

# Second Person Game

Solo Project/Prototype by Toni Winkler

# Content

- [Overview](#)
- [Gameplay Video](#)
- [References](#)
- [Production](#)
- [\(No\) Networking](#)
- [Playtesting & Iteration](#)
- [Scripting](#)
- [Mechanics](#)
- [Level Design](#)
- [Art](#)

# Overview

The Second Person Game is currently a Prototype Game **about Communication** where your and your playmates **heads are swapped**.

Solve **Puzzles** in order to find a way out of an evil wizard lair and get your heads back on their respective shoulders.

# Overview

**Genre:** Co-Op Puzzle Platformer

**Platform:** PC (played with Gamepad)

**Engine:** Godot 4.1 later 4.2

**Language:** English

**Tools used:** Google Keep, Github, Paper and Pen

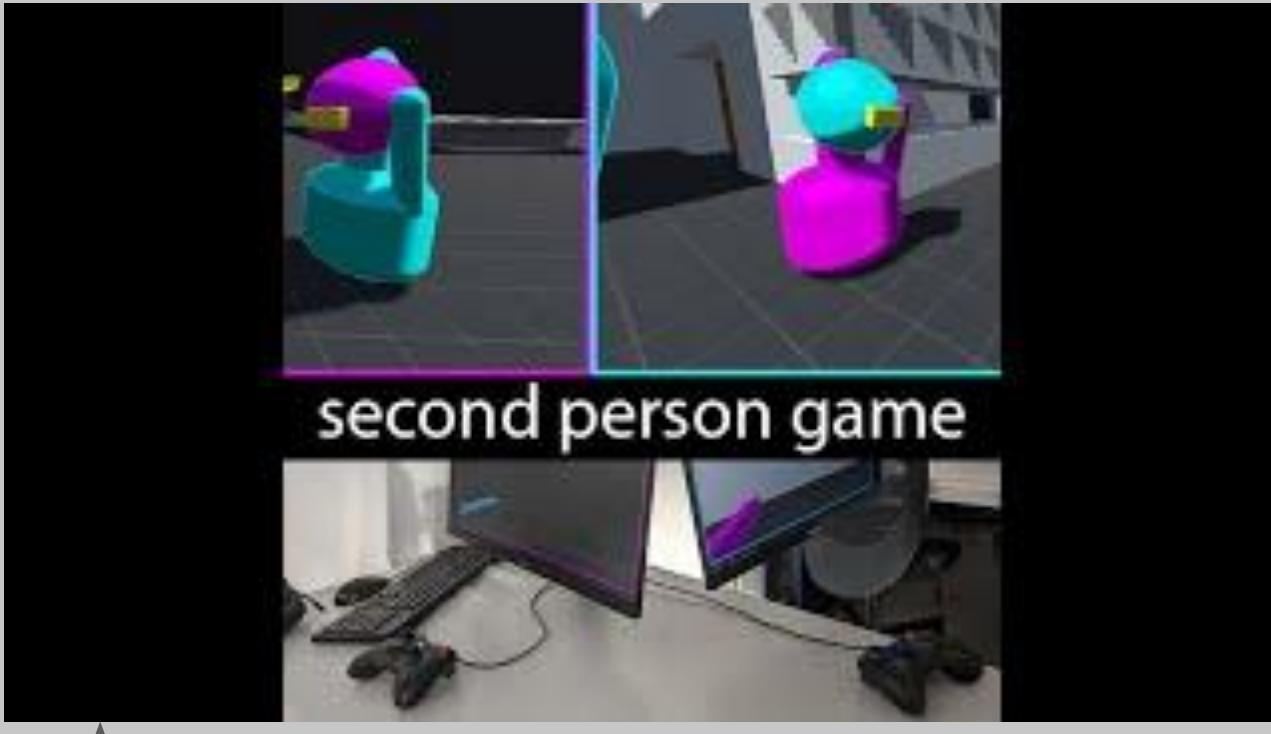
**Duration:** 3 Weeks over all

**Completion:** ongoing

**Team Size:** solo project

**Role(s) and Responsibilities:** everything except modeling and texturing

# Gameplay Video

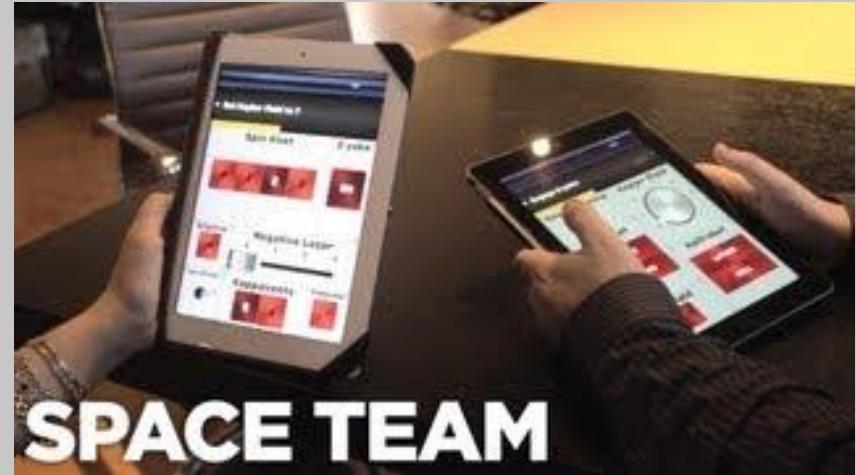


Youtube Link

# Reference for Core Gameplay

## Space Team:

Especially the social Aspect: Communicate with each other to reach a common goal



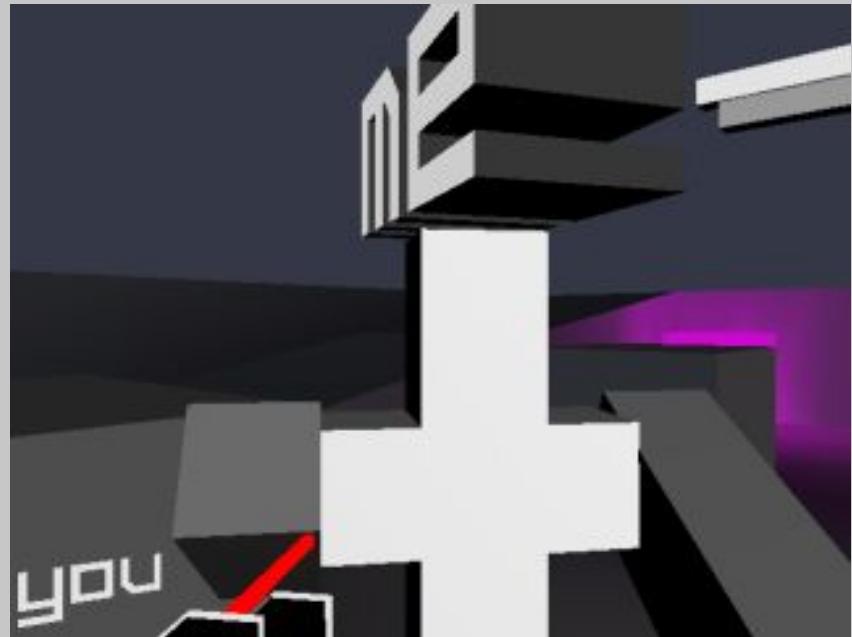
Youtube Link

# Reference for the Perspective Twist

**Second Person Shooter (2005) by Julian Oliver:**

The mind twisting perspective change of controlling the body of another person/ seeing the world from a different point of view.

[https://we-make-money-not-art.com/for\\_a\\_few\\_years/](https://we-make-money-not-art.com/for_a_few_years/)



# Reference for Levels

## Tandem - A Tale of Shadows:

Small Levels that introduce the unique Perspective in small bits.



[Youtube Link](#)

## Little Big Planet:

Co-Op Platformer Levels

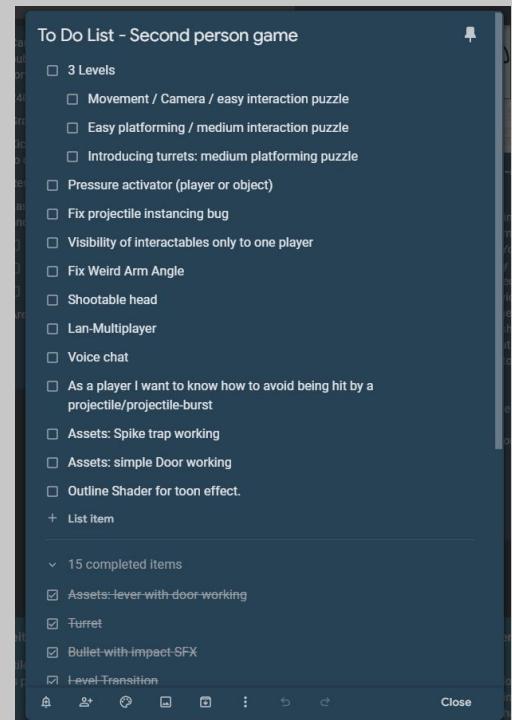


[Youtube Link](#)

# Organization and Concepting

Puzzle Ideas were sketched in **Google Keep**, in order to have access from school, home and on the go.

I also used Google Keep for Task Lists and Playtest Notes



# (No) Networking: Solution

Because I am not proficient enough with Network Code I stretched the game's window over two screens and turned one away.

That way the players don't see what the other person sees while everything is handled on one Computer.

In the future I plan for a Version with Networking and Voice Chat.

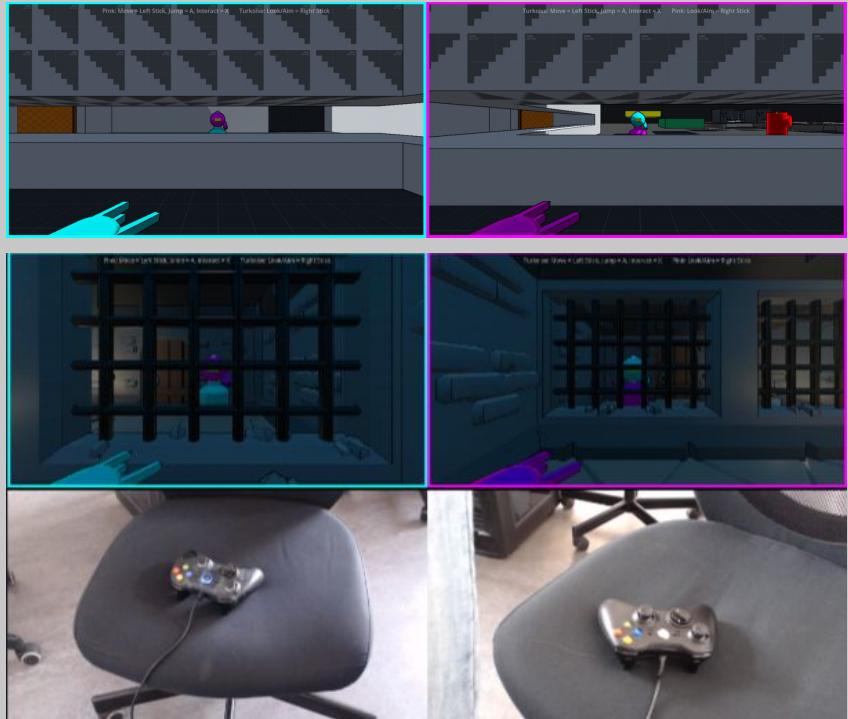


# Playtesting & Iteration

I realized early on that it is best to introduce the players to this body-swap-concept while facing “each other”.

I filmed some tests in order to know what players try out and figure out by themselves.

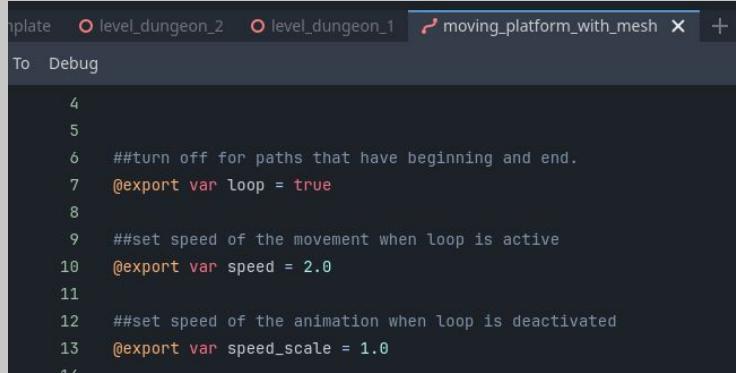
Most tests were done on the campus of the school 4 games, so that i had new testers as often as possible.



# Scripting

# Scripting

- All Scripting is done with GD Script
- I made tooltips for exported values in order to recognize things even after long pauses of working on the project

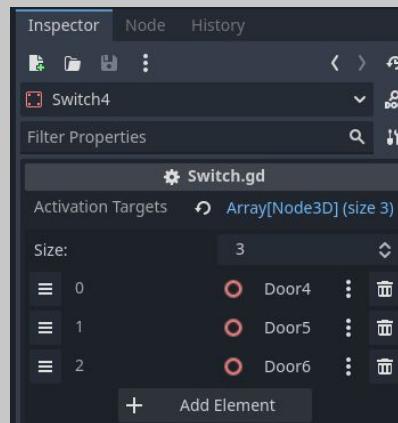


The image shows a screenshot of a GDScript editor. The title bar includes tabs for 'plate', 'level\_dungeon\_2', 'level\_dungeon\_1', and 'moving\_platform\_with\_mesh'. The script is set to 'Debug' mode. The code is as follows:

```
4
5
6 ##turn off for paths that have beginning and end.
7 @export var loop = true
8
9 ##set speed of the movement when loop is active
10 @export var speed = 2.0
11
12 ##set speed of the animation when loop is deactivated
13 @export var speed_scale = 1.0
14
```

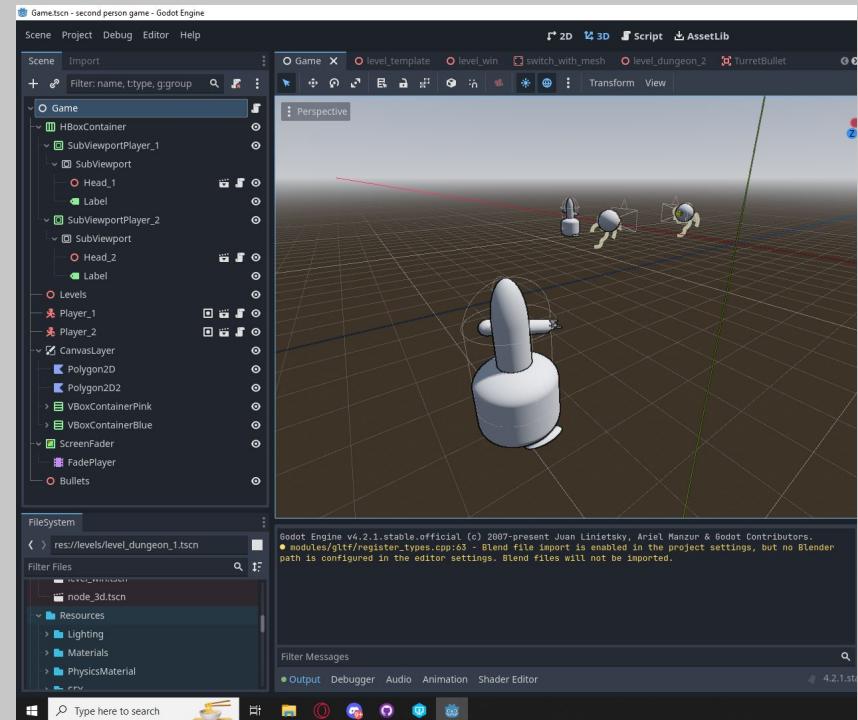
# Scripting

- Objects that interact with each other are not hard coded and can be set and switched around within the level



# Scripting

- I choose to keep the players, while loading and unloading levels in order to
- The body parts are without materials until they are loaded the first time.
- The **material** is chosen **by player ID** in order to identify who controls which part.

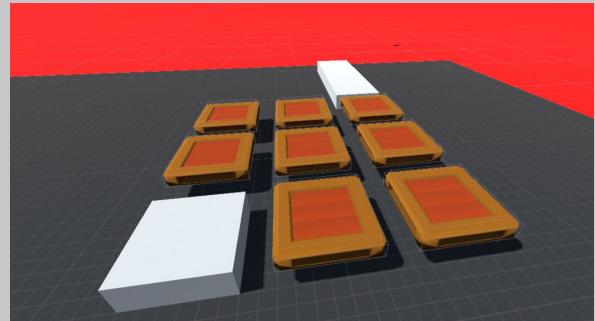
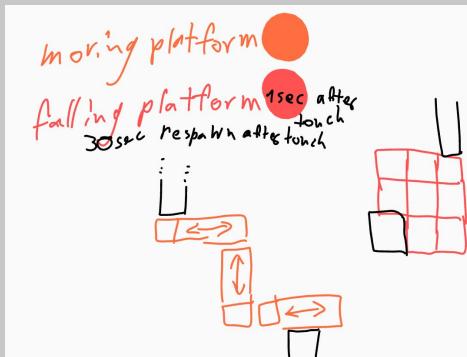


# Mechanics

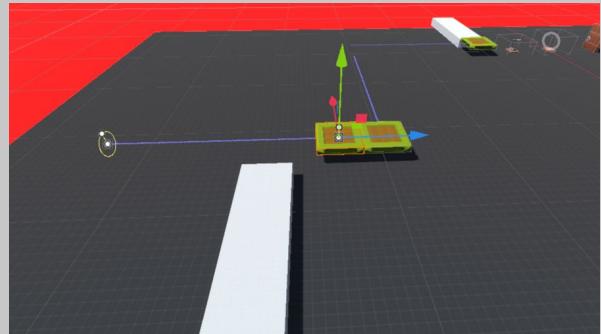
# Environmental Mechanics

Mechanics like falling platforms and moving platforms should promote the players to look after each other.

Here you see the Progress from Sketch to the functional Feature in the Test Level



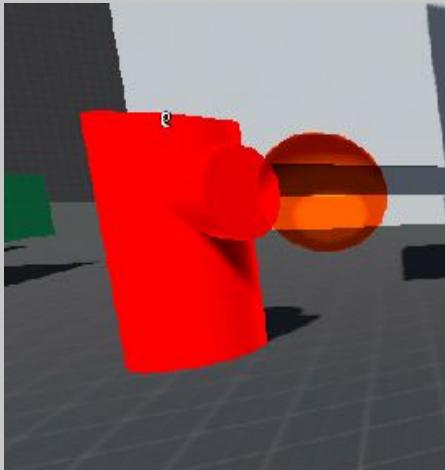
Falling Platforms



Moving Platforms (with visible Path)

# Environmental Mechanics

Turrets, lasers and bullets are more  
Obstacles the player party has to face.



“Running the Gauntlet”-Style Level

Easier Version:

Without time limit. Not more than 3 turrets  
between safe sections.

Difficult Version:

Ascending Level - On stairs

Deadzone moves slowly up.

This makes the conversation more hectic and

# Level Design

# Environmental Mechanics

Timing is at the beginning not a problem but becomes more crucial as the puzzles become harder.

Here a Switch is placed halfway on the path of a moving platform that moves vertically.

This serves as an Introduction to this mechanic.

Later will Hazards be placed for players to quickly guide the other person through.

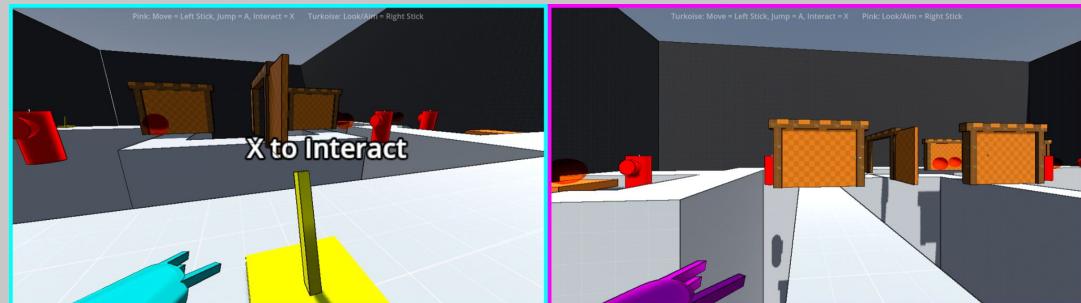
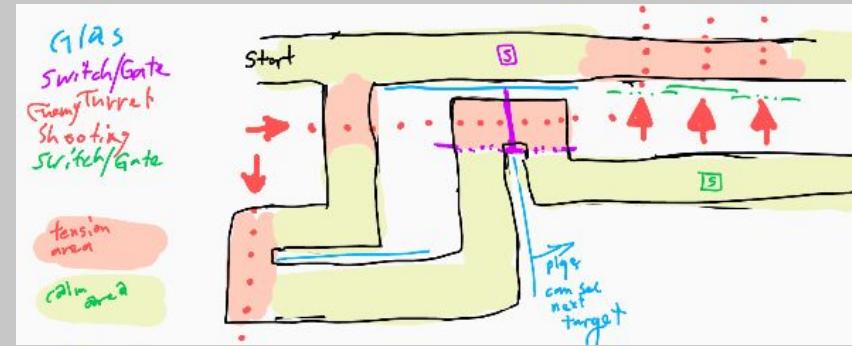


# Concept and Blockout: Gates level

Players have to progress via different paths.

One player has to open and close doors in order to block bullets from turrets and the other player has to traverse a tense area to progress.

Then the roles switch.



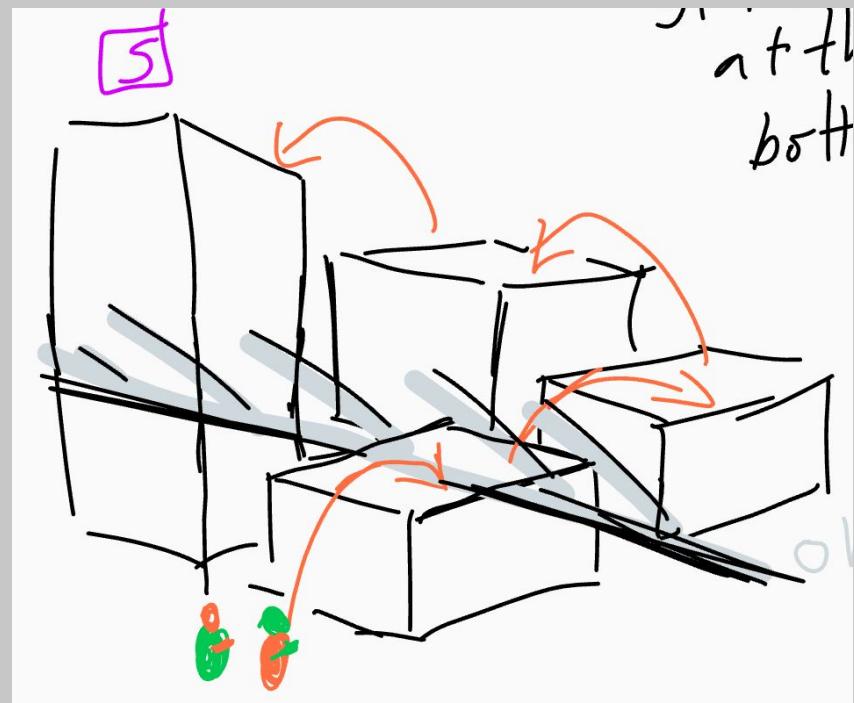
# Level Design

Both Players Start at the Bottom.

Only one has to jump to reach the goal: a switch.

This gives the Team Choice but can pigeon hole to just jumping while the other dictates.

As a twist the switch doesn't just open a door to progress and bringst the player in below in a dangerous situation



Art

# Ui / UX

Not much UI is needed as of now.

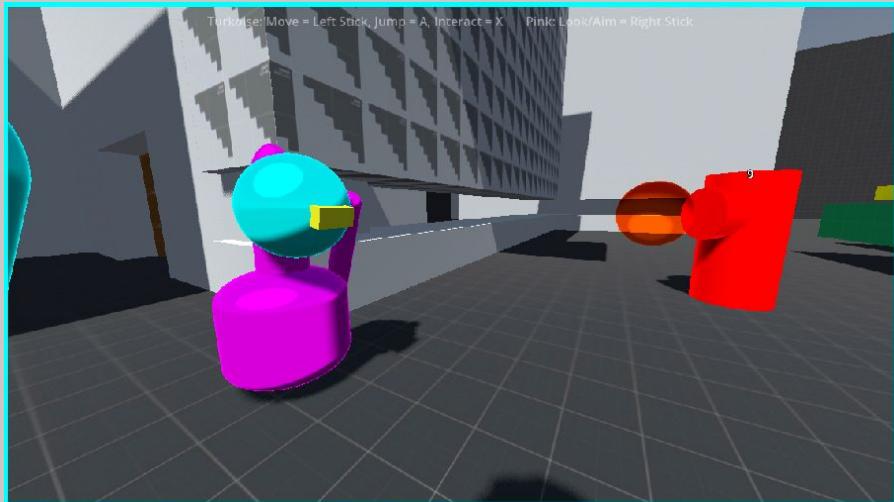
I use billboard-prompts to show interactables and color coding for easy readability.

Turquoise = Player 1

Pink = Player 2

Yellow = all players (interactables for example)

Red = Danger



# Asset Pack

I tested two asset packs and decided on the [KayKit Dungeon Remastered Pack](#) because it had more variety and was in the correct scale already.

