



INDEPENDENT GAMES
SUMMIT

#SelfieChaos

Stephen Morris

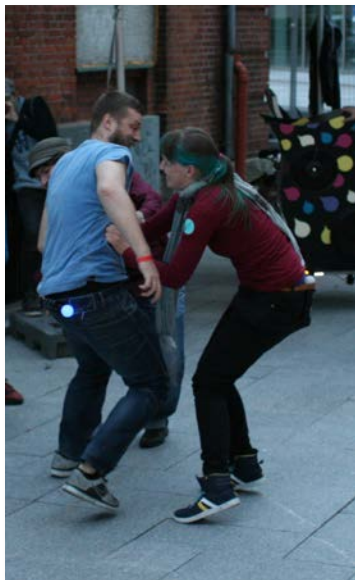
Technical Director, Greenfly Studios



GAME DEVELOPERS CONFERENCE EUROPE

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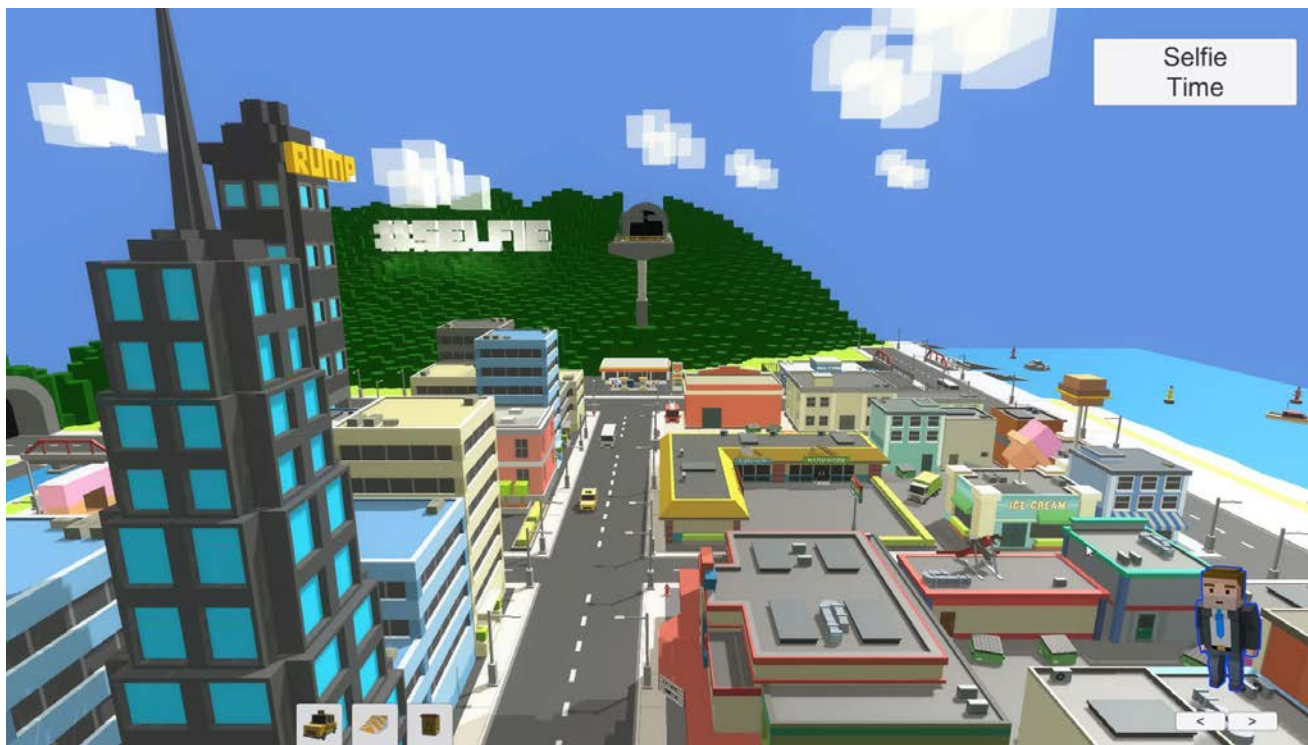


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#Selfie
Chaos



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<https://vimeo.com/169877108>



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Pictogram



ganonslayer_link09



29 likes

ganonslayerlink_09 fighting evil with bae 🤔🤔🤔🤔
#ganonstrikesagain #triforcebuddies #herooftwinds #ganonsucks
#justwindwakerthings #selfie #nofilter #zelda #ganon #hyrule #water
tingletingle_kooloolimpah nice tunic bro
ruler_ganondorf_dragmire get out tingle nobody likes you





#SelfieChaos

#GameNews

Pre-Alpha 0.0.0.6

- New selfie music. Music adjusts to onscreen visual action!
- New level select screen - 3D world rotates and previews landmarks
- Introduced, and optimised, cuboid explosions

Pre-Alpha 0.0.0.5

- Vehicles now spawn wheels upon explosion
- Positioned vehicles can now affect pre-existing placed vehicles
- Selfie photo are now saved locally so players can tweet/share pics!

Pre-Alpha 0.0.0.4

- Imported new map: Mountain Town
- Re-wrote vehicle handling
- Integrated time control - objects now pause and play at 1/2 speed
- Re-wrote the social media controller
- Particles adhere to time control
- Explosions have a radius

Pre-Alpha 0.0.0.1

- vehicle settings now work



cubook

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Sign up

Have an account? [Log in!](#)



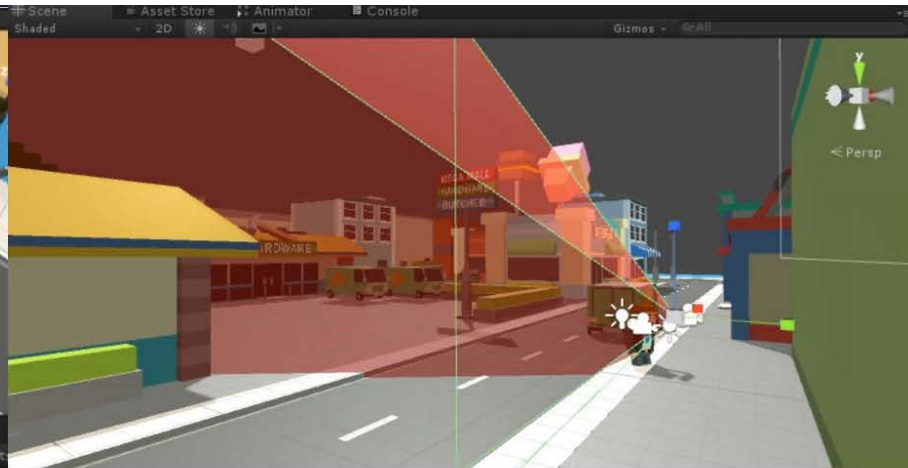


Scoring Visual Action





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Social Networks



Stephen Morris
Uploading Photo



Tom Hughes
Just now



0 0 0



Stephen Morris
Just now



19



2



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Tom Hughes

Level Designer, Greenfly Studios



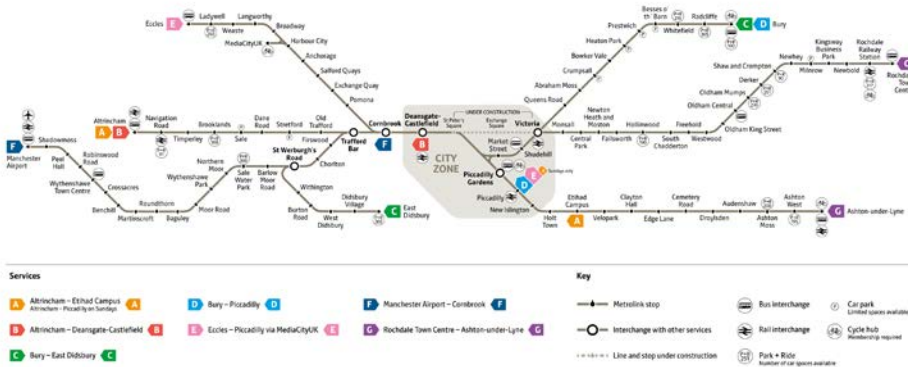
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- Establishes a level of complexity on which a person interacts with the system.

Greater Manchester tram network map





Level Design Workflow





Total Chaos - Gameplay





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