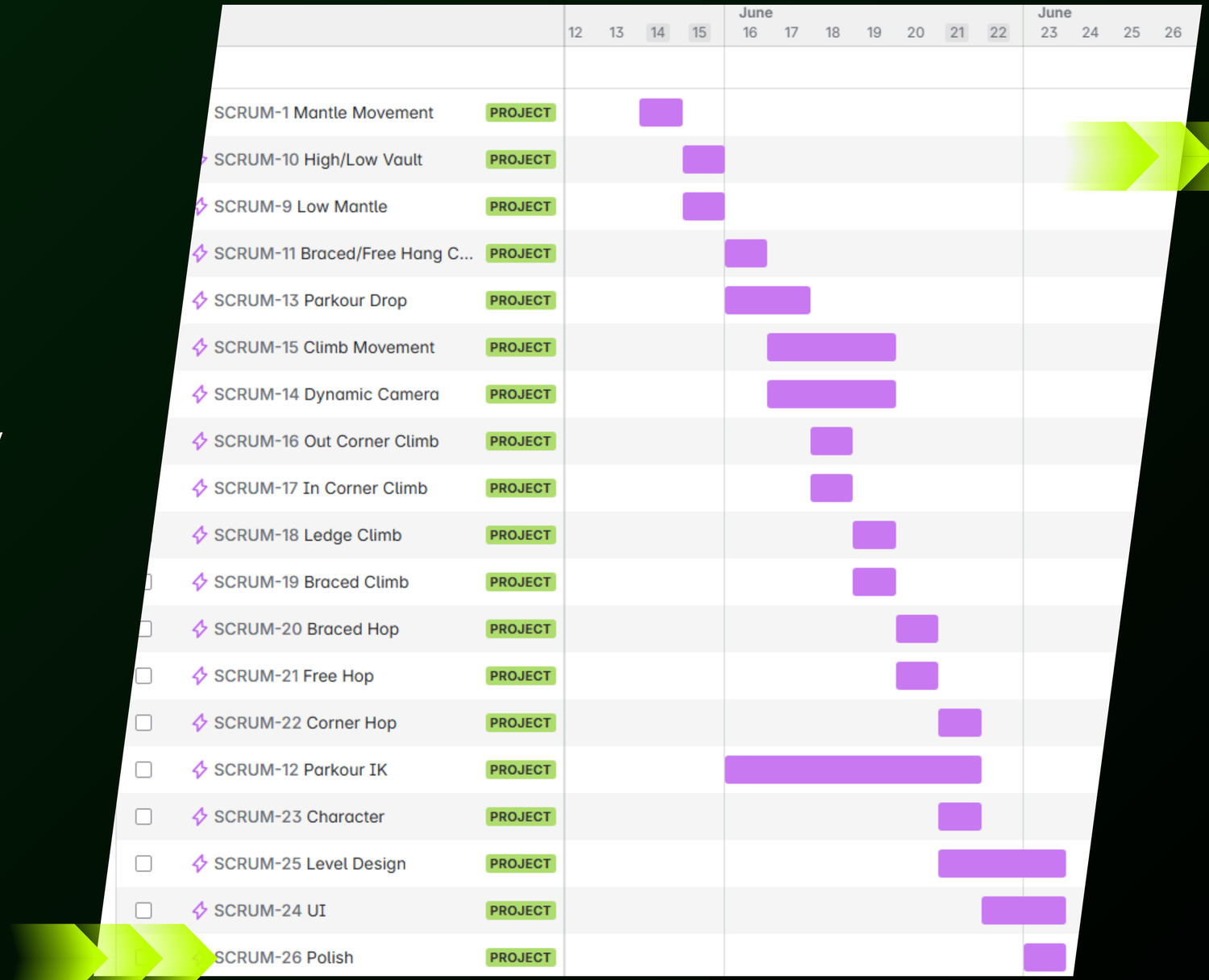
BRENDAN

ASENDANCY



SCOPE

This Game Jam went from the 14th of June to the 24th of June. I had a large project In mind so I knew I would have to manage my time well to get a functioning game at the end.





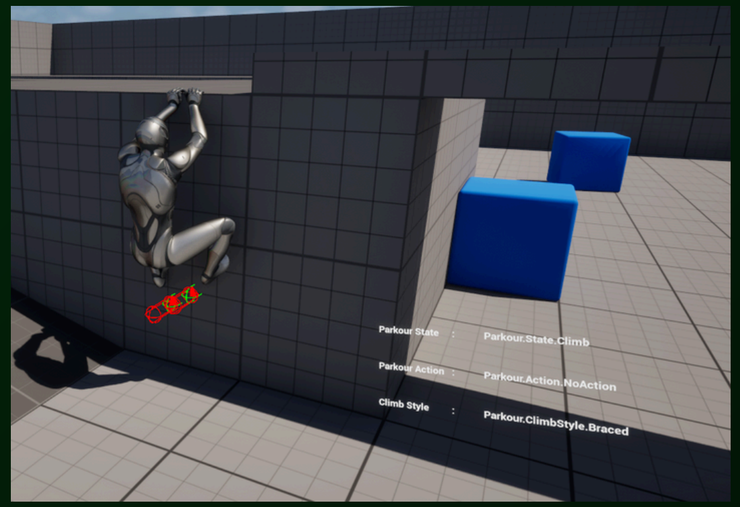
SPEEDRUN GAMEJAM

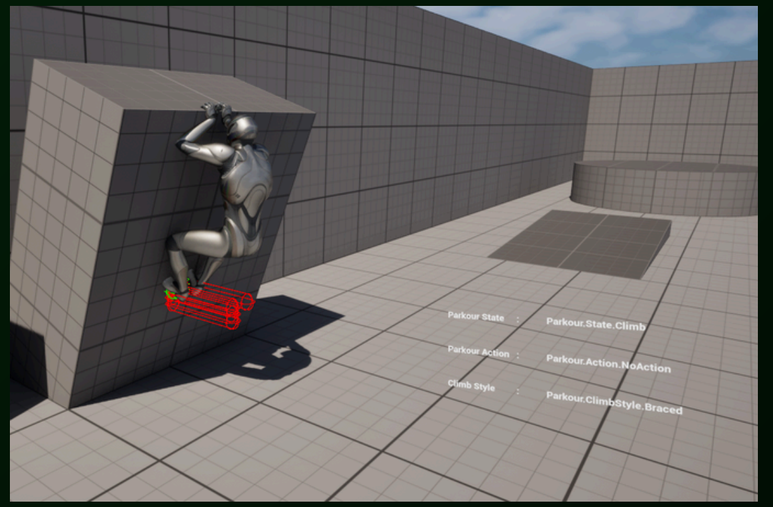
This Game Jam went from the 14th to the 24th of June and was ran by 8 Bits to Infinity, Retro Indie Josh

Schedule

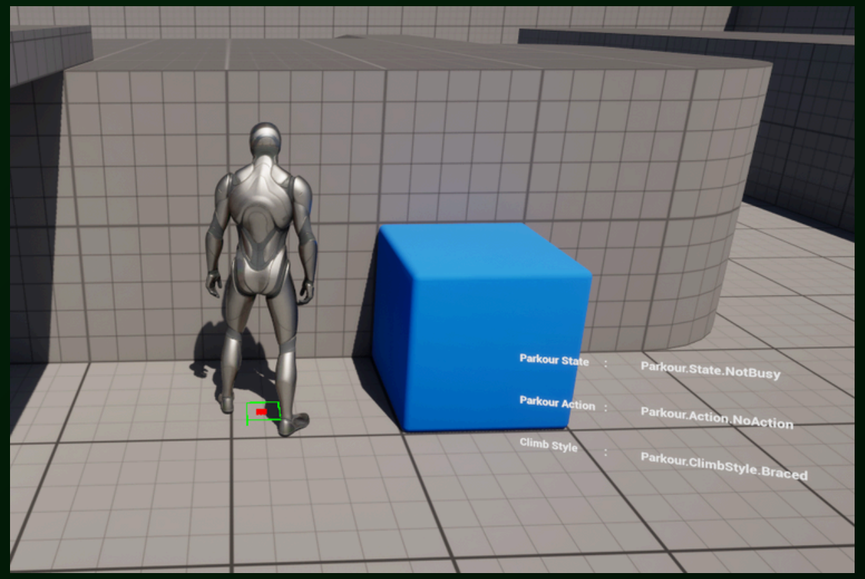
Keynote / Main Jam	13 June @ 4pm EST
Rating & Feedback Begins	23 June @ 4pm EST
Highlights Video	29 June @ 4pm EST
Rating & Feedback Ends	30 June @ 4pm EST
Winners and Ratings	30 June around 6pm ES
RetroIndieJosh Speed Attempts	4 July @ 1pm EST

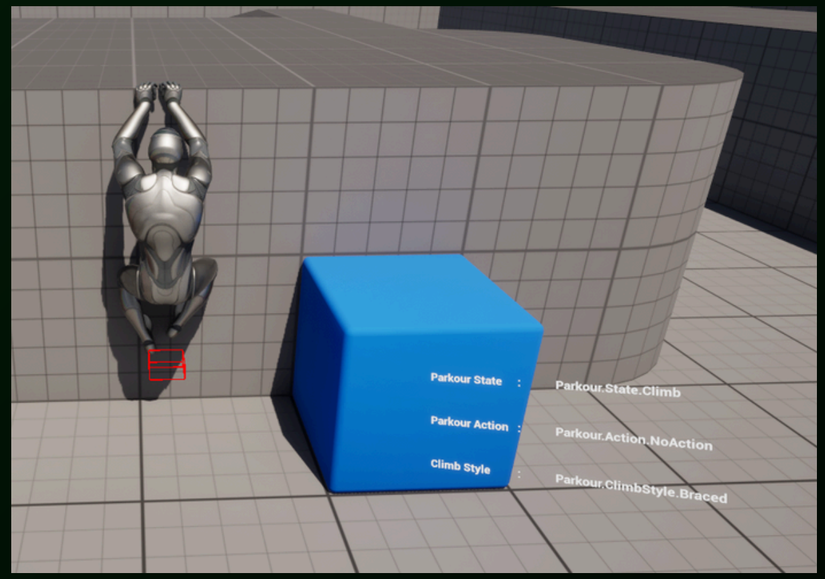
IK Line Trace



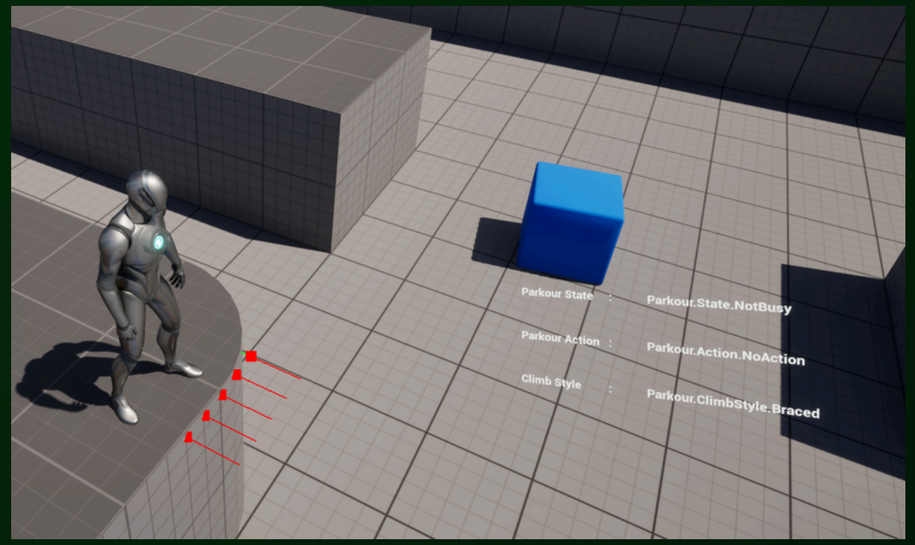


On Ground Line Trace

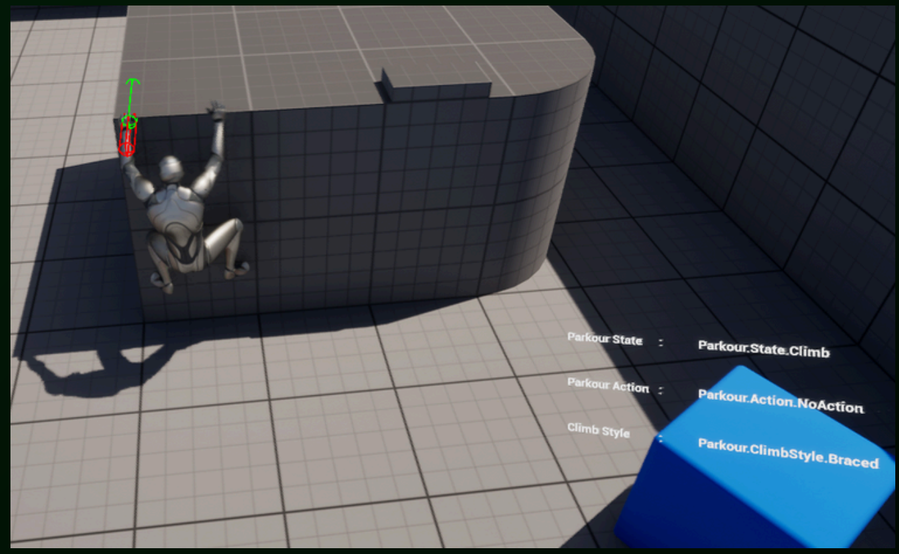




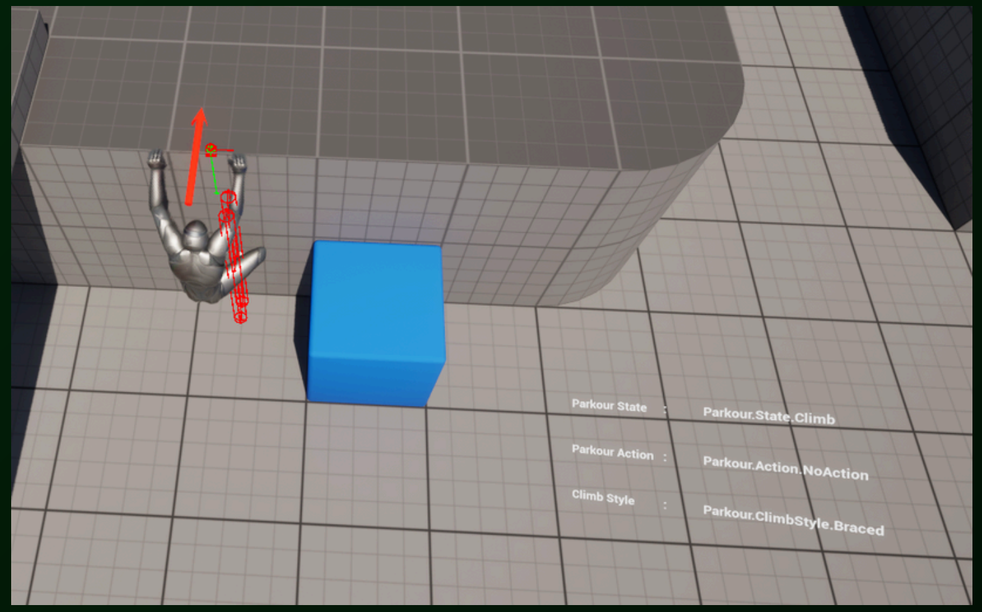
Climb Down



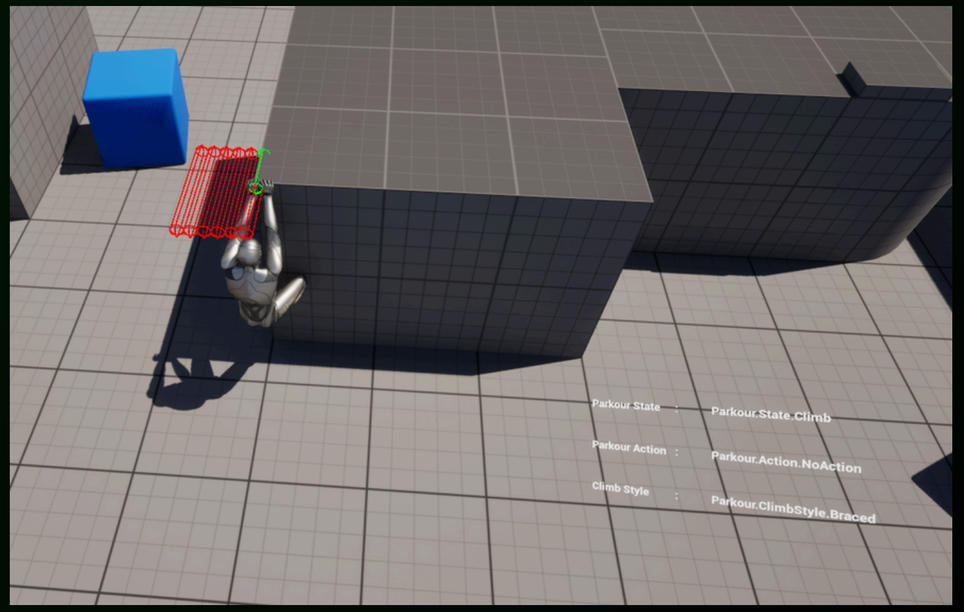
Check Out Corner



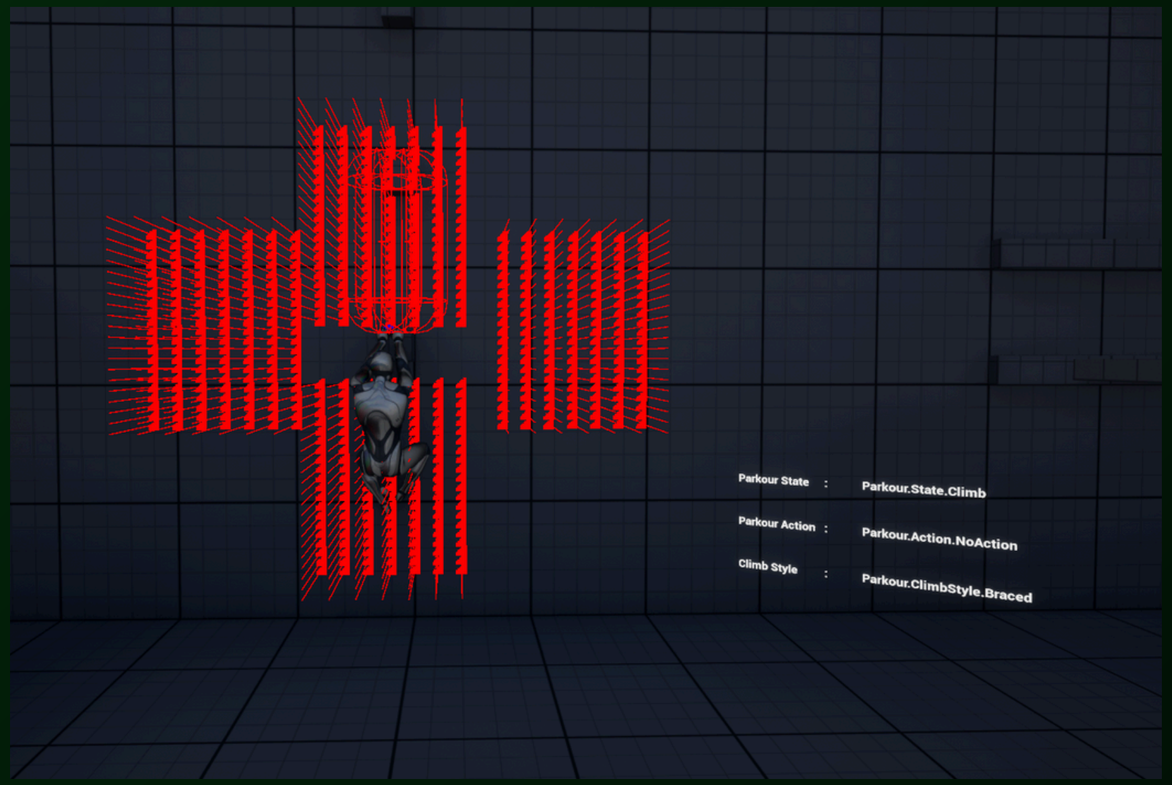
Climb Movement

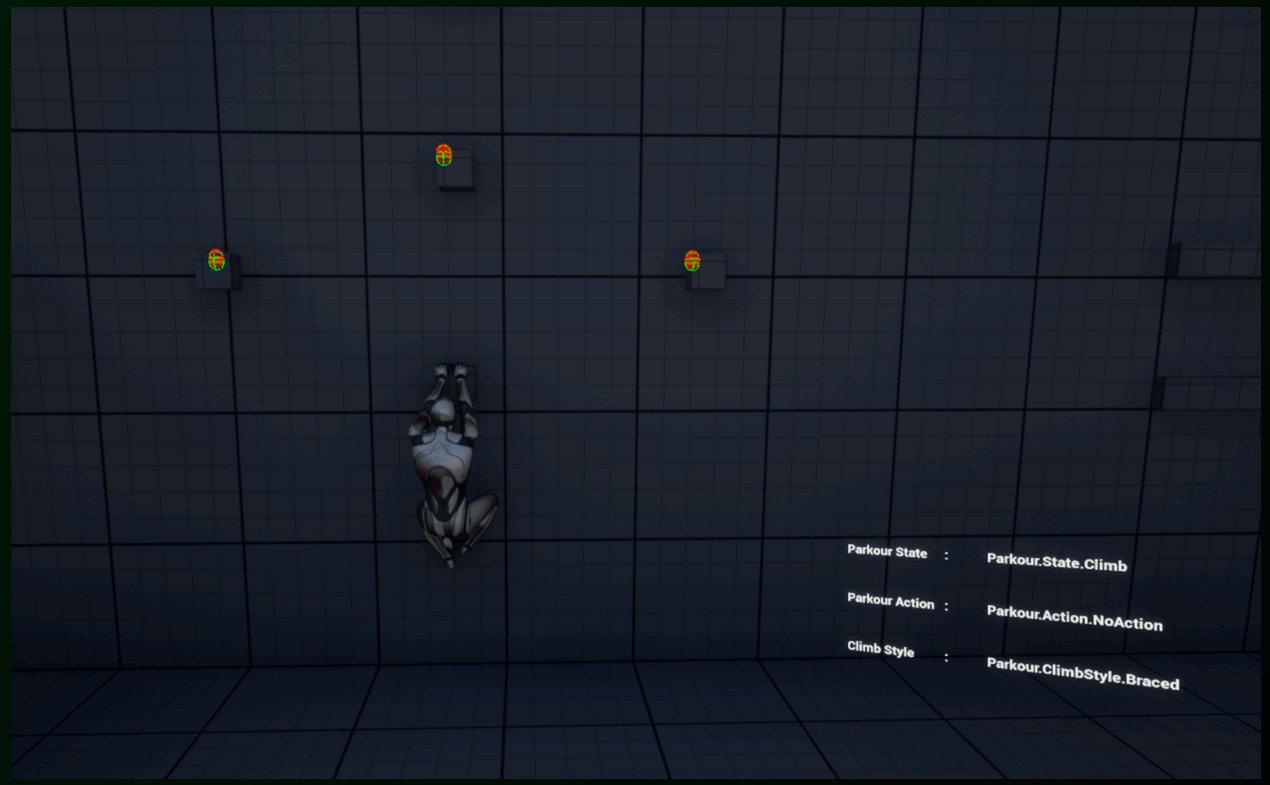


Check In Corner



Ledge Climb



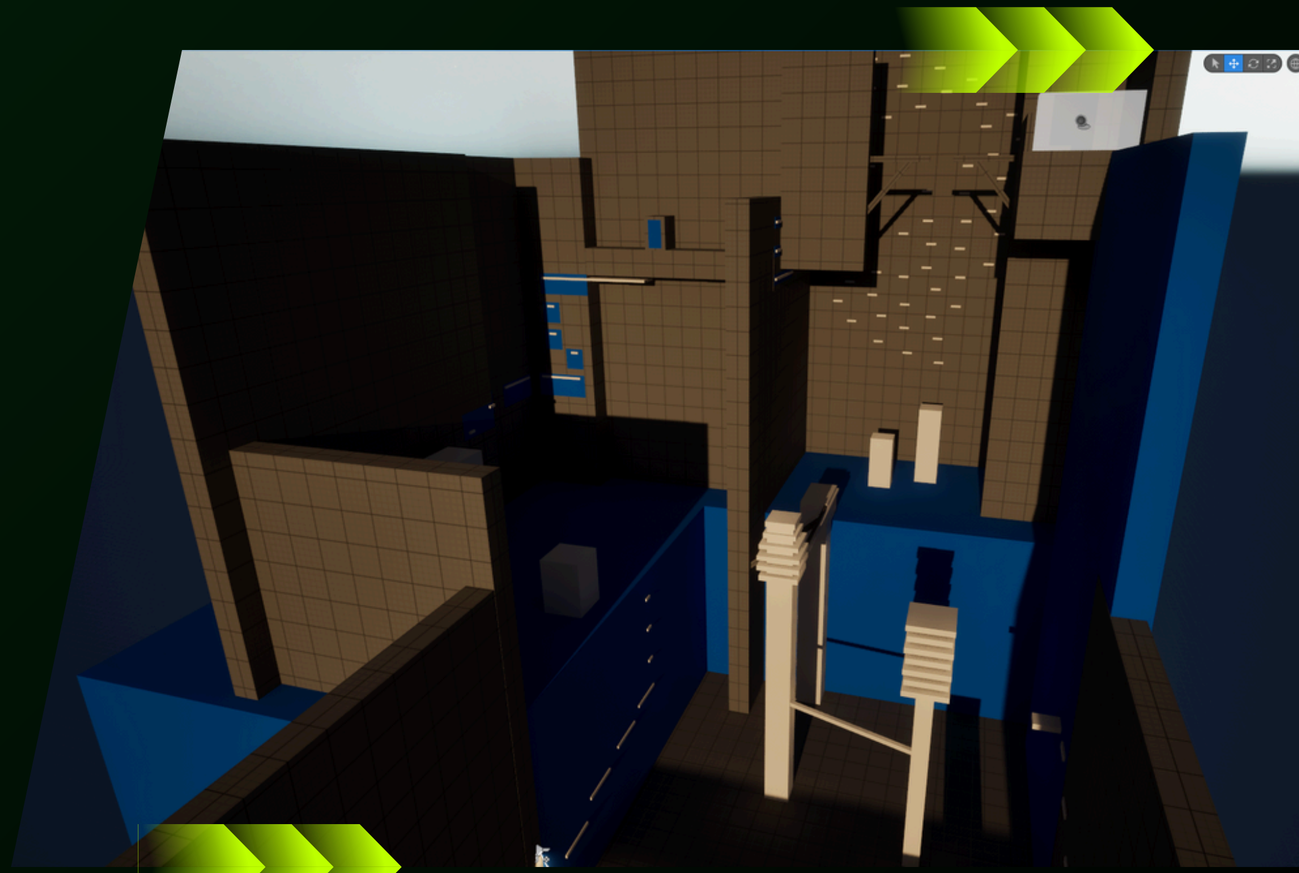


This figures out where to jump to and how far away a ledge is.

THE GAME

My main goal for this game jam was to develop a functional and flexible parkour plugin, which meant my main focus was on the code and movement mechanics rather than the level layout or user interface design. I wanted to ensure that the core functionality, such as mantling, vaulting, and climbing, felt smooth, responsive, and intuitive. Because of this, I intentionally spent less time refining the visual aspects or building out a fully fleshed-out environment.

If I had more time to dedicate to the project, I would have invested it in expanding the level design by creating more dynamic and engaging paths with varying levels of difficulty. This would allow players to experiment with different routes, encouraging replayability and skill expression. I think well-designed levels that complement the parkour system are essential for showcasing the full potential of the plugin, and it's something I'd definitely like to improve on in the future.



BRENDAN

THANK YOU

