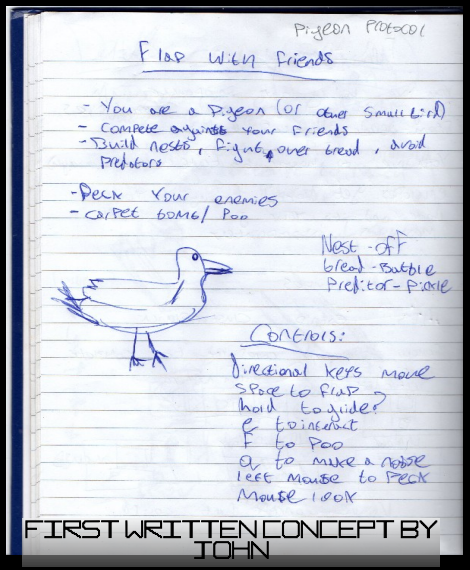


DEVELOPMENT BOOKLET

ORIGINAL CONCEPT

THE ORIGINAL CONCEPT FOR PIGEON PROTOCOL WAS PITCHED BY JOHN AFTER WE FINISHED WORK ON OUR PREVIOUS GAME: BATHO[TEL].

NOTES FROM JOHN:



FIRST WRITTEN CONCEPT BY JOHN

A DESIRE TO MAKE A MULTIPLAYER EXPERIENCE

HAVING MORE EXPERIENCE DEVELOPING GAMES IN UNITY I WANTED TO EXPAND MY KNOWLEDGE FURTHER. I HAD ALSO ALWAYS WANTED TO MAKE A MULTIPLAYER GAME HAVING TINKERED WITH THE IDEA TO MAKE ONE IN THE PAST.

I WAS CONFIDENT THAT WITH THE RIGHT IDEA I COULD ACHIEVE MY GOAL. WITH MY BACKGROUND IN 3D I KNEW I COULD ALSO CREATE BIRDS AND THEIR ANIMATIONS ALONG WITH OTHER ASSETS.

I WANTED TO MAKE SOMETHING, FUN AND SOMEWHAT COMPETITIVE BUT IN THE PLAYFUL WAY GAMES LIKE GANG BEASTS, CRAWL OR OTHER PARTY STYLE GAMES WERE. I'VE ALWAYS LOVED THOSE TYPES OF GAMES.

BIRD VIDEOS

HAVING BEEN SEEING MANY BIRD VIDEOS, AND HOW FUN THEY WERE AS PETS ETC. AS WELL AS KNOWING A FEW PEOPLE WHO HAD BIRDS I THOUGHT THIS COULD BE A FUN INSPIRATION FOR A GAME.

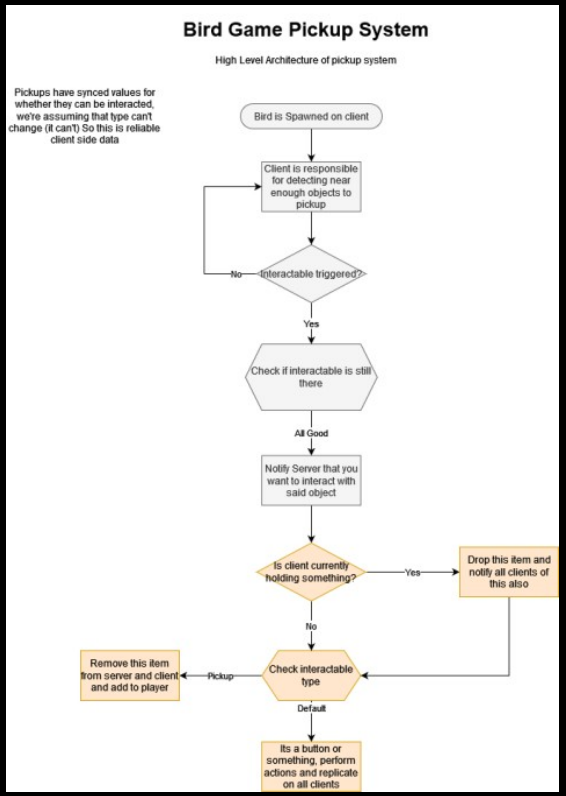
OTHER BIRD GAMES

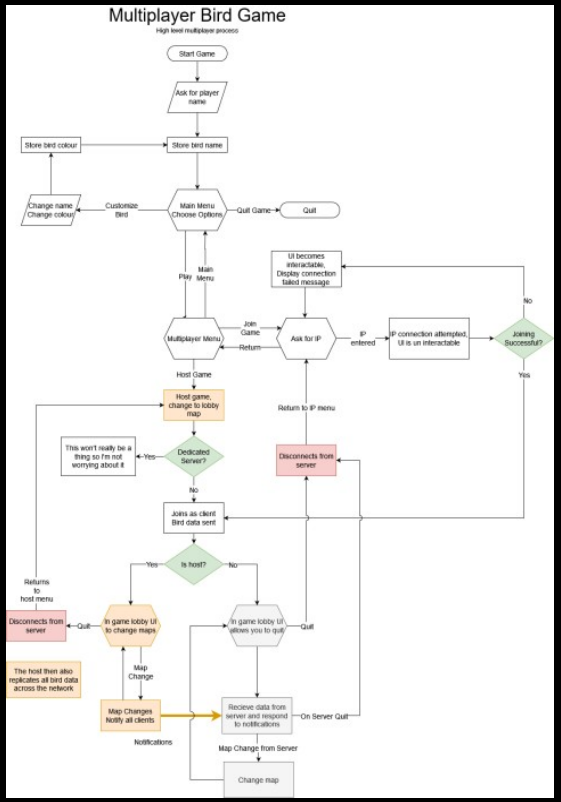
WHEN BIRD GAMES CAME TO MIND I FIRSTLY THOUGHT OF FLAPPY BIRD. FROM THERE I DECIDED THAT THE QUESTION I WANTED TO ANSWER WAS, WHAT IF I TAKE THE FLAPPING MECHANIC FROM FLAPPY BIRD AND MAKE IT INTO A FUN 3D GAME?

ONCE THE FLYING AND GLIDING MECHANICS WERE FIRST IMPLEMENTED AND TESTED, THAT IS WHEN WE KNEW THAT THIS WAS AN IDEA WE WANTED TO CONTINUE.

NETWORK ARCHITECTURE

AN EARLY VERSION OF THE NETWORKING SYSTEMS USED IN PIGEON PROTOCOL. WHILE THESE AREN'T EXACTLY HOW THE SYSTEMS IN GAME WERE ULTIMATELY BUILT THIS WAS A USEFUL EXERCISE TO FIGURE OUT HOW GAME SYSTEMS MIGHT BE STRUCTURED.

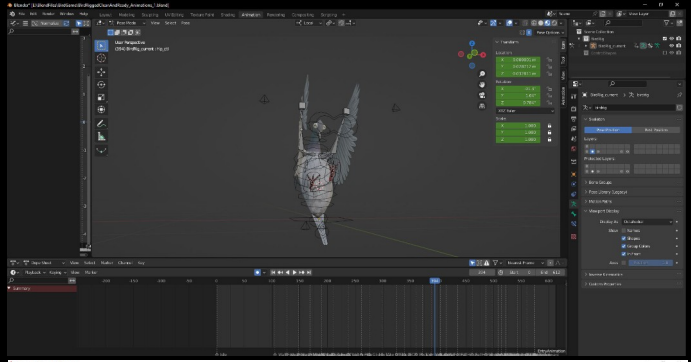


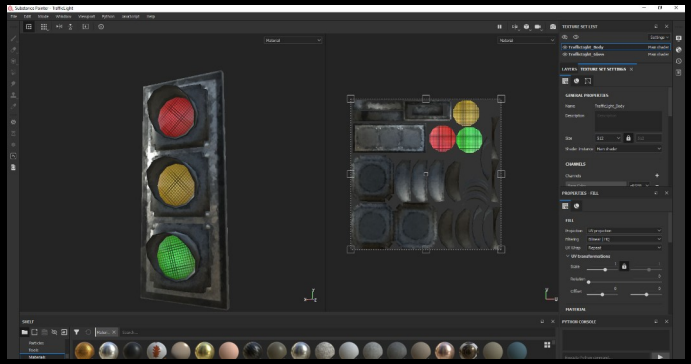


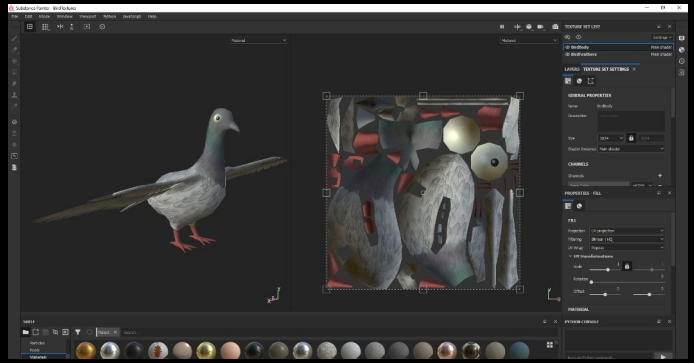
MODELLING AND 3D ASSET CREATION

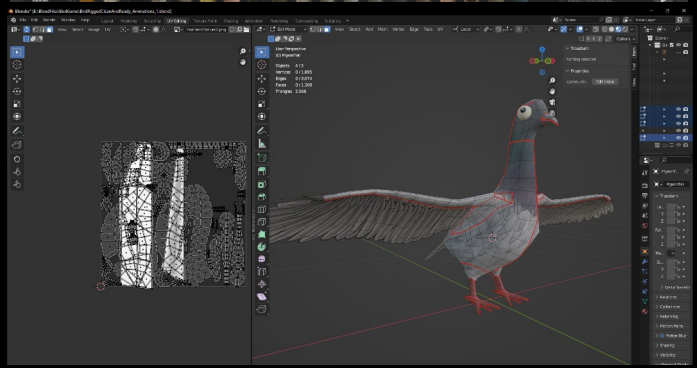
3D MODELLING FOR THE PIGEON, ITEMS AND THE CITY LOBBY MAP ALONG WITH ALL THE OTHER ASSET PREP (UNWRAPPING AND TEXTURING) WAS DONE BY JOHN IN ADDITION TO ALL THE ANIMATIONS FOR THE BIRD ITSELF. THESE WERE CREATED IN BLENDER, SUBSTANCE PAINTER, PHOTOSHOP AND ADOBE ILLUSTRATOR.

HERE ARE SOME SCREENSHOTS OF VARIOUS CREATIONS, ANIMATION, TEXTURING AND MODELLING



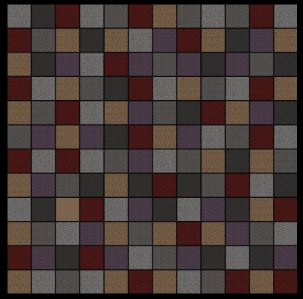




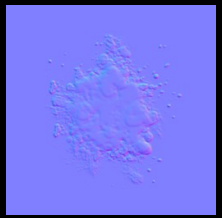


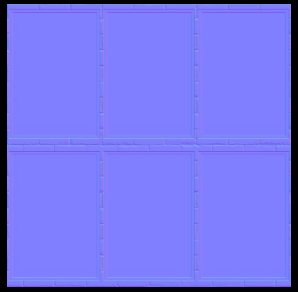
TEXTURING

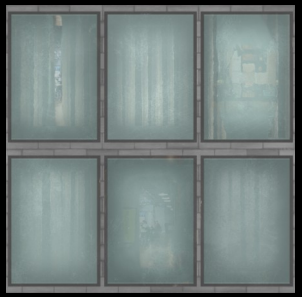
TEXTURES WERE MADE BY MYLO AND JOHN USING MULTIPLE SOFTWARE SUCH AS ASEPRITE, PHOTOSHOP, GIMP, AND SUBSTANCE PAINTER. NORMAL MAPS WERE MADE AND IMPLEMENTED BY JOHN.



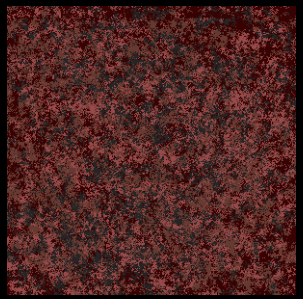




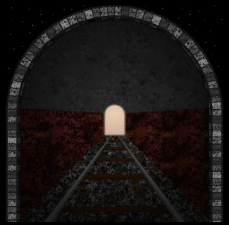


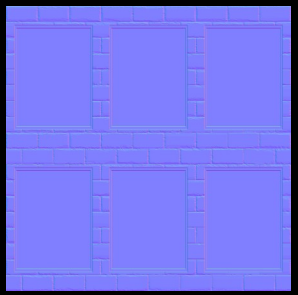


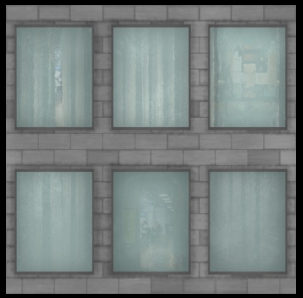












MUSIC AND SOUND EFFECTS

MUSIC AND SOUND EFFECTS WERE MADE BY MYLO USING LOGIC PRO X.

SOUNDS WERE IMPLEMENTED USING WWISE.

THE SOUND EFFECTS ARE A MIX OF FOLEY AND SYNTHESIS, USING A ZOOM H6 WITH A CONDENSER ATTACHMENT.

THE MUSIC WAS RECORDED USING PLUG-IN SYNTHESIZERS SUCH AS ALCHEMY INSIDE LOGIC.

A NOTE FROM MYLO:

WE DECIDED TO INCLUDE A SOUNDTRACK IN OUR SUPPORTERS PACK WHICH INCLUDES EDITED VERSIONS OF THE LOOPS HEARD IN PIGEON PROTOCOL. I WANTED TO GIVE EACH LEVEL A DIFFERENT VIBE, SWITCHING GENRES FROM IDM, JAZZ AND FUNK.

OUR GAMES ALWAYS INCLUDE AN AESTHETIC WITH INSPIRATION FROM RETRO-FUTURISM, ART DECO AND RETRO TECH. THIS CAN BE SEEN IN PIGEON PROTOCOL WITH OUR FONTS AND OUR USE OF STATIC STYLE OVERLAYS IN MENUS.

THIS ALSO EXTENDS TO THE MUSIC WITH QUITE BOLD, STRONG BUT SIMPLE SYNTH TONES. ON THE QUIETER SIDE OF THINGS, WE MAKE USE OF MODULATED PIANOS AND DIRTY SINE WAVE SYNTHS TO (HOPEFULLY) CREATE A CALMING AND NOSTALGIC ATMOSPHERE.

MAPS

OF THE 4 MAPS, 3 WERE DESIGNED BY MYLO AND 1 BY JOHN. THEY WERE PUT TOGETHER IN UNITY. THE MAJORITY OF OPTIMIZATION AND RENDERING SETUP (ESPECIALLY FOR CITY LOBBY AND BATTLECUBE) WAS DONE BY JOHN.



