



**MAKING OF**

# **SUPER TONGUE PING**

**-MAKING OF-**

CREATE BY:



**PEANUT GAMES**



**MISSILE COMMAND™**

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# 1. GRAPHICS

We thought we were a team of "born programmers" without much vocation for design. But we quickly discovered that Carlos was really "the cover" and that in the end he is a great designer. From the first days of the development of the game he dedicated every spare minute he had to go sketching the characters, a few levels...

We had the idea of the game very clear. It was going to be an agile platform game where bouncing off the walls would be the main mechanic. But what we were not so clear about was the story, the environment or the design of the enemies or the main character. So the first sketch was a boy with a backpack (pretty cool, by the way).

But later we decided to take a small turn and take it towards a post-apocalyptic-Jurassic future, and that is where our little dinosaur, our hero, emerged.

Jose, another frustrated designer, made the tileset. In the end we believe that we had a pretty good game, but hey, you better judge that.

# MISSILE COMMAND™

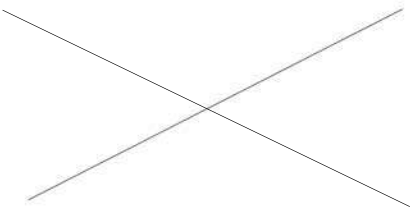
## 2. AI

### Slug:

It is divided into two levels of difficulty and a it has applied a gravity system like the one the player has. So you can fall off the platforms.

### Bird:

It has three levels of difficulty, and gravity is not applied.

	BIRD	SLUG
DIFFICULTY 1	only bounces against the walls.	the slug only moves from left to right, if it hits a wall it changes direction.
DIFFICULTY 2	the bird will change direction from time to time, this change of direction is taken from an address table to follow a guided movement.	
DIFFICULTY 3	It pursues the player when he enters his detection zone, in case of hitting a wall he loses consciousness and changes direction. In addition, if the player is near the door instead of chasing the player, he will run to defend the door.	the slug makes gravity changes from time to time, so it will slide along the roof.



## 3. MUSIC

From the beginning it was clear that Valdés would be the person in charge of music, because, without being a musician, he was the only one in the group who had done his first steps with the guitar in a rock band.

To start, we prepared a few melodies composing with a piano. We thought it was a good idea to do it using the piano because it is one of the most commonly used instruments to compose. The problem was that Valdés was really a complete rookie with this instrument (even if he really tries it hard), so the first ideas were quickly dismissed because they clearly didn't convince us.

After a couple of days trying like this, finally he chose to compose using the guitar. And the improvement was obvious. In a matter of minutes, ideas were much better than those of the previous days.

In the end, a rhythm over here, a riff over there, and the two songs of the game eventually emerged: the welcome screen and the ingame.

They are agile, simple and catchy songs (even too much). It's what we look for in this kind of fast and frantic game.