Pinwheels

Game Prototype

About:

"Pinwheels" is a simple game prototype where you control a flying cat-dragon in an abstract world of pinwheels and islands. I started out just making a character move around in an abstract landscape and over time things morphed into this final product. The pinwheels came about because I needed objects in the world to provide a point of reference during motion and I saw some kids with pinwheels in a cafe. What is presented here is a snapshot during in an iterative design process. There are numberless little tweaks I want to make and whole new features I want to add, but as it stands "Pinwheels" is representative of the experience I set out to create. I hope you enjoy it, I had a lot of fun putting it together!

Running:

Simply run the Pinwheels application, the default controls should work with a Windows Xbox 360 controller without modification. While both Keyboard and Game Controller input are supported, the movement feels much better using analog inputs on the controller. Any resolution should work, but it looks best in 16x9.

Playing:

My intent is for the experience to be self explanatory, but just in case here are the rules and controls.

- Accelerate – Left Click or "A" Button
- Turn – W,A,S,D or Left Thumbstick
- Roll – Q and E or Left/Right Triggers
- Burst – Space or Right Bumper
- Quit - Esc

    The objective is to grow your character by collecting rings. Every 10 rings you will grow a new segment. Once you have 7 body segments (not counting head and tail) the prototype level will be complete.

Files:

For the purposes of prototyping an experience as quickly as possible I used whatever resources were available to me. Accordingly, I make use of code and objects provided with Unity as well as resources the community has created for free use. I have separated out the contents that I either created or almost completely rewrote into a folder called "My Assets" in the Unity project. The only exceptions are the sounds that are from various sample sites and the pinwheel model. The project uses Unity Pro features for some of the effects, but I have tested it successfully in Unity Indie which is freely available if you would like to inspect it in editor.

Notes:

The background music is by Mogwai from the album "happy songs for happy people". I take no credit for it, the song matches my target feel very well and I could not find a suitable free replacement.