

# Dish Pig Dilemma

## Game Exegesis

### **Core Team**

Rhys Sellars – Project Creator, Project Manager

Sandstone – Character Modeller

Dennis Spindzos – Environmental Modeller

### **Additional Support Team**

Ali El Ali – Programmer

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Jordan Duggan - Audio Support

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Zoe Teakel - Graphic Art

Dylan Dyson - Voice Actor

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## Section 1.0 – Pre-Release

### Section 1.1 – Desired Goals/Expected Responses and How These Will Be Achieved

*Dish Pig Dilemma* is a PC game that touches on the idea of ‘Tolerance and Clumsiness.’ It is a comedic physics based game where players take on the role of an unclean housemate (Something that many people can relate to) who seemingly have no idea how to clean dishes. As such, the player takes on the role of the character’s two arms in an attempt to try to successfully clean as many dishes without breaking them. The game requires an XBOX 360/One controller in order to play. The left and right thumb-sticks will control the character’s elbow joints and triggers will open and close his hands.

By controlling and manipulating the joints, this causes the arms to flail around in difficult and unexpected ways (For the most part). The purpose for this is to reflect on the character’s own disorganised nature, as well as impart on the player the frustration of having a lack of full control. This is of course supposed to be comedic in nature, so the flailing mechanics in itself should generate humour.

The game will have clunky and over the top physics. This can be compared to games such as *Surgeon Simulator* where the slightest impact can cause objects to go flying away in an unrealistic and comedic fashion. This will all add to the humorous effect. By allowing the player to simply play how they want, this can allow for them to have as much fun as they want, or play as serious as they want. Games of this nature tend to be funny just by straying from the level goal(s) and just doing what you want, such as breaking as many dishes as possible.

Due to these peculiar physics the message of tolerating those who are clumsy will be portrayed. This strengthens as players will experience first hand an exaggerated example of what it would be like to live with clumsiness and a whole bunch of mess, as suggested by the mechanics and physics of the game.

Visual feedback will be included in the game. This will be displayed as over-the-top pun's acknowledging the player’s success or failure, which will complement the overall comedic value of the game. This will also be the case for the overall aesthetic of the models in-game, which will have a plastic/artificial look to them.

The audio of the game remains in accordance with the comedy theme, and will rely on fast paced electronic/poppy music to keep the player in the mood and vibe of the game.

Dish Pig Dilemma aims to draw a competitive response from players through use of an in-game leader board, which is called “Employee of the Week.” This will track how well players have done and displays the highest ‘paycheck’ as well as how many

dishes have been successfully cleaned or dropped. This will be a driving force to encourage players to beat the score and add the value of replayability for the game.

## Section 2.0 – Post-Release

The development cycle of Dish Pig Dilemma was fraught with countless issues along the way, namely Git and programming related issues. Below will reflect on the points raised in Section 1.0 of this document.

Despite having no final 100% build ready for the exhibition or end of trimester, all of the art contained within the game truly managed to capture the aesthetic that the team was trying to build on from the original idea. All of the models were of a high quality, and with the textures, were of a believable nature and looked as though they belonged in the game world. The levels that were built of all the components looked great, and again, believable.

Eventually, after battling against what felt like endless programmatic and character related issues, we were able to map controllers to each of the character's arms. This was something entirely new for the team. The only aspect that was not final was having the left and right triggers acting as the points of release. As the game was unable to be fully completed, the release was mapped to another button for a single arm. The left analogue stick was made to be inverted (Right is Left etc.). This added a sense of frustration and clunkiness which was desired. Unfortunately this was unable to be tested publicly, so at the time of this being submitted, we are without external input.

Unfortunately, due to the way the character was programmed, the arms did not achieve the comedic flail effect that the team had intended. A wobble was implemented late to try to complement this, however the arms were still quite sluggish, compared to what was intended.

The physics were one of the few goals that were definitely successfully met. All of the game objects, including the items upon instantiation were behaving as intended. That is to say completely clunky and jittery. On the flipside, this of course did cause some issues such as the fact that the wonky physics caused the mesh of some larger more complex models to become fused with the player pawn's hand.

Due to time restraints incurred thanks to programming issues, the intended visual feedback was not successfully implemented. An addition of vocalised audio was planned during development to support the visual words. These items were recorded, mastered and drawn up and ready to go, just were unable to be put in engine, which is a great shame due to the amount of effort that had gone into both the preparation and creation of them. Especially because the visual and audio

feedback in the game was the main source of player satisfaction and procedural rhetoric. If implemented it will add the sense of enjoyment and humour of which the game really showcases the initial and intended comedic feel. In addition to the above, the Leaderboard system was also not implemented, losing the competitive flare that the game intended (Should it have been working).

The audio style was changed mid development from fast paced electro/poppy style to a more 'chill jazz' type of music, which seemed to supplement the sporadic nature that the game was trying to promote while maintaining a kitchen like atmosphere.

### Unexpected Goals/Results

Despite the project's many failures, out of these failures came some good. The team learnt the harsh lesson of better version control, courtesy of Git overwriting the project four times. Further knowledge of the program was also gained through the various failures.

Sandstone had developed his modelling, rigging and animation skills greatly throughout the course of the project, so despite much of the work not functioning, further knowledge of Maya and Unreal was still gained.

From a collaboration point of view, regardless on the fact that the game was unsuccessful, many of the team members appear eager to work together again on future endeavours.