

Halves

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OMIOM  
FUTURE



# The Team



**Ean McFadden**

Game Designer

**Derek Wong**

Programmer/Tech Designer

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2D Artist

**Michael Wong**

Producer/Sound

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Programmer/Designer

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2D/3D Artist

**Chris Klug**

Advisor





# What is Onion Future?

Onion Future is a game that is looking to explore a variety of usages of the Playdate's unique controls.



# What is The Playdate?

A small handheld console, released  
in 2022 by video game publisher  
Panic Inc.



# Goals

## Deliverable

### Vertical slice

- Well-integrated crank mechanics
  - Overworld
  - Combat
- Developed visuals
- Clear story

## Process

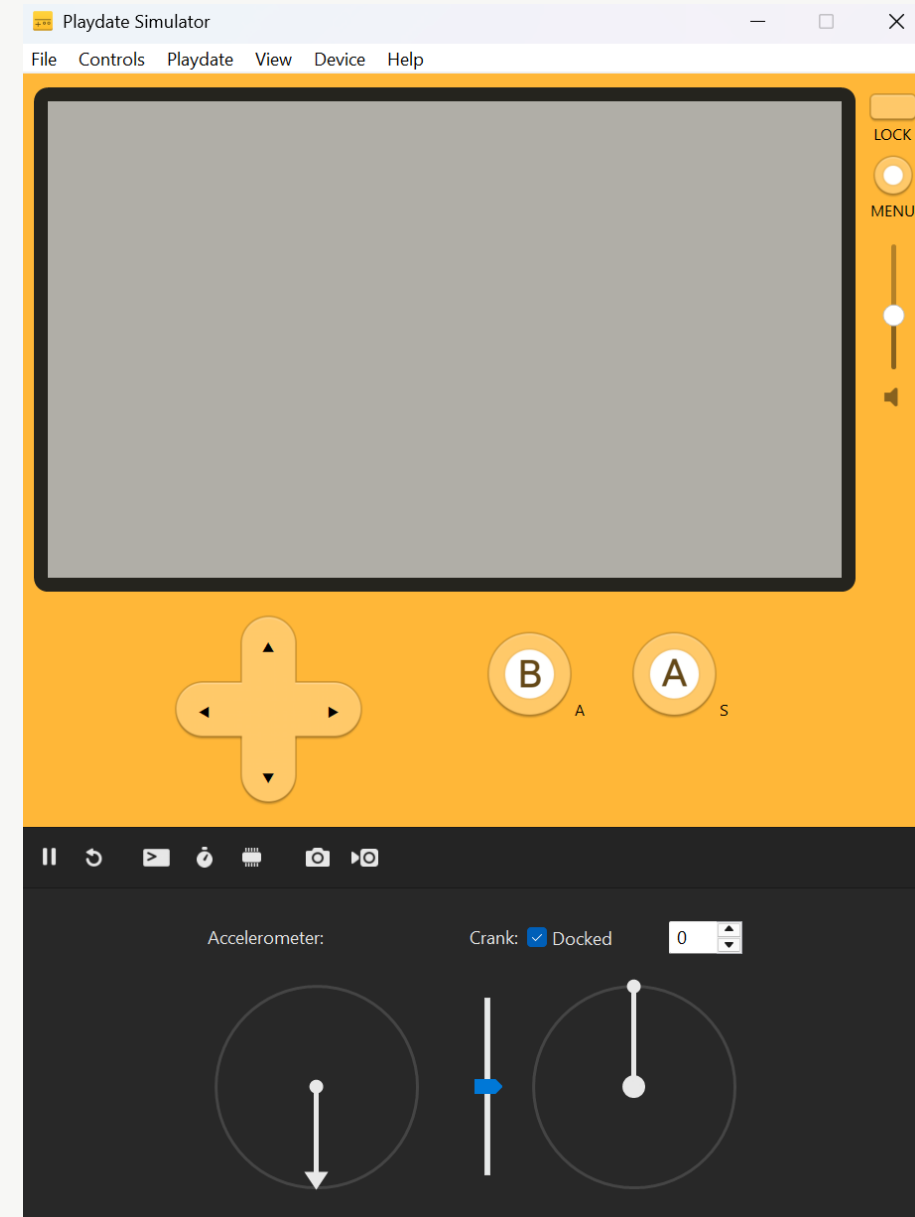
- Iterate on foundation
- Maximize Crankage



Tech

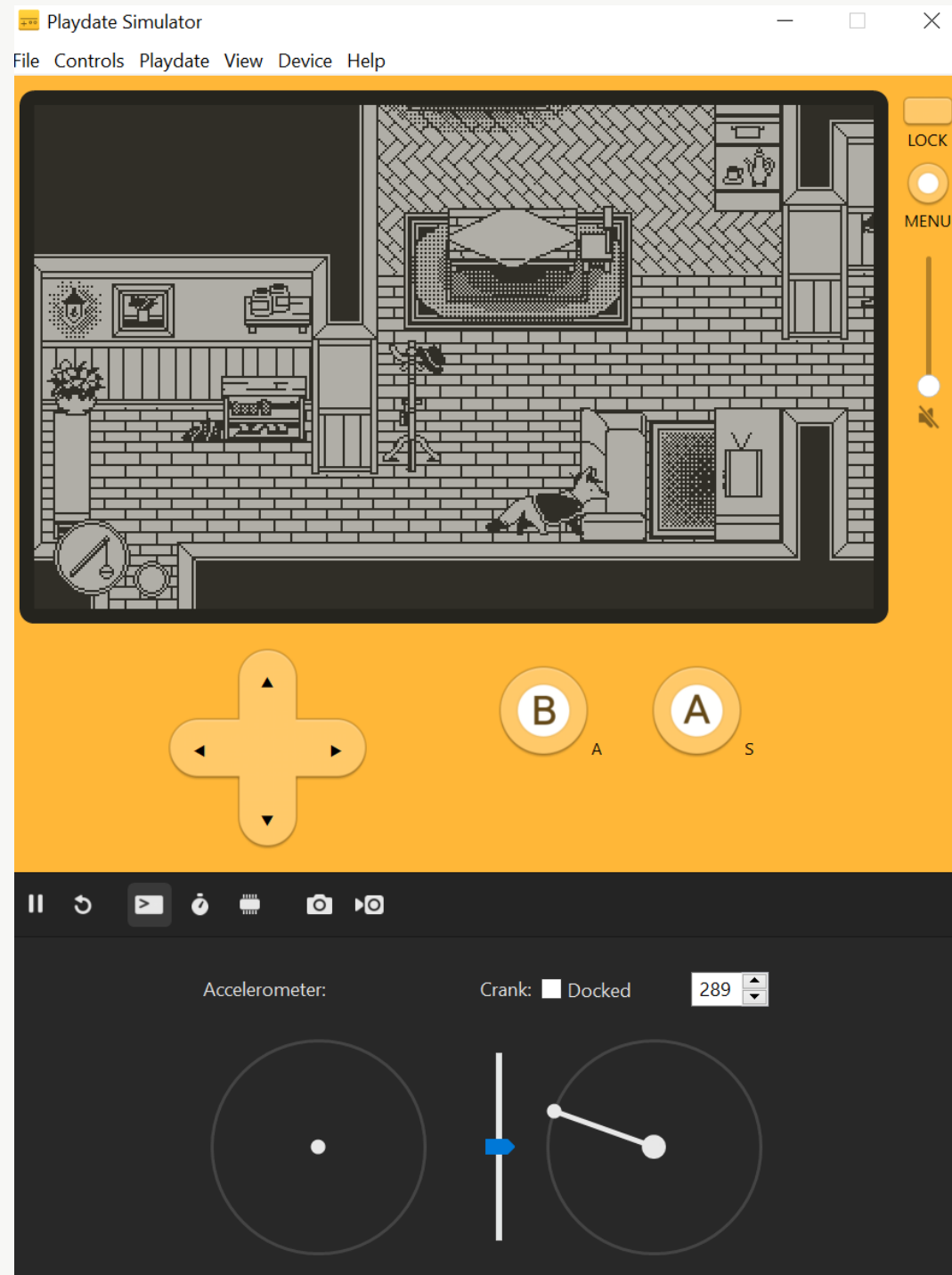


# Tech Pipeline





# Tech Pipeline



# Fundamentals

```
if aBarOpen then
  if playdate.buttonJustReleased(playdate.kButtonB) then
    ABtnDown = false
    aBarOpen = false
  end
  local crankR = playdate.getCrankTicks(2)
  if crankR > 0 then curHeldActivity += 1
  elseif crankR < 0 then curHeldActivity -= 1 end

  if curHeldActivity > #activityBar then
    curHeldActivity = 1
  elseif curHeldActivity < 1 then
    curHeldActivity = #activityBar
  end
end
end
```

```
"testprop":{
  "name": "Rat God of Robust Data Structures",
  "img": "dummy",
  "tileW": 2,
  "tileH": 2,
  "dialogue": [1],
  "font": "diamond_12",
  "type": "dialogue"
},
```

```
GROUPS = {
  player = 1,
  wall = 2,
  trigger = 3,
  combat = 4,
  exit = 5,
  destruct = 6
}

local activityInits = {
  ["flute"] = flute.PlayFlute,
  ["fishing"] = fishing.BeginFishing,
  ["mortar"] = mortar.BeginMortar,
  ["digging"] = digging.BeginDigging
}

local activityUpdates = {
  ["flute"] = flute.update,
  ["fishing"] = fishing.update,
  ["mortar"] = mortar.update,
  ["digging"] = digging.update
}

local activityCheckStates = {
  ["flute"] = flute.GetActive,
  ["fishing"] = fishing.GetActive,
  ["mortar"] = mortar.GetActive,
  ["digging"] = digging.GetActive
}

local inActivity = false
local aBarOpen = false
local activityBar = {"fishing", "digging", "flute"}
local curActivity = ""
local curHeldActivity = 1
```

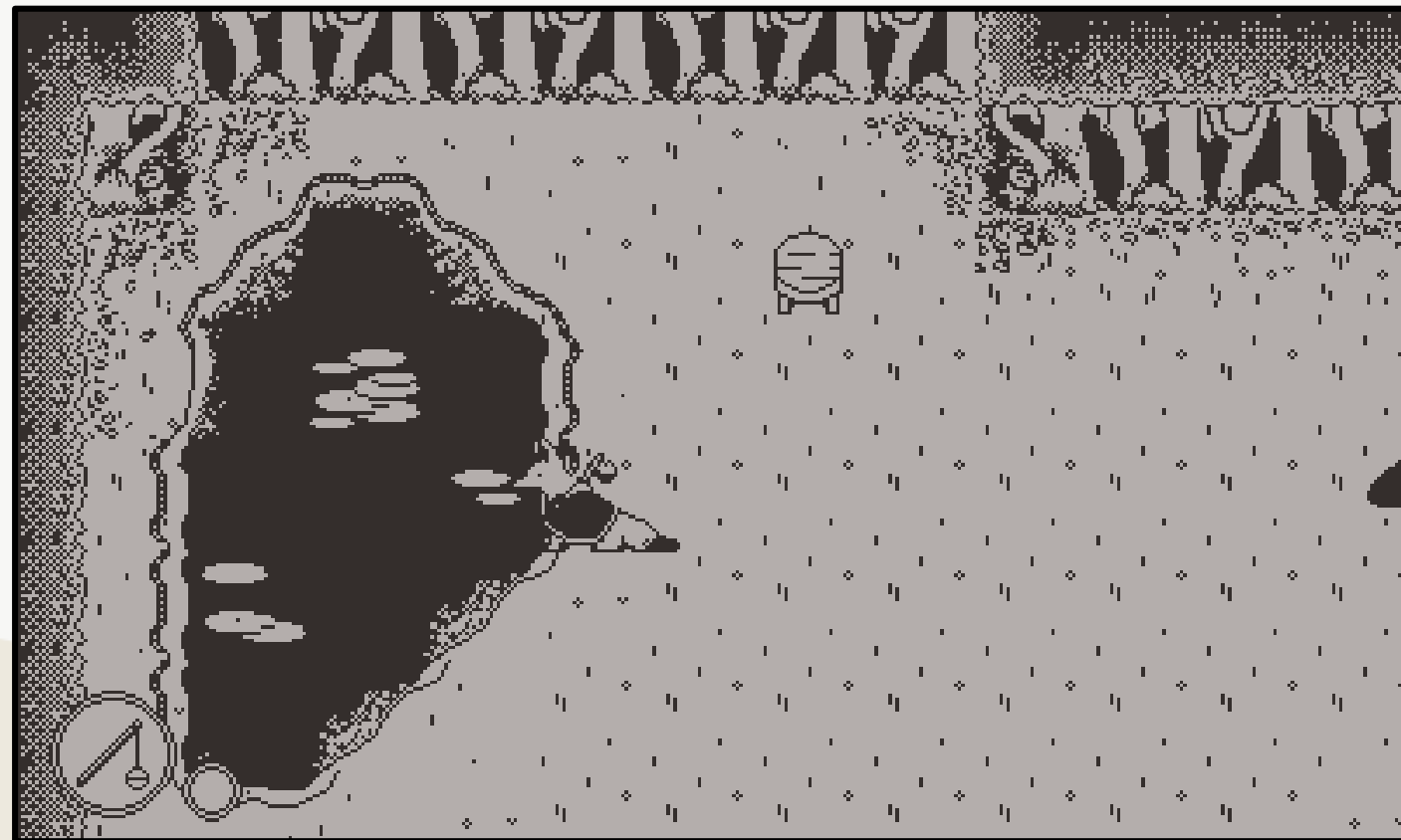




# Interactions



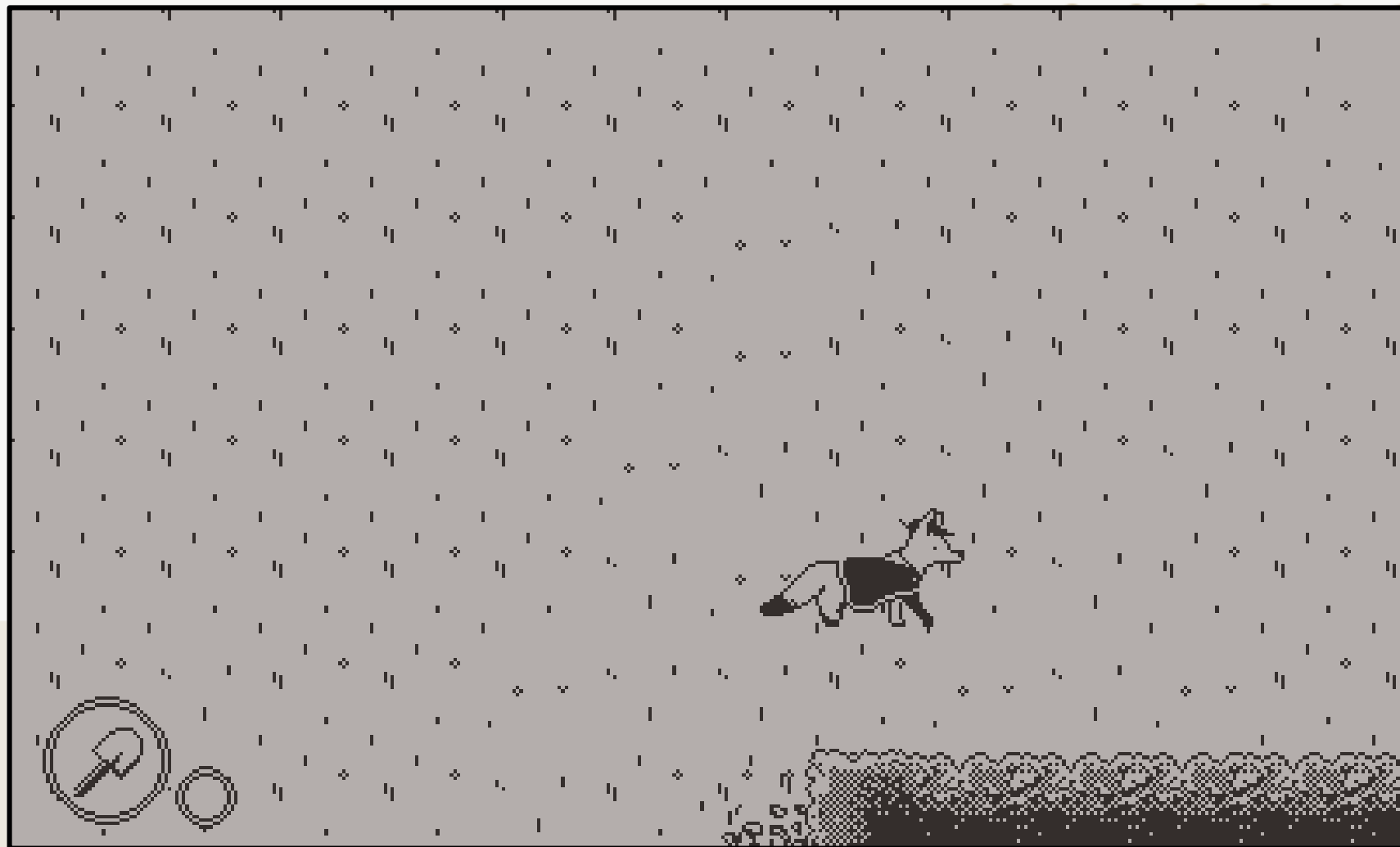
# Fishing



- Fish anywhere!
- Use the crank to reel in a whopper
- Catch something unexpected...?



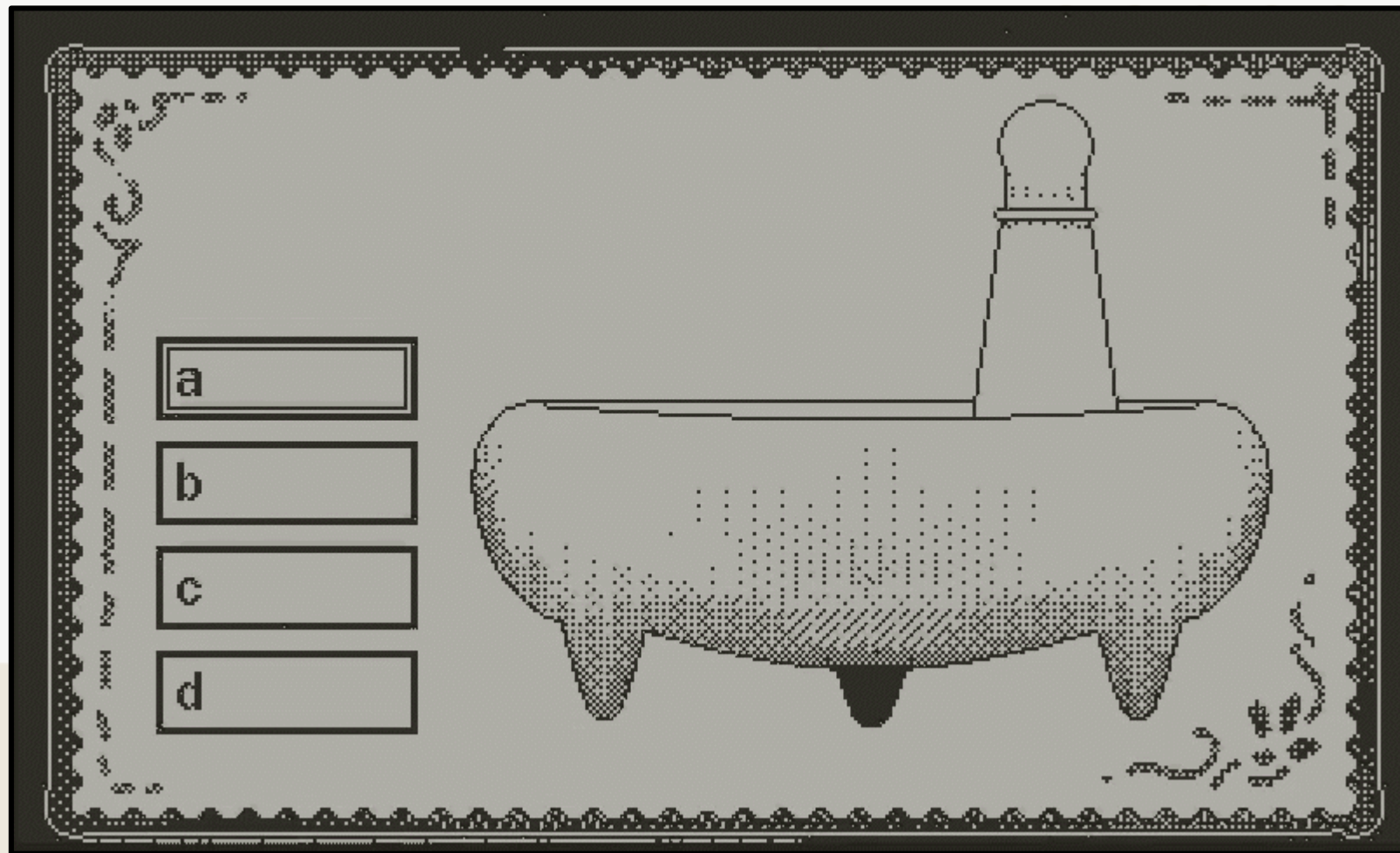
# Digging



- Find treasure
- Uncover hidden paths



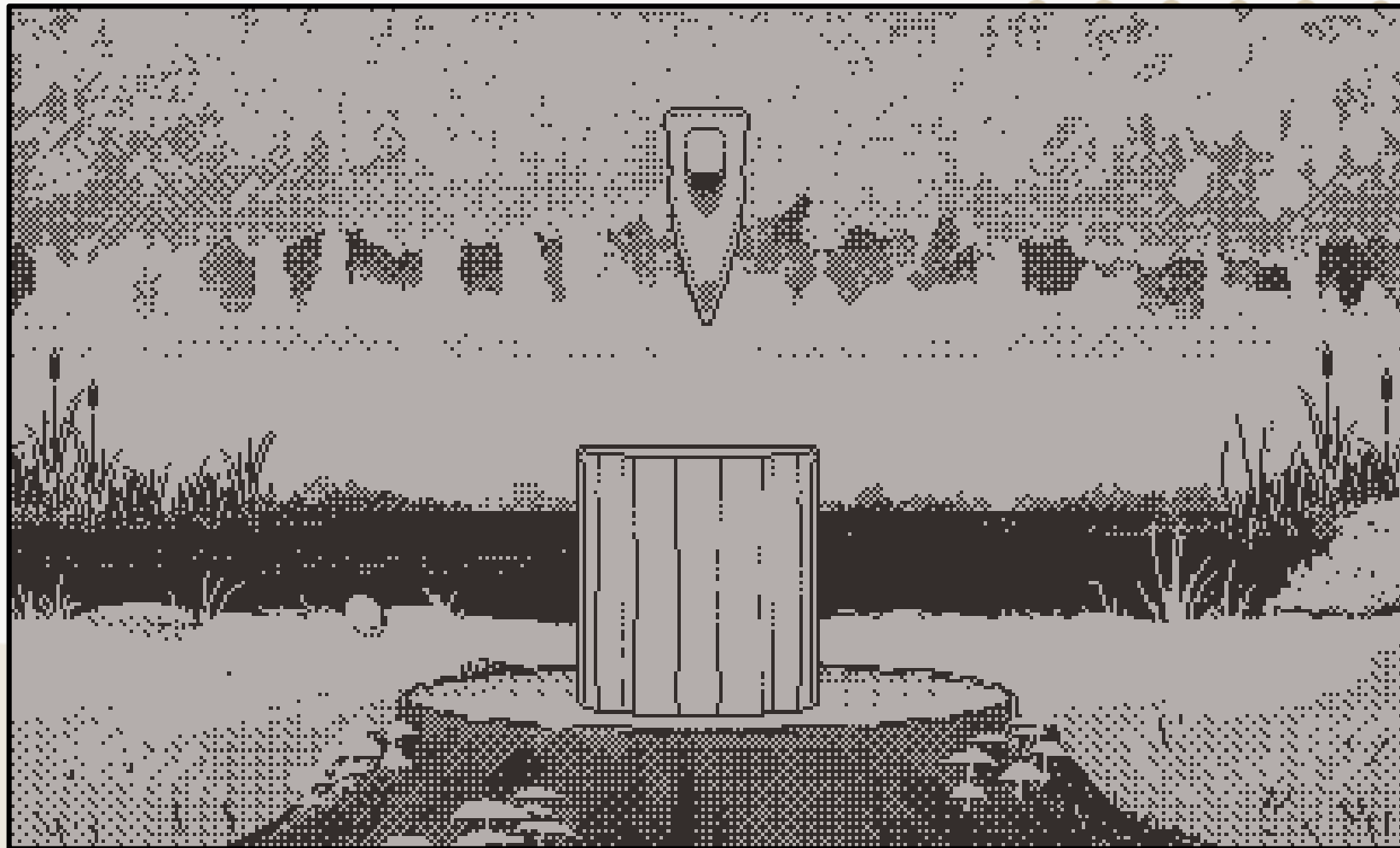
# Alchemy



- Combine ingredients
- Create useful items
- Accelerometer integration



# Woodcutting

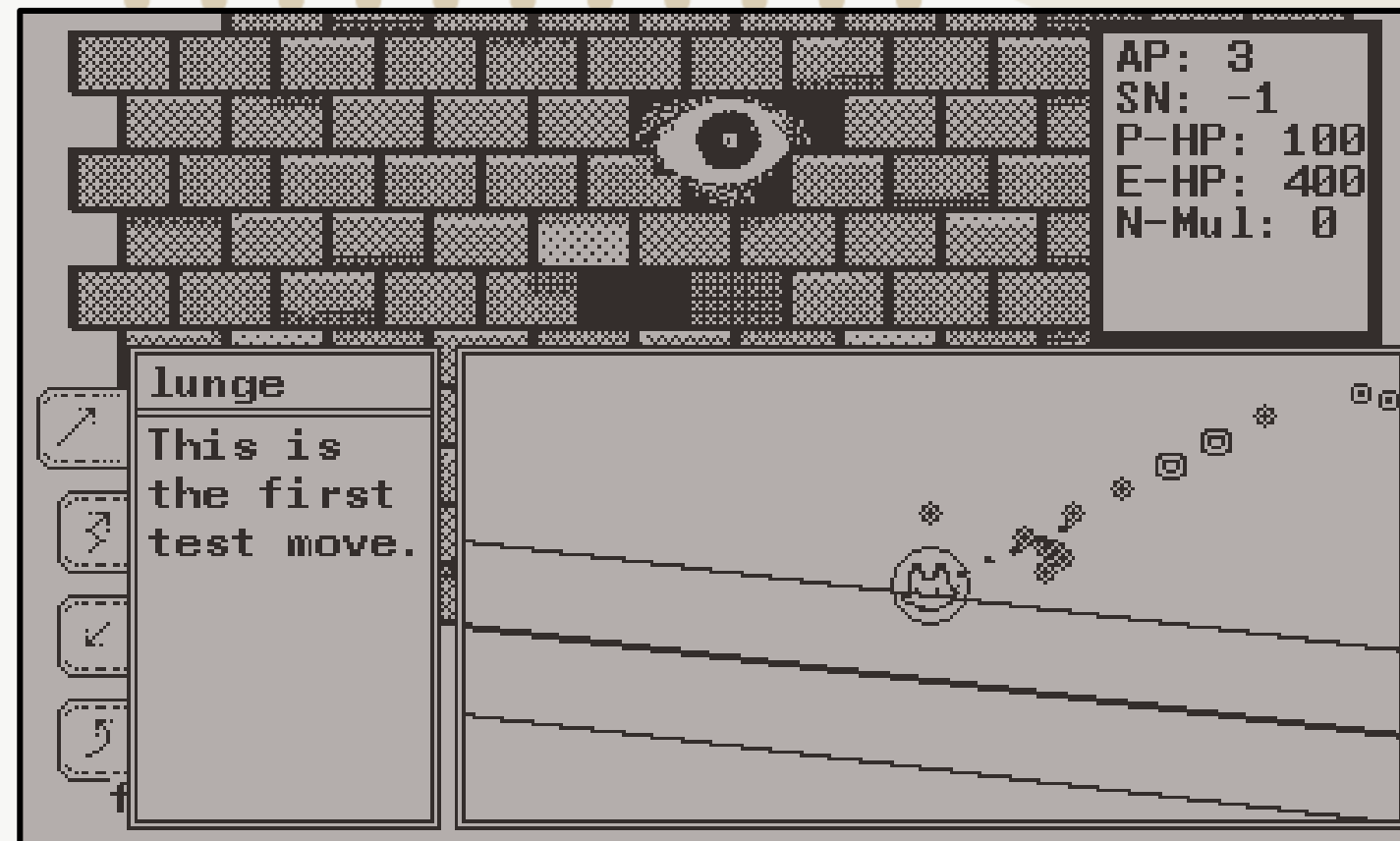


- **Chop wood**
- **Build your campfire to save**
- **Rest and converse with party members**



# Combat

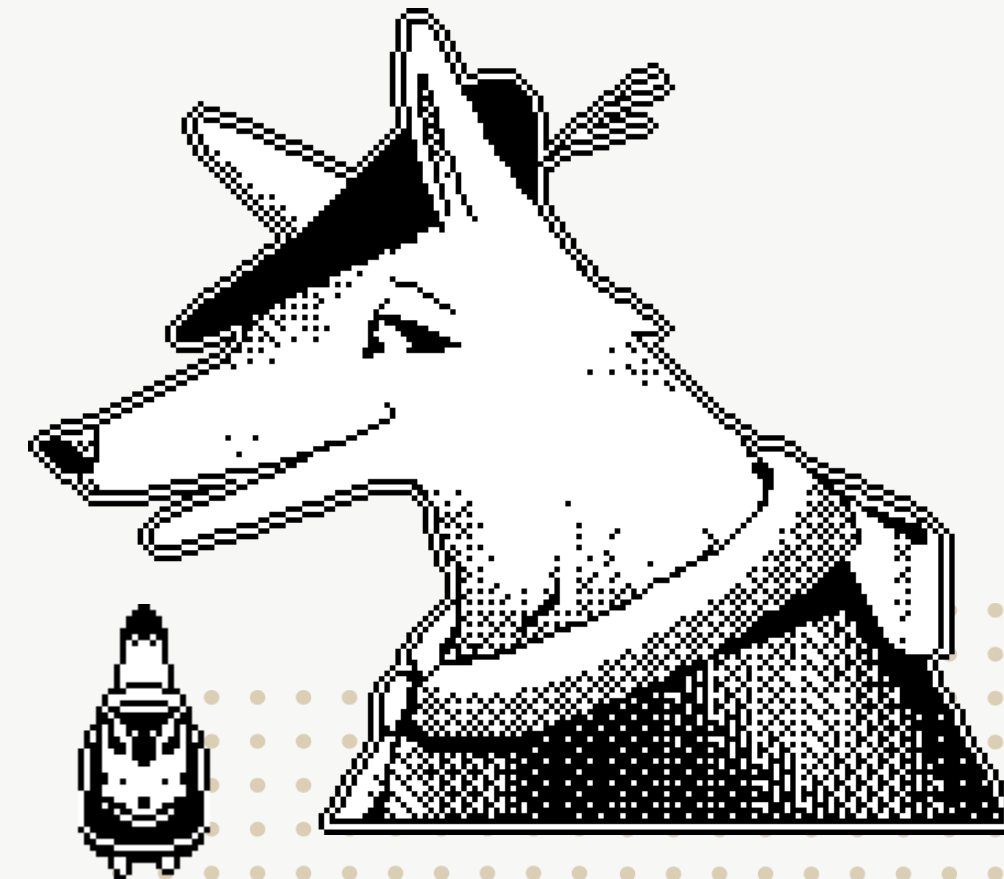
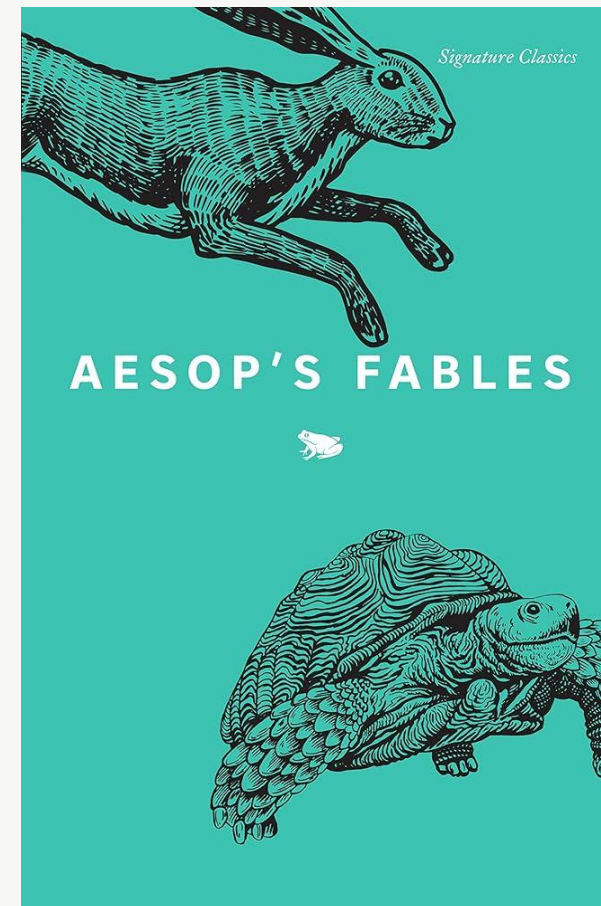
- Navigate 2D stage with 360° control using crank
- Unique character abilities
- Collect "beats" to attack, defend, heal





# Narrative

- **Inspired by Aesop's Fables**
  - Structure and thematic elements
  - Character references
- **Protagonist: The Fox**
  - Trickster
  - Member of the Fox Hunt
  - Summoned by the King

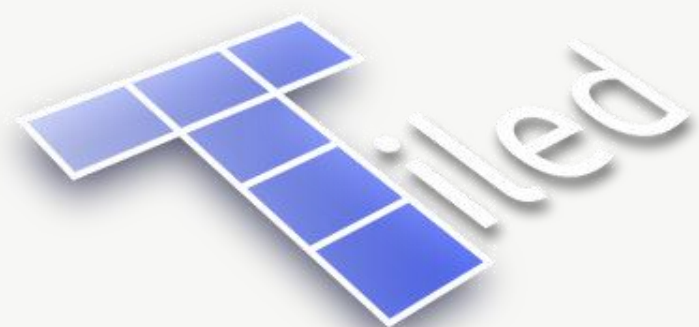
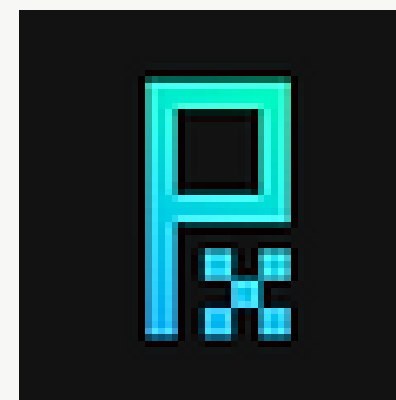




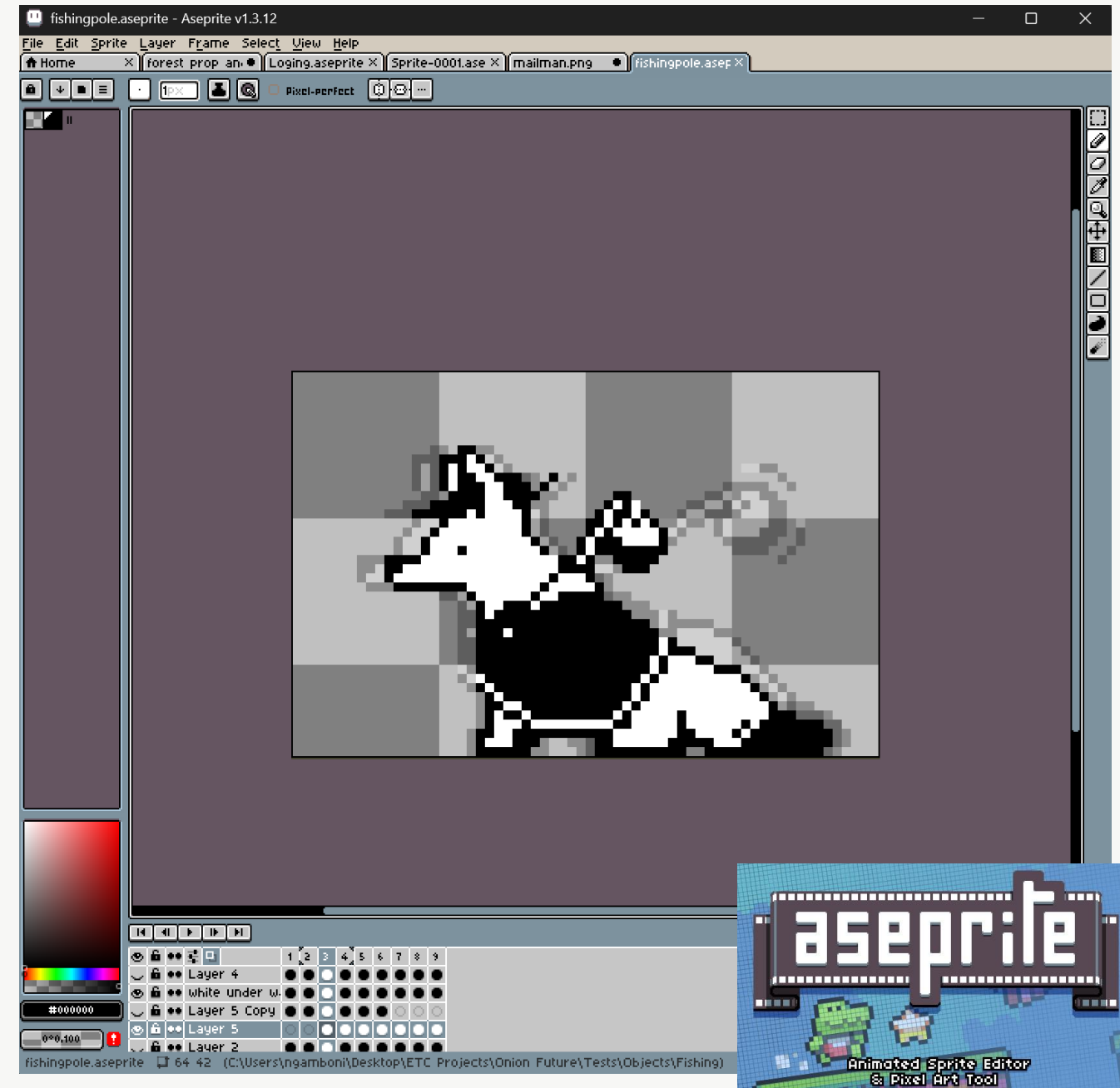
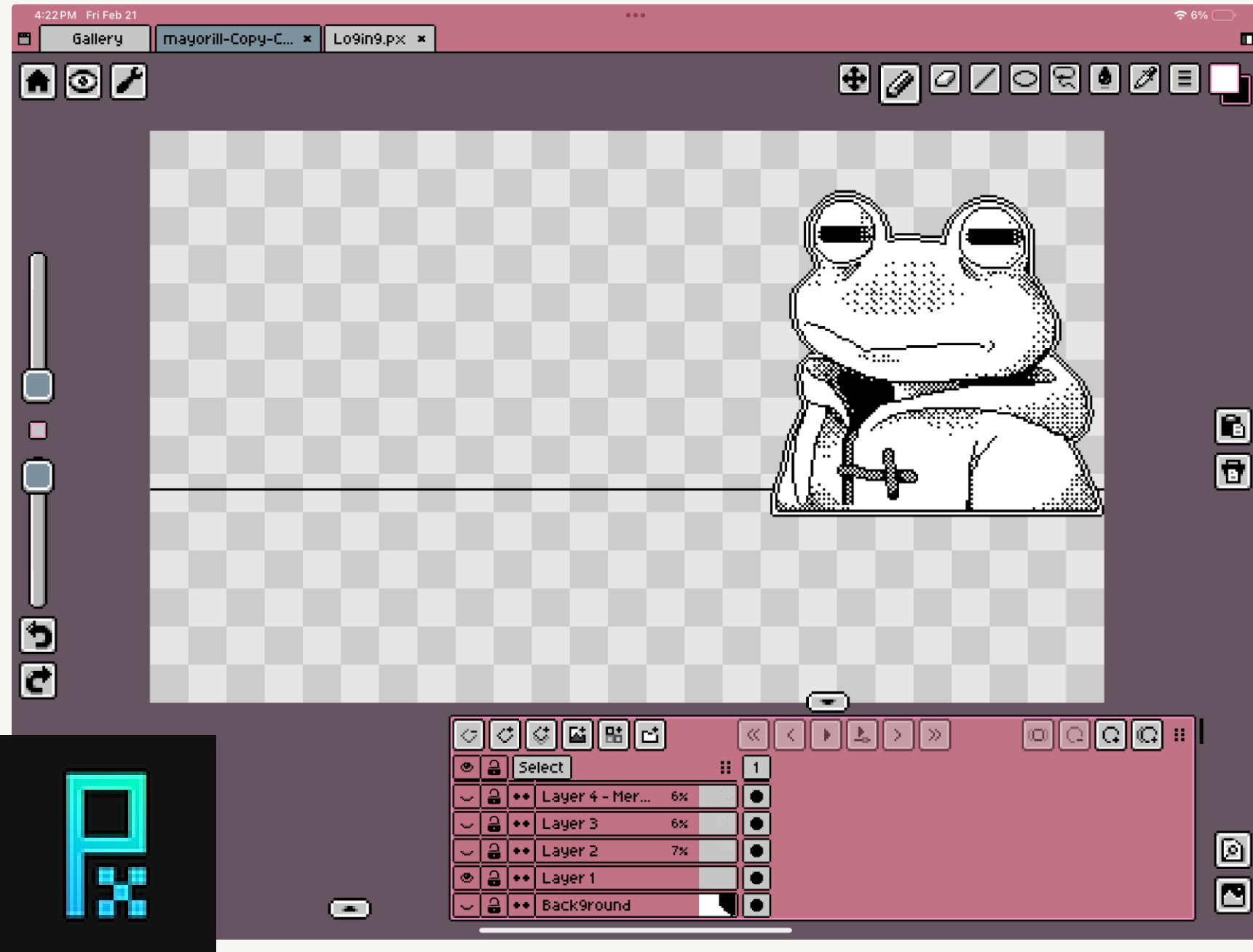
Art



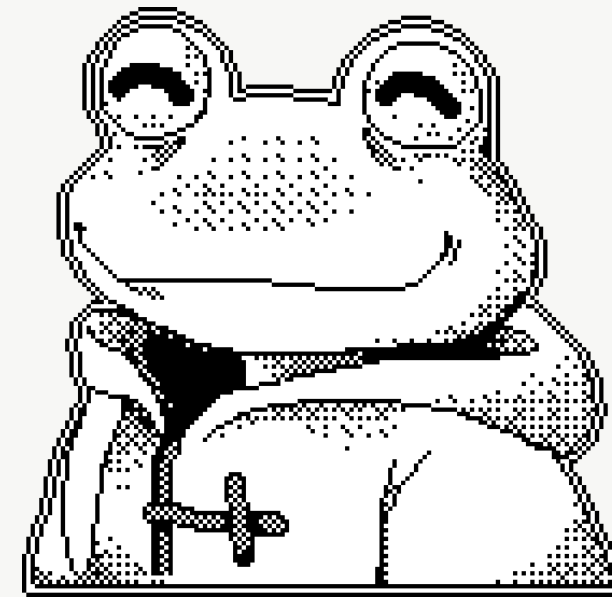
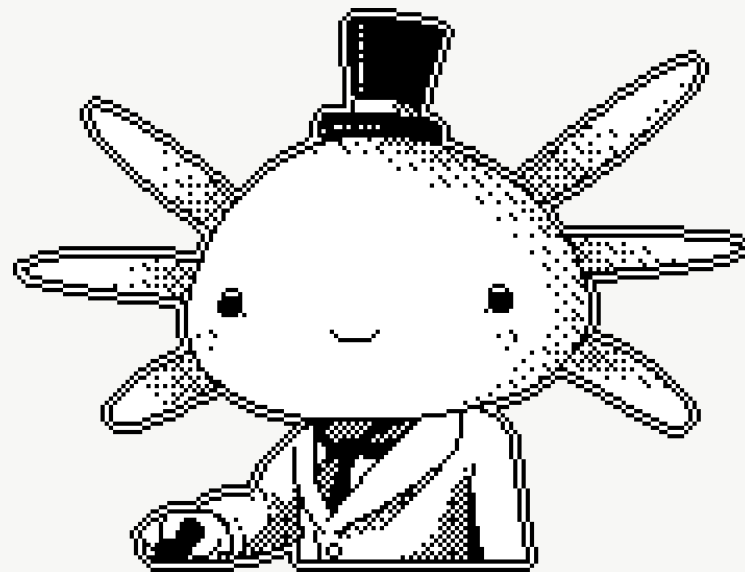
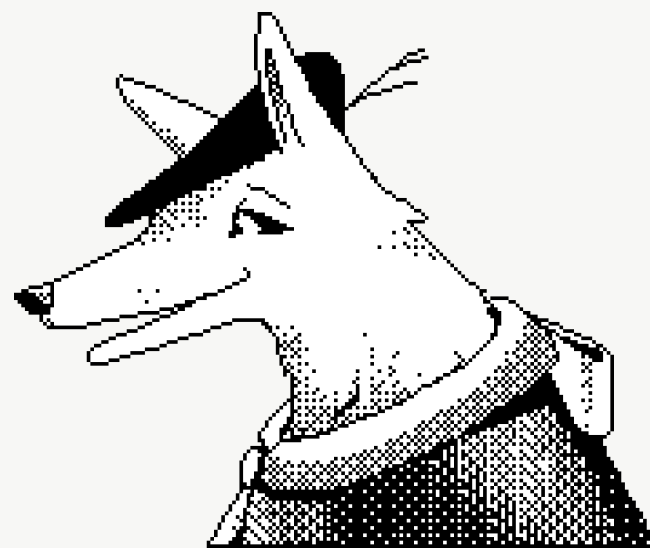
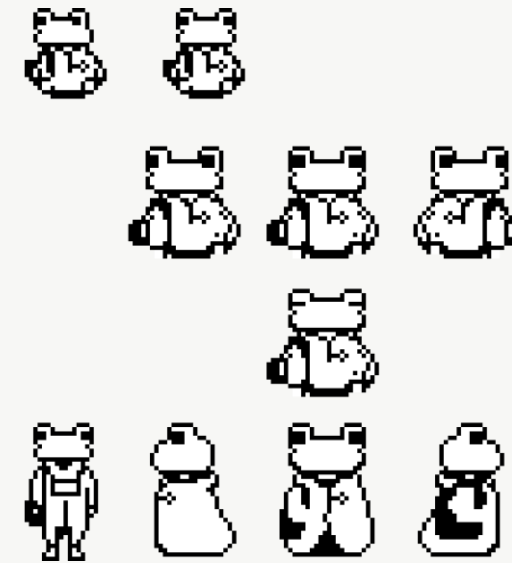
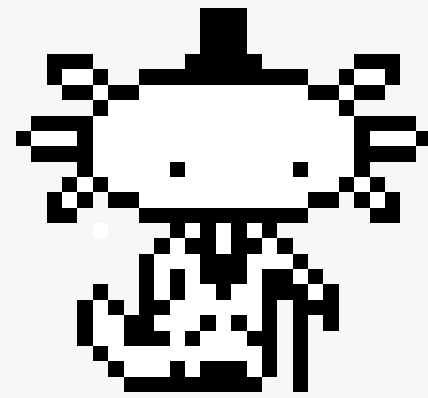
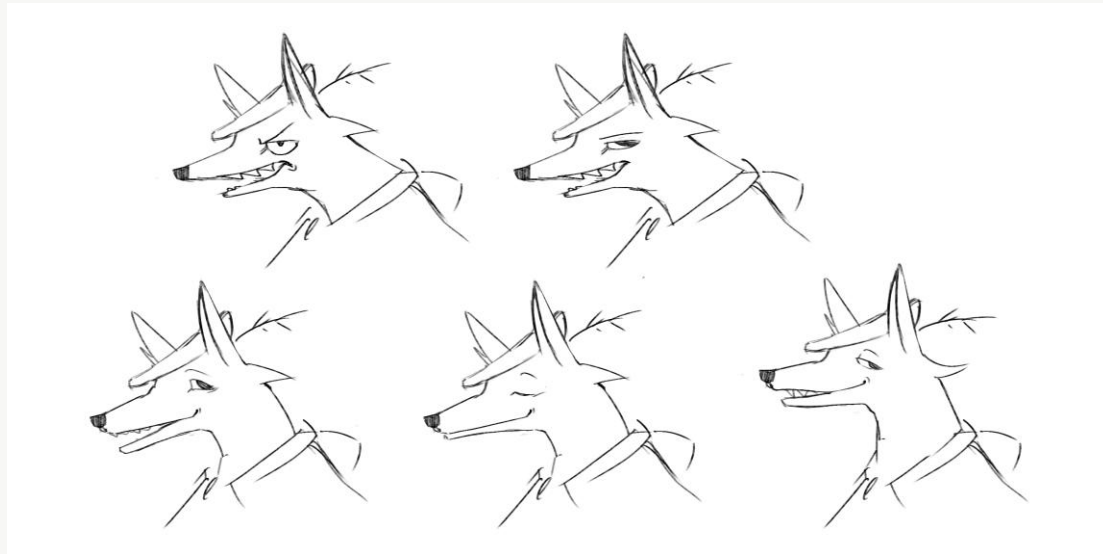
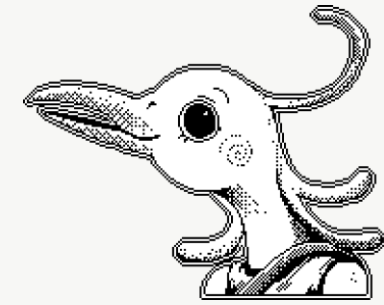
# Tools



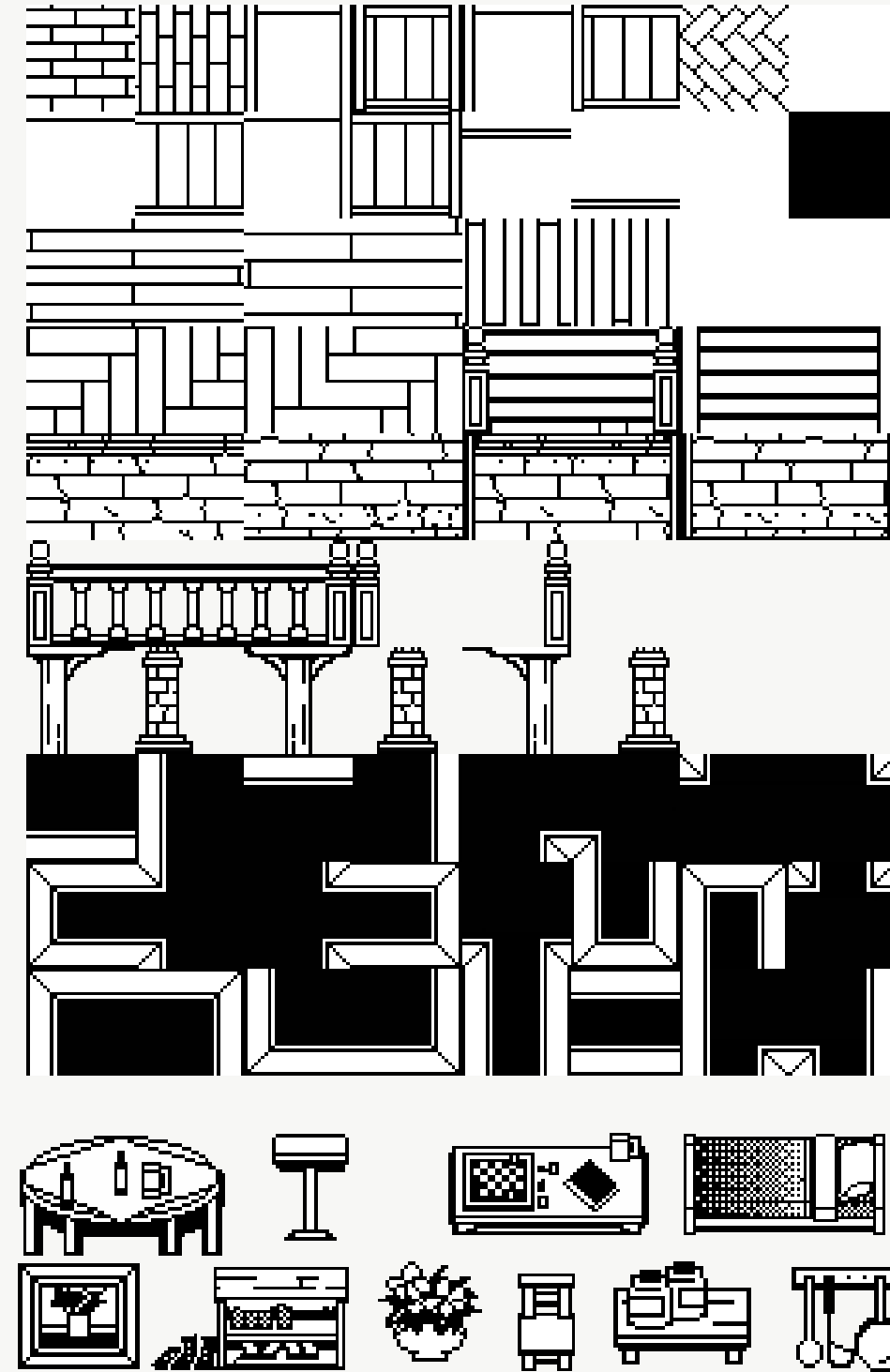
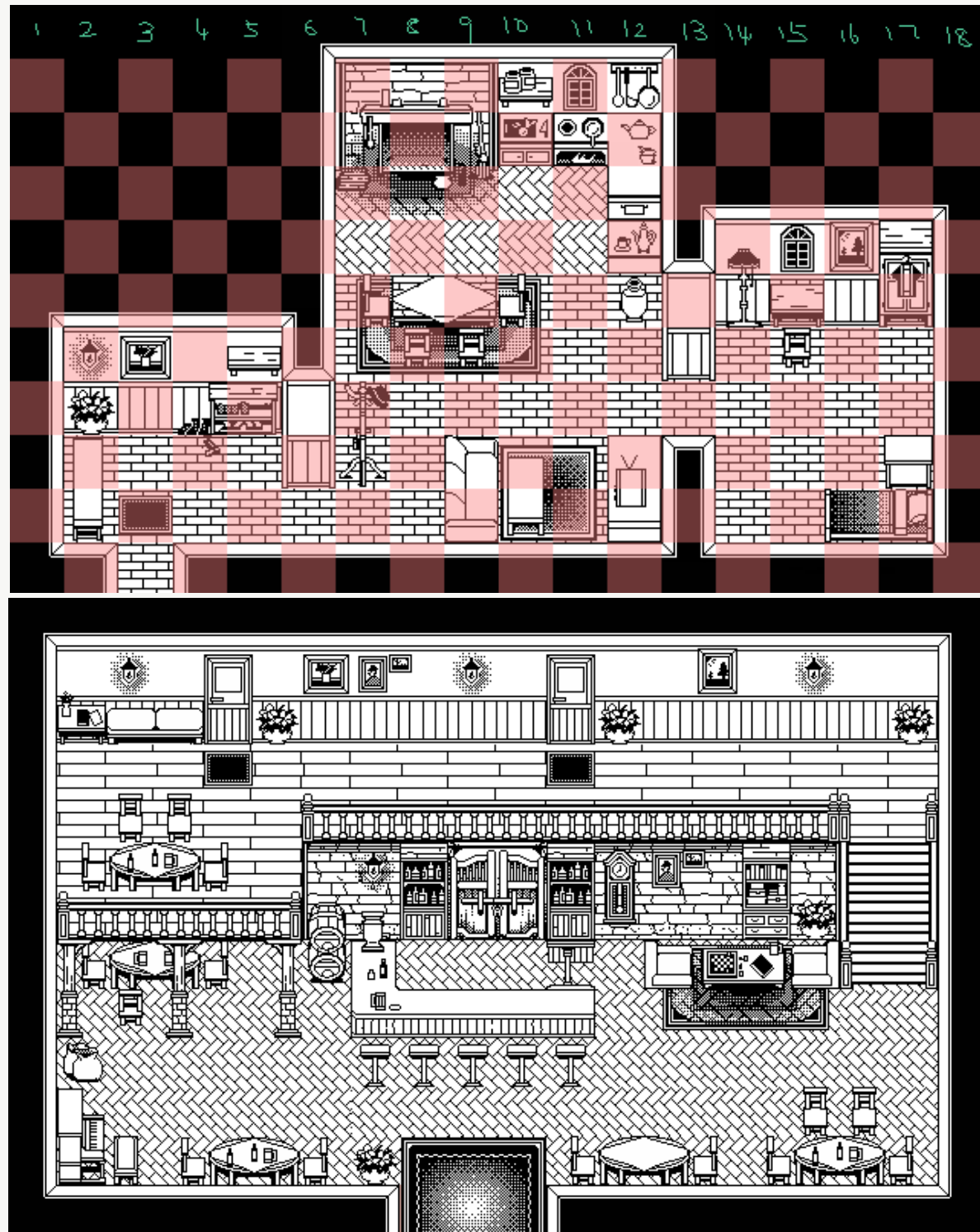
# Pixels

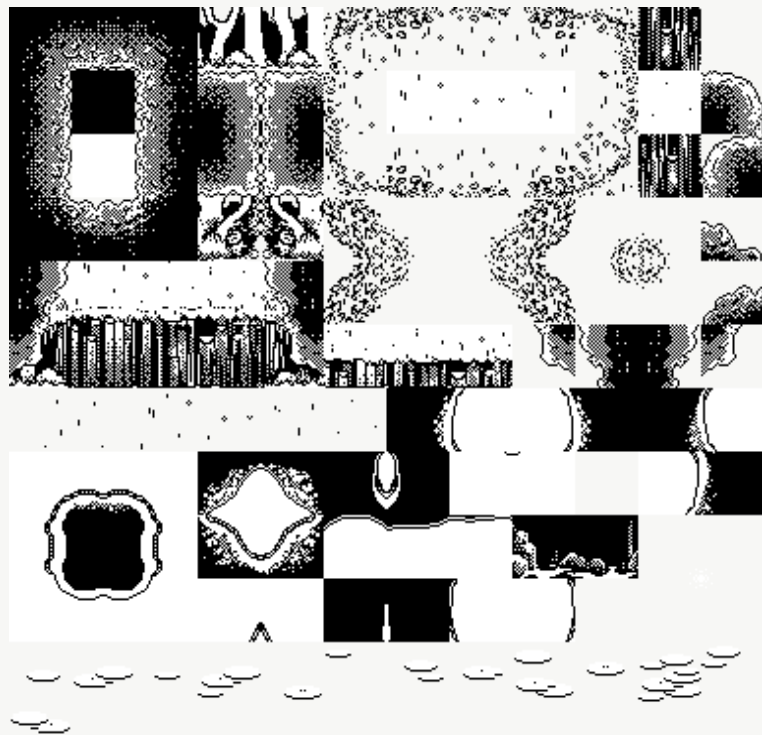


# Character Art

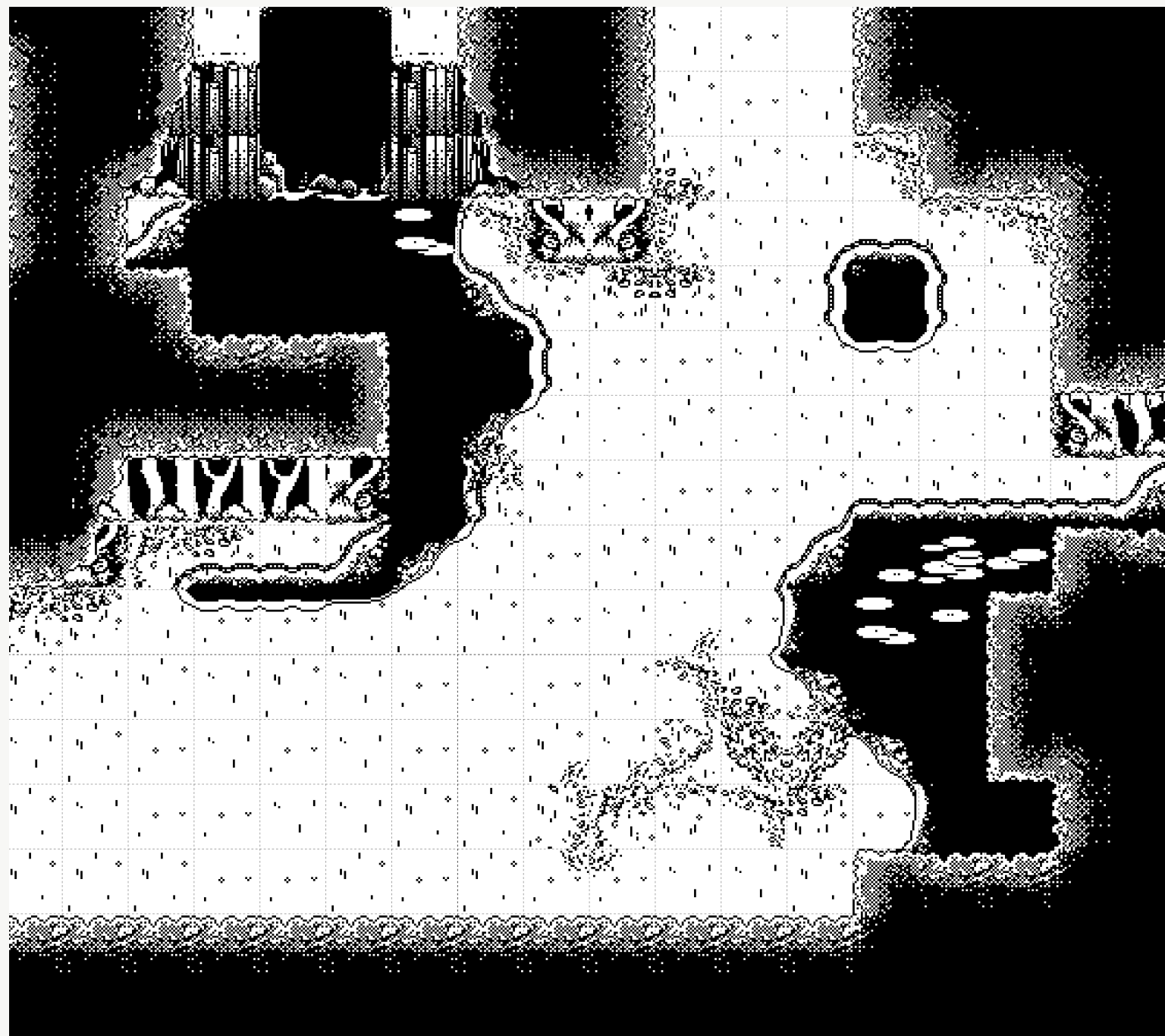


# Tiles

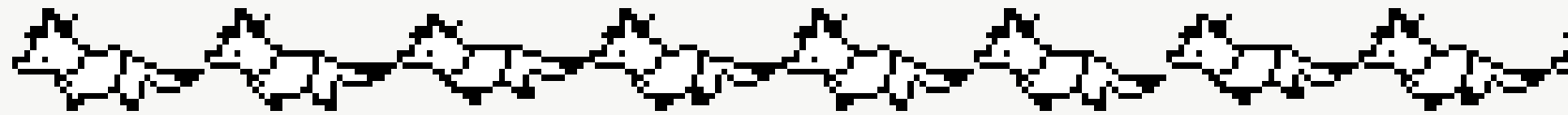




1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108
109	110	111	112	113	114	115	116	117			

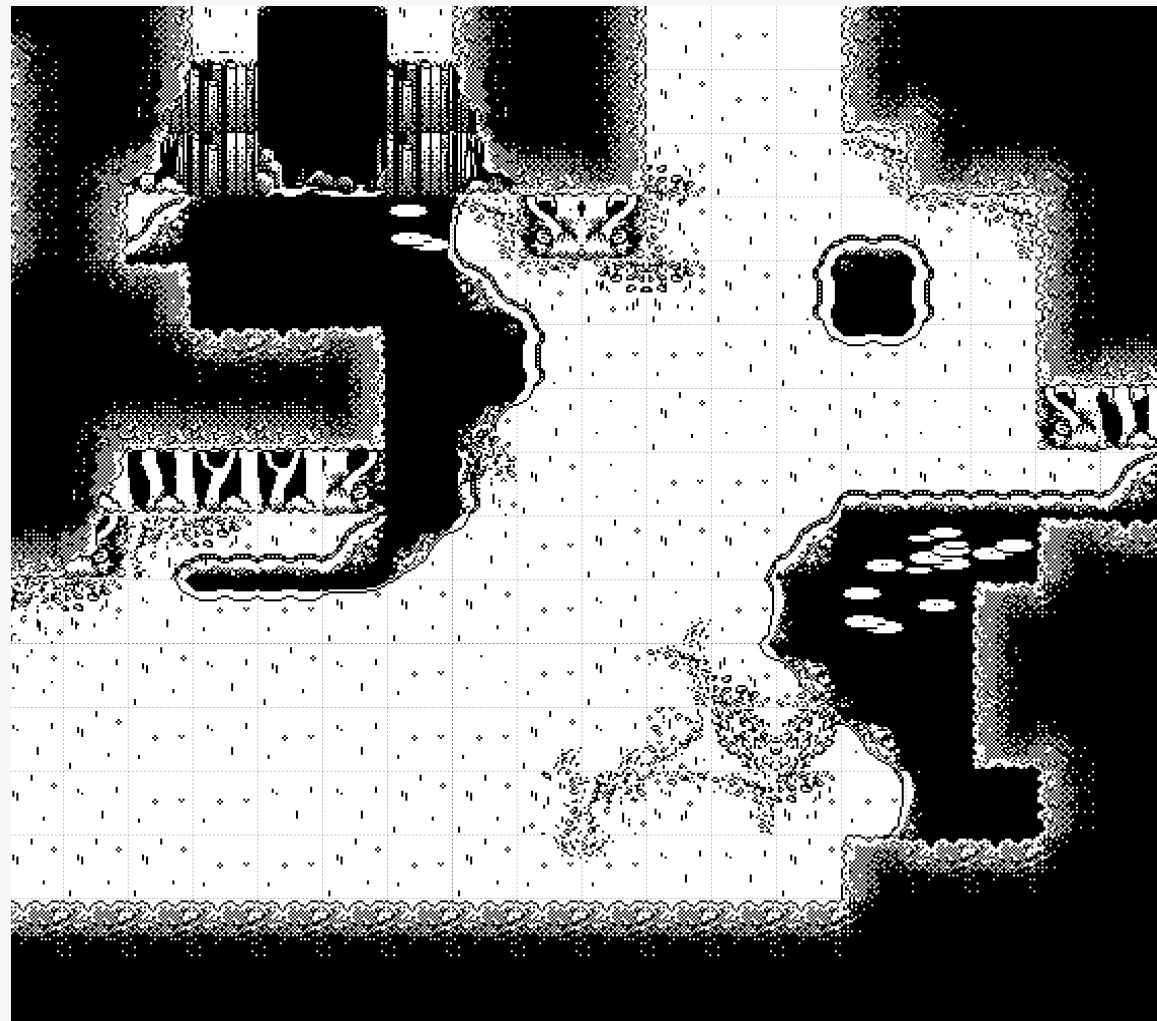


# Decisions



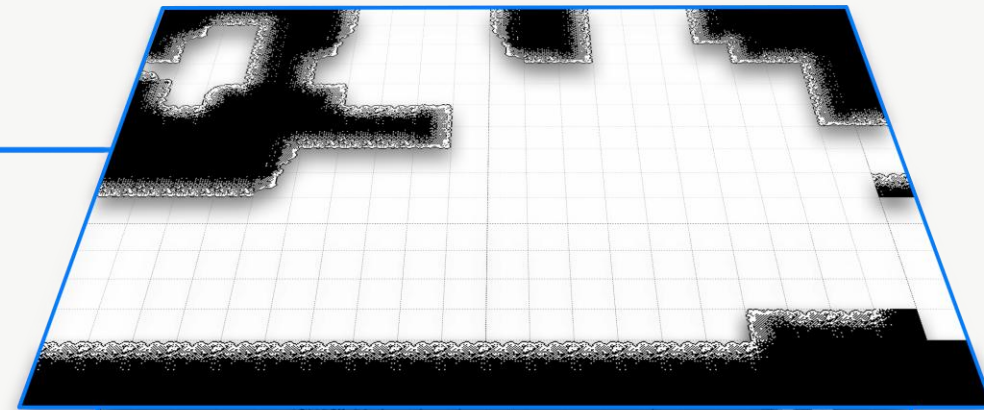


# Decisions

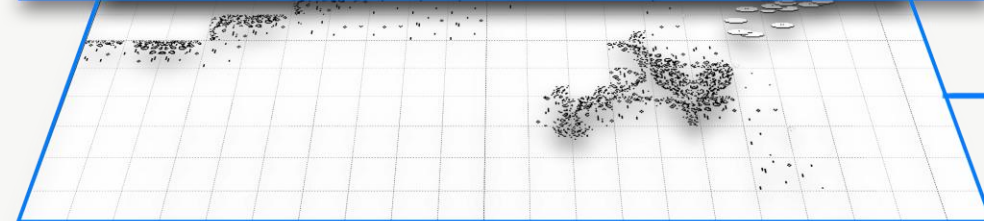


Combined Map

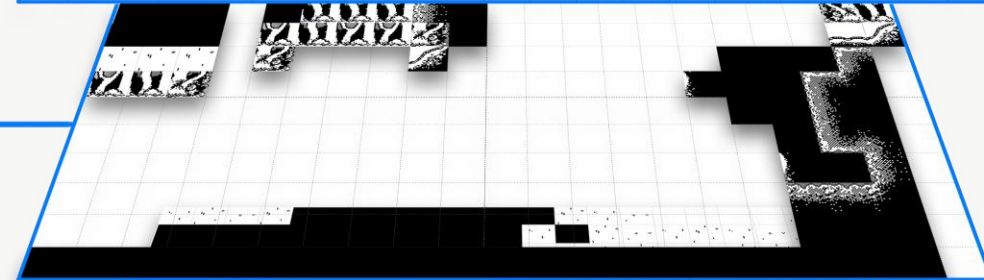
Layer 4: Canopy



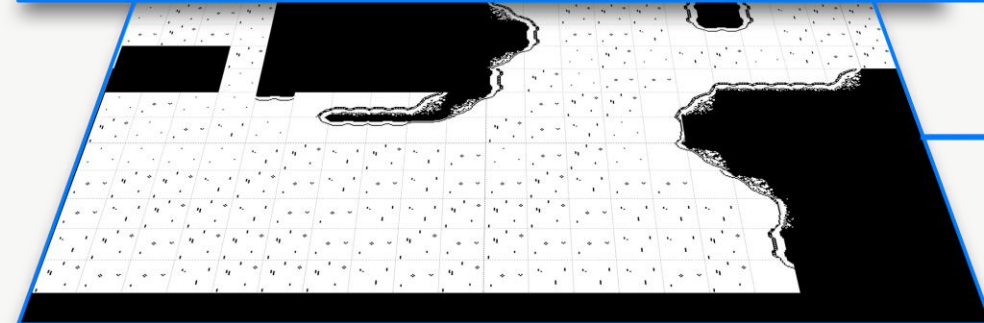
Layer 3: Decoration



Layer 2: Walls

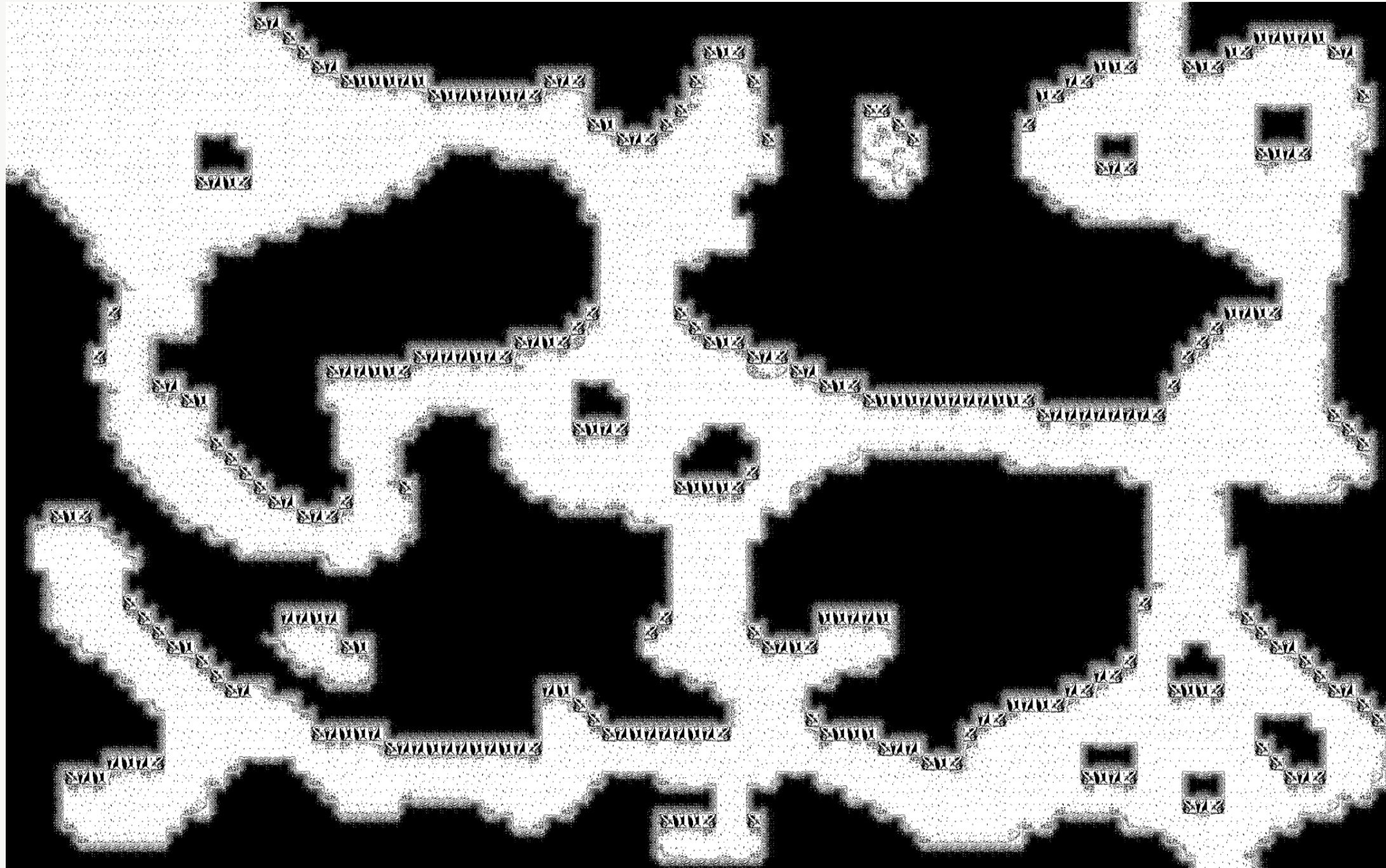


Layer 1: Base





# The Deep Forest

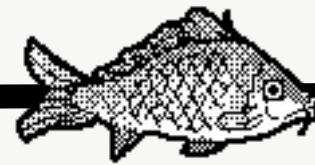


# Going Forward



**GDC 3/17**

- Combat system
- Equipment system
- Most props are created
- Narrative is revised
- Incorporate more crank interactions
- Start creating sound effects and music



**Softs: April 7th**

- More narrative
- Tiles sets are completed
- More environmental interactions
- Character art is finished
- Music and sound effects are done



**Finals: April 28th**

- All assets are implemented into a cohesive vertical slice





Thank you!  
Q & A