

# I'm Peachie!

Development Logs by Egg

## Edit Note

The first couple of logs have been removed from this PDF as they are irrelevant to the development of I'm Peachie!

The credit document is available on the final page of the PDF.

*Happy Reading!*

**-Egg Christopher**

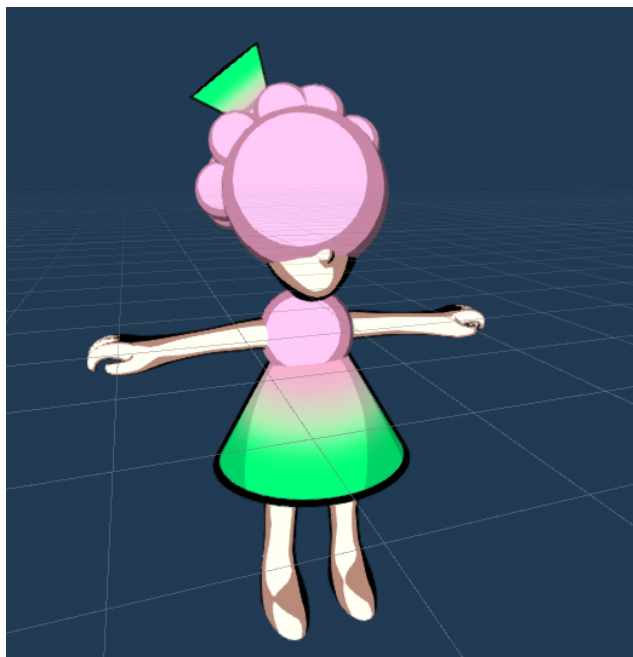
## Log 3 - First Week

I have now completed my first week of true production on my game. I have successfully managed to source a character controller and AI script that I have made the appropriate edits to suit my needs.

Most noticeably, the character controller (Starter Kit **(Refer to Credit Document)**) came with a fully animated player which was a fantastic resource to have. However, since I plan to have 2D character art used as sprites to accompany the dialogue, I needed to make the model somewhat closer to what my final character may look like. While I don't yet have a design, I do know my character is a young Peach-themed girl.

After a bit of playing around with shapes, I have made the addition of several basic shapes to the player which in the first person view gives the illusion of features like a peach-themed dress and pink hair, things that I will be sure to feature in my character design when I start the 2D art. While this isn't a massive deal, it's a little addition that I think adds character to my game and will no doubt help add to its unique identity.

Likewise, another change I had to make was to the AI script. In my game, the player character is followed around by a CPU friend. The script I found was for an enemy attack script, so I made some adjustments and combined elements of the Starter Kit and AI Breadcrumb AI **(Refer to Credit Document)** to create a non-hostile follower that simply follows the player. As for the model, I have nothing to show yet. I am currently using the placeholder model from the pack but it will need to be changed. I know this character will be a floating peach so next week I will look at sourcing some peach models from the Unity store.



## Log 4 - Second Week (Fruit)

This week I have sourced two types of fruit models for my game. The first Low Poly Fruit Pickups **(Refer to Credit Document)** I will use for the creation of Momo (The AI follower) and currently have no other plan for in the game. The second is Fruit Cubes **(Refer to Credit Document)**. As soon as I saw this pack, I knew it would be perfect for my game. The majority of the fruit models in this are immensely similar and I know this will add an extra infuriating element to the player's search for "The Peach".

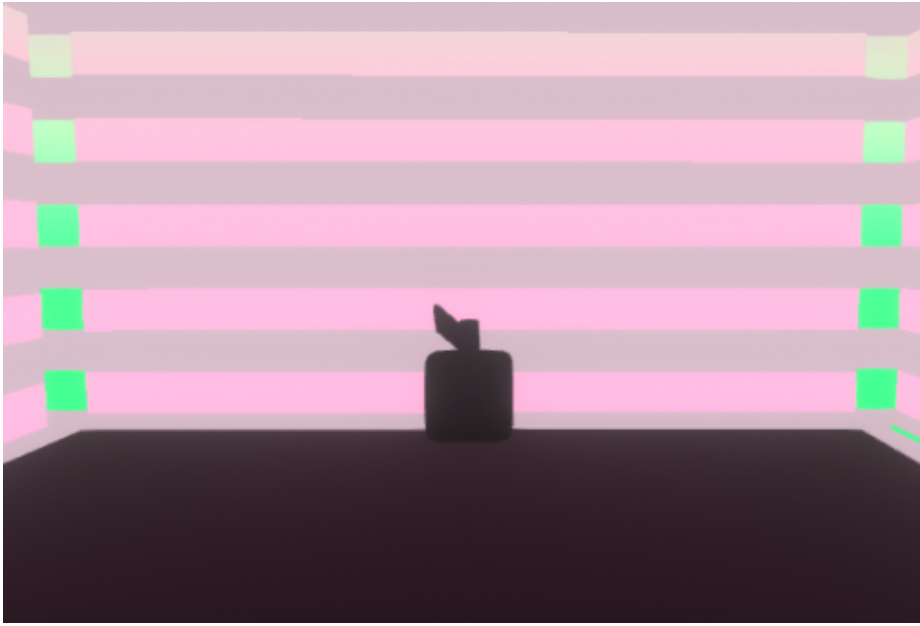
## Log 5 - Second Week Extended (Shaders)

Another task completed this week was sourcing some shaders. I don't have anything in the way of fun textures or materials to apply to my models, so I sought out some shaders to try and help the art in the game achieve a better level of polish.

The first shader I found was the Simple Toon shader **(Refer to Credit Document)**. I originally only had plans to apply this to my two character models in order to make them look less flat. However, I found a really cool trick I could make with the shaders when I was playing around in the settings. I discovered that if I turn the shadow way up, I could make it so that the entire object maintains its true material under bright light, but appears completely blackout, almost redacted without light.

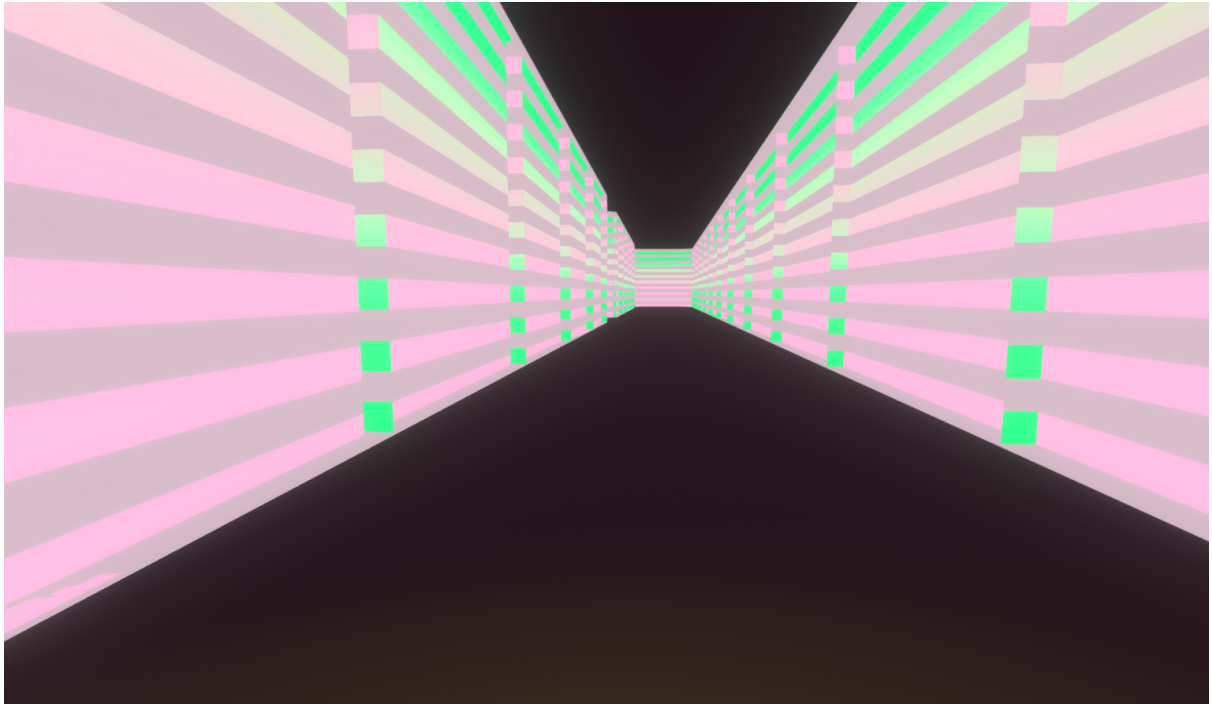
After playing around with this discovery, I decided to remove all light from the scene and apply strong lights to the character. This meant that the player had to get really close to see any colour on the fruit. Paired with the fact they all maintained the same cube shape, this was just perfect. I had created this annoying gameplay feature where you had no choice but to walk all the way up to the fruit to see what it was. It's absolutely great as this will add to the overall strangeness with the spooky, odd blackout shapes but also the absolute time-wasting mechanic will help with the unpleasant experience that I plan to create.

Now moving on to the second shader, we have the Hologram Effect Shader **(Refer to Credit Document)**. This was one of many shaders I explored with on some basic shapes to see how it would look in the environment and it worked fantastically. When I applied it to a placeholder wall, it was so trippy and strange to look at. I made a little demo scene made out of these walls and I instantly knew it was the right vibe to bring that technicolour yet uncanny vibe to my maze that I so wanted. Eventually, I managed to get it to work with my peach-themed material and it was perfect. This weekend I plan to make the actual wall prefabs where I will make use of this.



## Log 6 - Second Week Extended (Walls)

One extra entry for the week, I made a corridor from the new wall prefabs and there is this fantastic visual illusion where sometimes the hologram lines line up just right to make it feel like the floor is rising and ceiling is lowering. It only works in long corridors but it's a great effect. I actually find it a bit nauseating which certainly only brings benefits to my plan to create an unpleasant game environment.



## Log 7 - Third Week (Maze Design)

So this week I focused mostly on the actual maze design itself. I'll include my maze plan in this log however it's quite messy so it's probably only legible to me which is fine for now. It would be no good for the industry but as this is a solo game project, cleaning the plan up seems like it would waste my time when I'm perfectly able to read my own notes. Basically, I have designed the maze into 5 distinct zones.



## **Key**

**Yellow Dots** - Fruits

**Pink Line** - Doors

**Peach Cross** - Peach

**Red X** - Player Spawn

**White** - Playable Area

**Black** - Out of Bounds

### **Zone 1 (Light Blue)**

This is the zone in which the player spawns. Almost every corridor has a fruit down it. It's hard to get lost here and Peachie is still in a good mood.

### **Zone 2 (Violet)**

This next introduces longer, more windy corridors but for the most part fruit is still pretty easy to find. However, Peachie starts to show signs of doubt.

### **Zone 3 (Dark Blue)**

The maze has finally gotten to Peachie. Fruits are harder to find and as she searches for longer and longer, she's getting lost in her bad thoughts. There appear to be fewer corridors now and more floating walls making navigation near impossible.

### **Zone 4 (Green)**

At this point, Peachie is just exhausted. She wants to go home and finish this. She doesn't even have the thoughts bouncing around her head anymore.

### **Zone 5 (Cyan)**

Everything has changed. She's no longer in a maze but in a long corridor. This change is the one that sends her over the edge and as she walks through the corridor we watch her spirit properly break.

How the game functions is once each piece of fruit has been interacted with in a given zone, the door to the next zone will silently open. I thought about making some sort of fanfare for this but I don't want to make it too obvious what is happening. I want the player to have suspicions about the zone without fully understanding what is going on. After all, I want it to feel as though the maze is expanding and changing behind their back when they aren't looking.

## Log 8 - Fourth Week (Character Art)

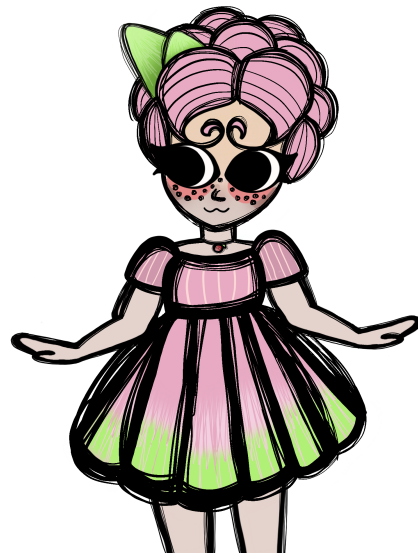
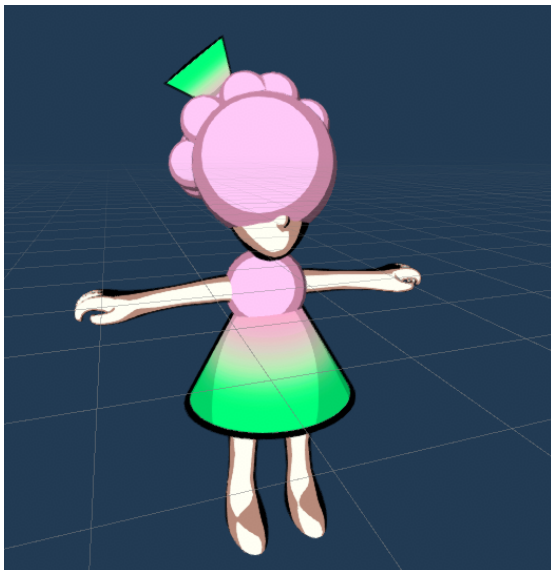
This week I've started on the character art. Peachie's design is finalised and you can compare her sprite art to her model below down here.

It was a bigger challenge than I expected to try and make the design inspired by the in-game model. I often found myself getting distracted and changing the design subconsciously to a point it felt too far from the model to keep. It requires a lot of discipline of my creativity to stay on track but I believe overall I've made a very satisfactory design for the girl.

Deciding on the actual technique on how I going to do the Sprites and keep a low workload was hard but I found the best method to keep as many parts of Pecahie's art layered and modular. This allows me to swap out parts like her eyes, mouth and arms without needing to completely redraw her all the time. This method will no doubt save me a lot of production time going forward.

Momo is also starting to shape but she's currently in the middle of an identity crisis because I failed to realise I am making a Peach themes game but I've actually drawn a Peach before. Despite this, I power on and hope to get Momo to a design I like soon.

### Peachie



### Momo





## Log 9 - After Expo Update (Weeks 5-6)

I've been caught up in the bustle of the Game's Expo this year so I realised that my logs have suffered from a lack of updates. This is going to be just a big list of pretty much the progress I have made on the game.

As of now, the maze is fully assembled in the engine and I am currently working to add all functionality to it that it requires. Flowcharts for dialogue, in scene triggers, the E interact button, the doors between the mazes and the start and end scene objects. It seems to now all work as intended and while I got many bugs to iron out and some of the interaction could be a lot smoother, right now it's just awaiting implementation of the 2D art and dialogue as the next big thing to do.

## Log 10 - Seventh Week (Dialogue)

This week I have been busy at work writing the dialogue. As someone who was a specialist scriptwriter back in drama school, this has been a pretty fun task overall and a nice break from the repetitive and frustrating nature of trying to add the functional elements of the game.

As mentioned in my statement of intent, the majority of my inspiration for Peachie comes from my own experiences in the past year. It's been a hard time for me this year. I found myself at an all-time low point over Christmas and found myself briefly hospitalised over a mental health-related incident. I've also recently just passed one year since my ADHD diagnosis which has left me very reflective. This game is made less as a cry for help or a rant piece and more because for me it's a powerful subject with an element of truth that I just couldn't achieve with a story that isn't my own.

A lot of the dialogue in this game is derived from my own personal diaries and journals. It's a mix of notebook scribbles and late-night rants left in direct messages. It's been edited to be distinctively the words of Peachie and Momo, but they started as my own words and they come from a place that to me is completely genuine. Because of this, I didn't leave out the bits I thought were awkward because it's not the most eloquent but it is real, which I think has much more power to it.

## Log 11 - Seventh Week Extended (Momo)

Art is done! Not much to say other than I finished it and managed to finalise Momo's design. I mostly wanted to put this in my log to track when I did finish it.

Revisiting this log, I'm going to take a moment to talk about Momo's design. Momo was originally intended to be a floating Peach but aside from that, not really much else was planned for her art-wise. It was when I started the sprites I realised I couldn't really give her emotions because she was quite literally just a Peach. So I played around with her model and some basic shapes in Unity as I did with Peachie at the start, just to see what unique features I could give her. That was how I came up with the eye that I finally settled on. It was so simple but the way it changed Momo from friendly flying peach to this eldritch peach stalker was so uncomfortable and just perfect for her. Meanwhile, in her sprites, I only gave her two in the end which feels like nothing compared to Peachie's 25 alternate in-game Sprites. I would argue though that the emotional range in Momo's open eye and squinted eye actually provides a shocking amount of characterisation and I think it's a brilliant emotional range overall for our local voice-in-your-head peach horror pal.



## Log 12 - Eighth Week

The majority of the game is now finished! I have sent it off to peers for soft playtesting. I wish I had time to make a proper playtesting survey and all but I just find myself so busy with all my EC work. This year has once again taught me that I need to plan my time better but for now, I'm just trying to get by with the time I have left to complete the project.

## Log 13 - The Invisible Wall Issue

This log is to address an issue with my game.  
That issue is the abundant invisible walls.

There are several major triggers in the game that have to be played the whole way through; it not just causes a classic case of Fungus flowchart merges (where you get both flowcharts fighting each other on-screen mixing textboxes and sprites from both of them.). It causes a much more serious issue of certain triggers that can only be activated at the end of certain flowcharts. If you somehow manage to skip that block, things behind the scenes don't happen, and when things don't happen the player gets soft-locked out of the game. To fix this I had to put invisible walls around the player at certain triggers to prevent a player from accidentally breaking their run beyond recovery. I initially wanted to solve this by simply having the character controller deactivate during every flowchart, something I had planned from the early days. Unfortunately, I am no programmer and it proved too complicated a task for me to understand or achieve. What I did know how to do however was the invisible walls. So sometimes in the game, the player will hit strangely placed walls for no other reason than to prevent the entire game-breaking itself. It's not the polished fix I would like but it does the job in the time I have left to finish this game.

## Log 14 - Ninth Week

So the major things the game was missing in the past playtest were audio and the credits page.

The audio I originally had planned and agreed with a friend of mine with talent in the medium on a time and place for some help. See, I had come up with the base tune but it was only around 16 seconds worth of music. I wanted to expand it to a full 1-minute loop to make it a little less aggressive in its repetitiveness to listen to. As much as I want the player to be uncomfortable, there is a limit and the same 16 seconds is a bit intense.

This was a great plan, had it not fallen through. My friend fell ill and I was left alone. With no other choices than learning to make music or source it online, I have a decision to make. Sometimes if I'm determined enough I can learn skills very quickly, and something about this got that fire going for me. I sat down and in two hours taught myself the basics of music production. I had made not just an extended 1 minutes version of my tune but a full 3-minute loop. Personally, I am very proud of myself and I'm actually considering continuing looking into music over the summer as a hobby piece since this is a skill that could definitely prove useful again in the future.

In terms of my credits, I will write them up and implement that into the build this weekend.

## Log 15 - The Fungus Bug

One major bug that has proven itself beyond repair lies within Fungus itself. This is the bug where character Portraits seem to disappear off-screen for no good reason. Well, there is a reason, but it's not good. Through research, I have discovered that one of the many downfalls of the Fungus plugin no longer being officially supported is that it hasn't had any updates for quite some time and is not currently in a state to operate in the most recent versions of Unity. I was assured there was a fix and it was pretty simple. I needed to revert back to an older version of Unity in order to use Fungus without the bug. Pretty simple except half my asset packs are not backwards compatible. This means I had to choose between keeping the bug or losing half my prefabs, which I had no choice really but to just keep the bug. As annoying as it is, I can't afford to have to find new art for half of my game and to remake it. So that has been my decision on how I am to deal with the bug.

## Log 16 - Breaking Level Design Tradition

So I haven't made any logs for a while yet. For the most part, my game is done now and there's not much more that I can write in terms of documenting as I go. I will however take this opportunity to write a deep dive on one of the most outlined aspects of my original statement of intent.

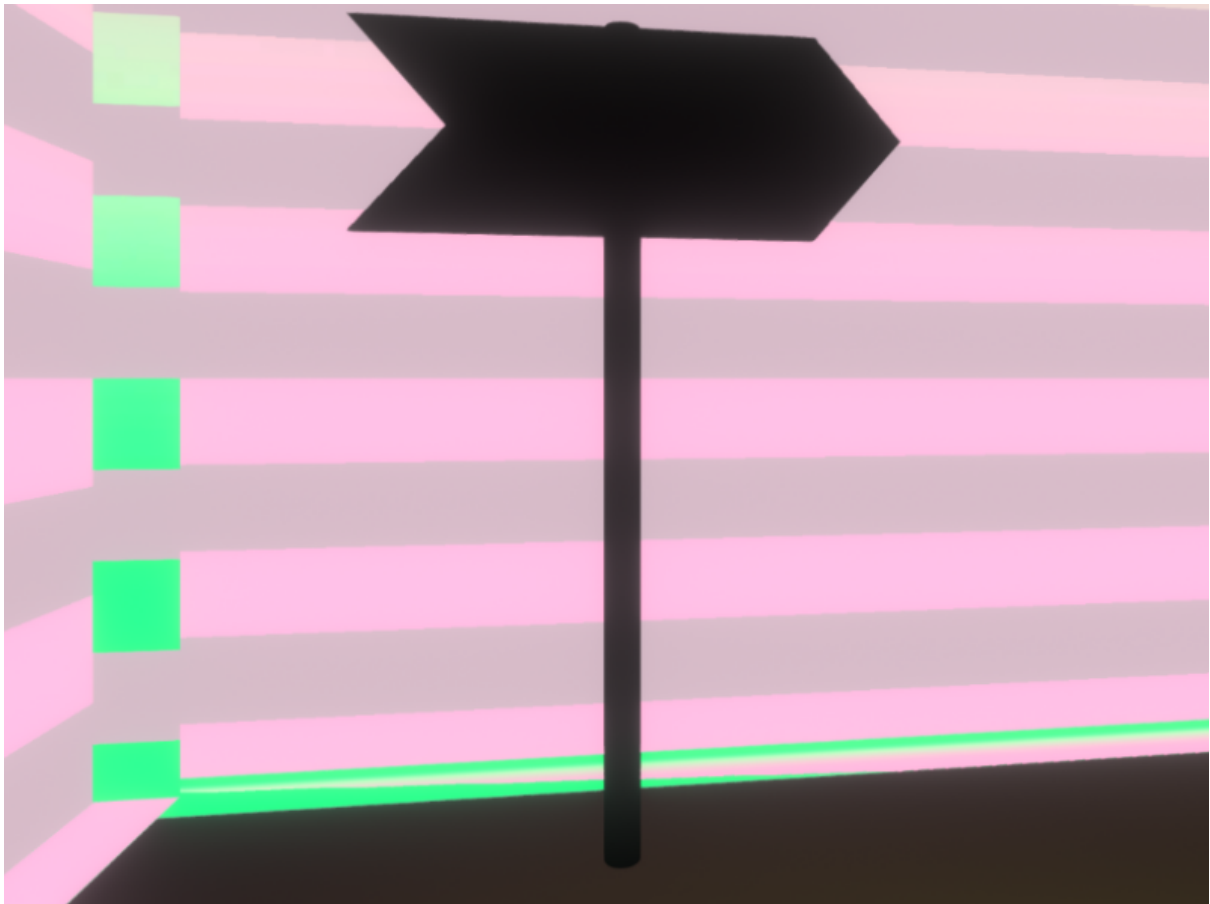
In my statement of intent, I planned to go against all "good" level design principles in order to create an environment that was actively hostile and discomforting to the player. I'd like to highlight below some of the ways that I have used what I learned in my project.

### **Light**

First and foremost, light. It's the easiest way of signposting a player. People naturally are drawn to lit areas and it's a staple of any good level to utilise light. You may notice that my game is floodlit. There are no guiding lights, no sense of pull. It's the same lighting in all areas and while at the start it's just unhelpful, it soon turns actively disorientating.

### **Weenies/Signposting**

Weenies are something the games industry learnt from theme parks. They are the name given to structures of interest that are designed and placed entirely to capture the person's interest and draw them in a given direction. Having unique structures keeps the player exploring and motivated to move forward, which keeping the player motivated is the last thing I want. In my game, there are minimal unique structures. Anything that gives the player a clue about where they are, when they have been and where they should go is not welcomed in my game. The only thing that signifies to the player the arrival or exit of a zone is the black signposts, each one the same and easy to confuse. I used these because I realised I had to signpost to some extent but I wasn't going to make it easy. You'll also notice that I used literally signposts because I thought what's the point in reinventing the wheel if a literal signpost would work?. Not to mention the blackout shape of them had its own eerie vibe.



# I'm Peachie Credit Doc

2D Sprites, UI, Music - Egg Christopher

Signpost Model - Zachary Ashenford

Franxurter - Ultra Cool Fonts

Available at: <https://www.fontspace.com/franxurter-font-f41684>

Franxurter Totally - Ultra Cool Fonts

Available at: <https://www.fontspace.com/franxurter-totally-font-f42042>

Fungus Plugin - Fungus Games

Available at: <https://assetstore.unity.com/packages/tools/game-toolkits/fungus-34184>

Starter Kit - Mike Desjardins

Available at:

<https://assetstore.unity.com/packages/3d/characters/starter-kit-movement-camera-ai-18071>

Breadcrumb AI - Mike Desjardins

Available at: <https://assetstore.unity.com/packages/tools/ai/breadcrumb-ai-18364>

Simple Toon - Dmitry Chalovskiy

Available at: <https://assetstore.unity.com/packages/vfx/shaders/simple-toon-185038>

Hologram Effect Shader - Peter Lu

Available at:

<https://assetstore.unity.com/packages/vfx/shaders/hologram-effect-shader-125684>

Low Poly Fruit Pickups - Rem Storms

Available at:

<https://assetstore.unity.com/packages/3d/props/food/low-poly-fruit-pickups-98135>

Fruit Cubes - outvector

Available at: <https://assetstore.unity.com/packages/3d/props/food/fruit-cubes-128327>

