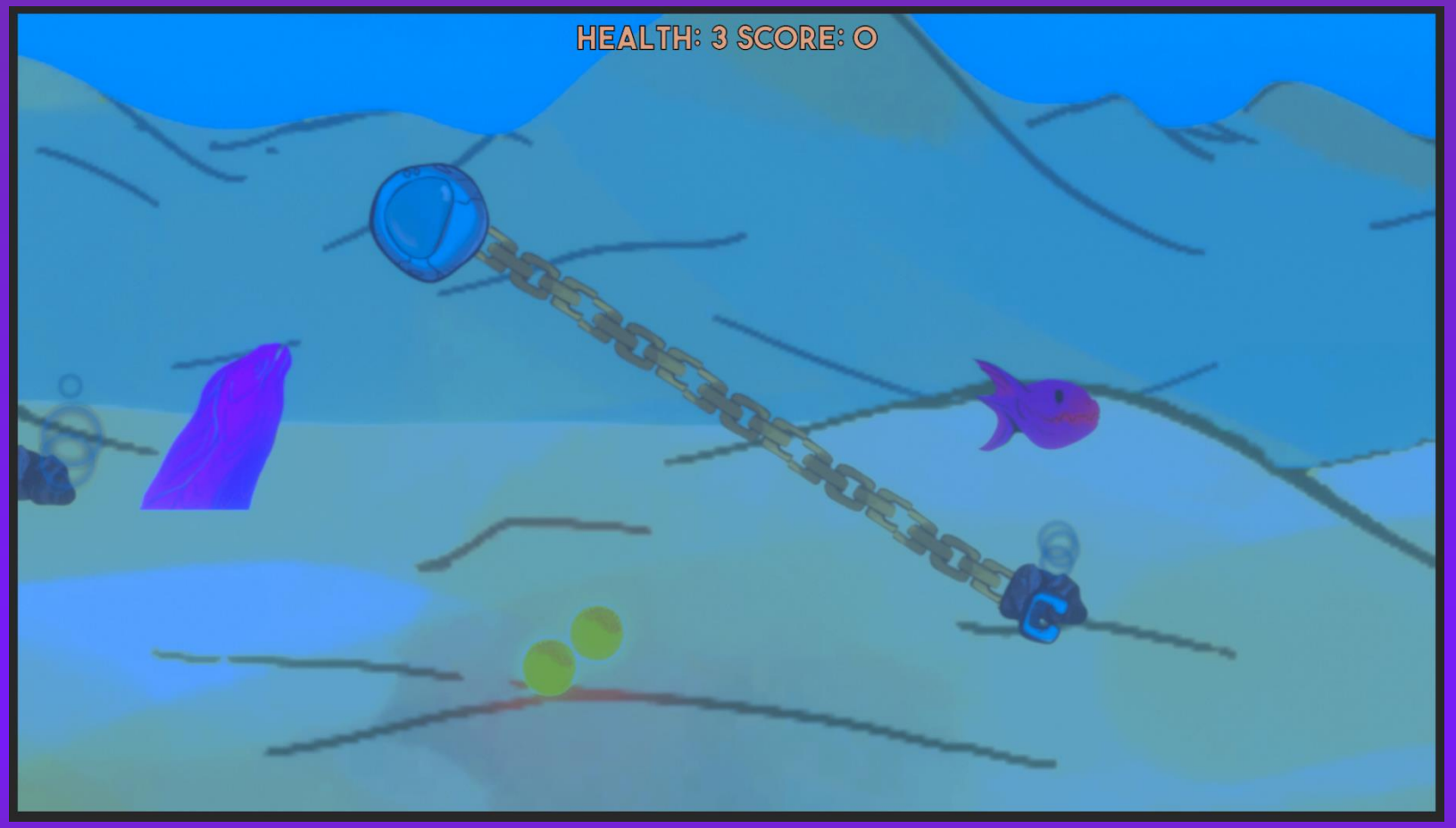
Ugly Version + Post-Processing



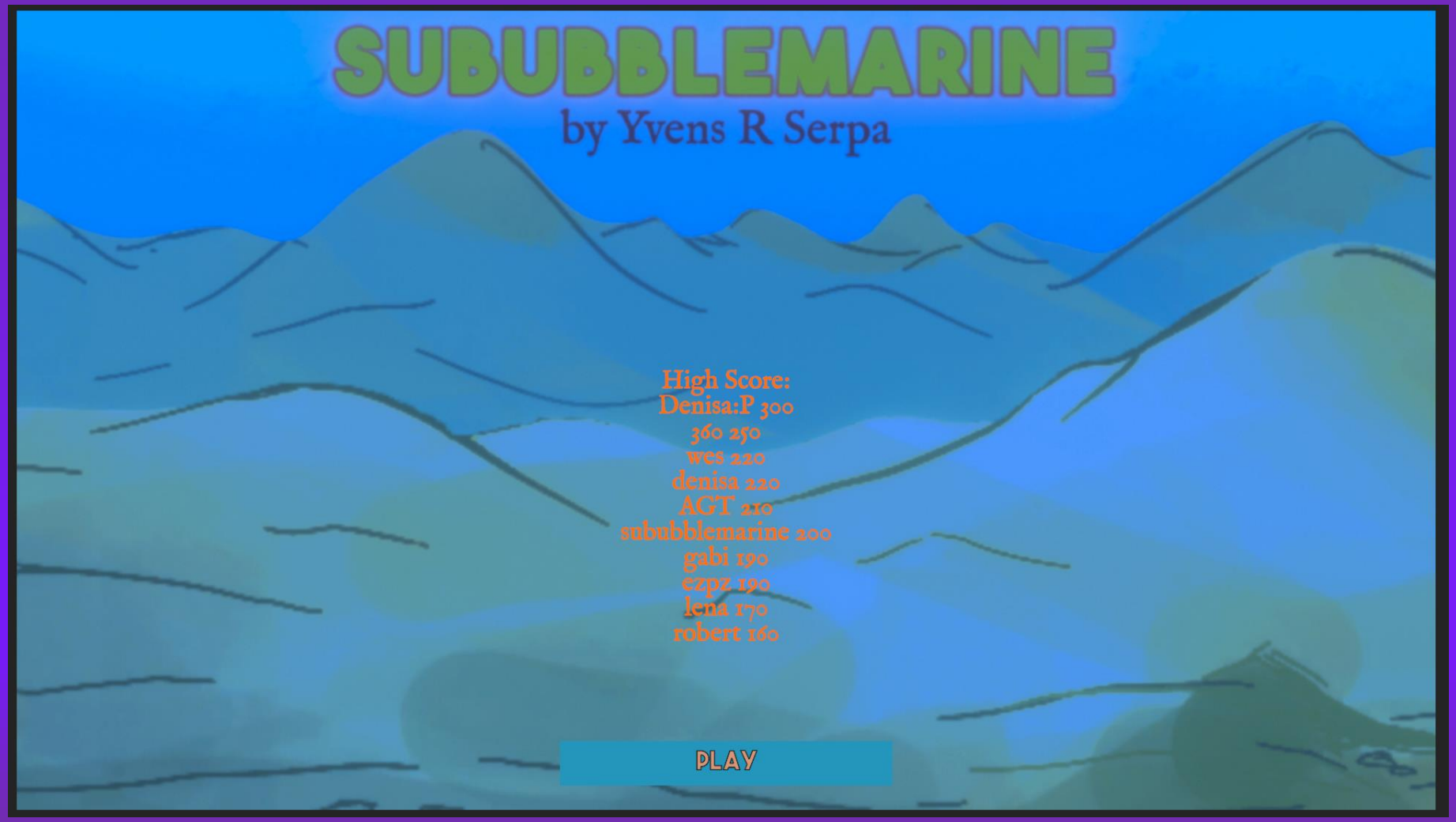
“Better” Art



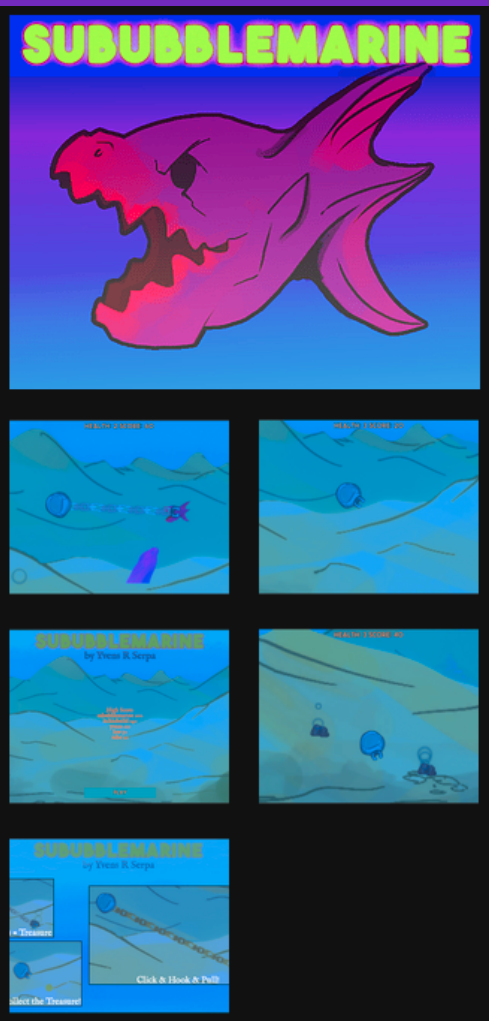
Final Version



Final Version



Results*



Play game

SUBubbleMARINE's itch.io page ↗

Results

Criteria	Rank	Score*	Raw Score
Sound	#11	3.182	3.182
Aesthetics	#16	3.364	3.364
Gameplay	#21	3.000	3.000
Overall	#22	2.955	2.955
Theme	#46	2.273	2.273

Ranked from **11 ratings**. Score is adjusted from raw score by the median number of ratings per game in the jam.

▶ Rating Distribution

Leave a comment

¶ B I S

Required

Post comment

Lessons

- Do not try to catch too many birds at the same time: focus on ONE goal and go for it
- Balance the work with your strengths and weaknesses
- You don’t need to playtest so soon, but at least have someone to check the full gameplay before it is too late (Reset Button Fiasco)
- Celebrate! You made a game, anyway!

edu.nl/egqxv