Hello, and thank you for purchasing my first published game, Rust Rivalry!

I've only spent a week - about 60 hours - piecing this game and its direction together.

In that time, I learned GDScript as a complete beginner to the language, but not a beginner to programming as a whole.

I'm only a hobbyist programmer, so, there's plenty I wasn't able to get working.

I am not a full developer, I'm just a single person. I'm not a 3D modeler, I'm not a VFX Artist, I'm not a programmer; but I am a writer - a storyboard writer: a story teller of sorts with an overactive imagination.

So, this is what got us here.

That being said, there were so many more ideas in my head about this game I wasn't able to get out on paper or get working in-game.

And I want to share with you those details! :D

Let's begin.

First with the most visual piece of information, the map. There was an underground section of the arena that I planned out, but getting godot's geometry to work and solidify the ground was a nightmare. In many renditions of the trail map, the underground sections would be hollow resulting in the player falling through the floor. It's a bit of a mystery to me why godot sometimes decides that the floor isn't actually there.

Second to that, was the spawn rooms, which you have more than likely noticed are blocked off. When I played multiplayer in Halo: Reach, they had these neat little devices called spawn pads that I could plop down in editor model for my friends and I to randomly spawn on - those spawn pads could also be set to team specific - which is where the idea for the different colored tents came from.

And lastly, for the visuals, I didn't have time to do as much with the weapons as I'd like. The gun I made, the M1X, when testing the game was very buggy, that ate roughly 14 hours of my time trying to just get it to not crash the game. But initially I planned for there to be five pedestals in each tent, each pedestal having a gun of choice for the player. Those guns would've been, in order from left to right, a pistol, a submachine gun, a shotgun, an assault rifle and a bolt-action marksman rifle.

Lots of cut content.

Working on a deadline had me throwing out a lot of ideas. In the initial plan of the game, I had a much more intensive layout planned. The initial menu wasn't supposed to be: "Play, Host, Join",

it was supposed to be: "Play, Online." The Online button takes you to a server layout similar to the one in Garry's Mod. Where you can join a server that's active. Where servers can be created as public, private or unlisted.

I had also planned for the server sizes to be: 4, 8, 12, 16, 20, 24 and 28. Four teams of 1-7. Or Free-for-all where the players can pick their gun following the opening of the spawn rooms and a short countdown before players are rendered visible to move on the map without being able to see or harm each other.

For communications, there was both a radio system for team comms and proximity chat planned. There was also a dialog box planned similar to the one in Counter-Strike where players could chat with their team over text and everyone else.

For records.

I had a system planned out where two documents would be saved on the client's computer with the record of their kills, deaths, shots fired, shots hit, shots missed, accuracy, damage done, playtime and average ms. That way if a player went into one of the documents to change the values, saving the values would result in the other document changing the values back to what they should be before it alters the file. I knew this would not prevent hackers or cheaters, but it would be a small deterrent to keep players from trying to change their stats manually.

A reputation system, in conjunction with the stats file, I wanted to calculate a reputation system based on in-game proficiency and player-to-player voted reputations with special badges for each type of reputation. This was also developing into a sort of in-game rank system which is where I finally came up with the name for the game: Rust Rivalry.

Rust being the first rank. I was imagining the players as metal, the harder they played - the hotter the metal would get - and like the core of a sun, creating higher and higher density elements. But beyond the initial thought, the most I got out of it was the name of the game. The ranks I did conceive during this chain of thought were this: Rust, Iron, Alloy, Steel, Titanium, Platinum and Tungsten. But I didn't like it all that much, so it got tossed.

Finally, movement.

I had a host of extra things planned: portals, wall jumping, vaulting, climbing, grappling-hook and finally walk-ways along surfaces, walls and ceilings that would shift the direction of the camera and direction of gravity, to feel like artificial gravity. But these were all things that got tossed out because the week was up. I

wasn't even able to get to them - wall jumping being the closest to being inputted.

With just what did make it into the game, sprinting, proning and crouching - the proning and crouching have a bug where they are sometimes interchanged, and I have absolutely no idea why.

The Extras.

I had my brother and sister test the game out as it was being pieced from finish-state to finish-state. And they wanted me to add a few extra things like player skins, gun skins, different animations, custom reticles, button mapping, and custom sensitivities and a lot of the things that I had already planned.

Final word.

Well, I'm super excited to see what you all out there want of Rust Rivalry and the direction it will take. To those of you who want to be invested, I fully invite it. I consider myself one of you, being a fan of my work. So, feel free to interact with me.

My company's email is: catonawire.co@gmail.com
Tiktok: @cowdaps
Reddit: r/CatOnAWire
Facebook Page: Cat On a Wire
YouTube: @COWDAPStudios