Rise of the Gloobles

RISE OF THE GLOOBLES
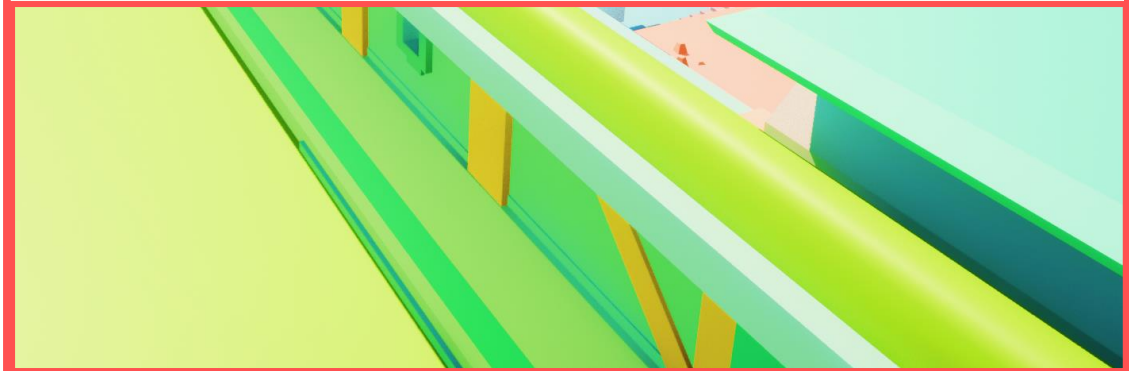
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Story

On a planet called "**GLOOB**", there are strange creatures called "**GLOOBLES**". They are a group of large and round slime balls, but they have a super weird habit - they like to bite each other's eyeballs.

One day, an alien named "**GLOOP**" arrived on this planet. He was a representative of an intelligent and technologically advanced extraterrestrial civilization. Unfortunately, his spaceship crashed on the planet, and he had to rely on his own intelligence to survive. **GLOOP** discovered that the civilization on this planet was quite primitive and couldn't develop high-tech weapons and equipment like his civilization. However, there was a type of **CRYSTAL** that could be used as an energy source. So, he began to help this civilization and settled on the planet.

GLOOP also invented many **ROBOTS** to help the locals. He designed a **PIPELINE SYSTEM** that could transport energy **CRYSTALS** quickly and introduced space knowledge to the civilization through his own broken **ROCKET**. Soon, **GLOOB** became a half-agricultural and half-industrial planet, and **GLOOP** became a beloved leader.

As time passed, **GLOOP** passed away surrounded by Swinies (a plant that likes to eat snot, the national flower of **GLOOB**). At this point, some rebels among the **GLOOBLES** seized the opportunity and took control of the robots invented by **GLOOP**. They began to fight for the planet's wealth and resources, bombing the houses where the **GLOOBLES** lived.

However, these rebels did not know that before his death, **GLOOP** had linked his brain to a **ROBOT**. This robot led other **ROBOTS** to fight against the rebels' robots in a great battle, helping the **GLOOBLES** reclaim their rightful planet.
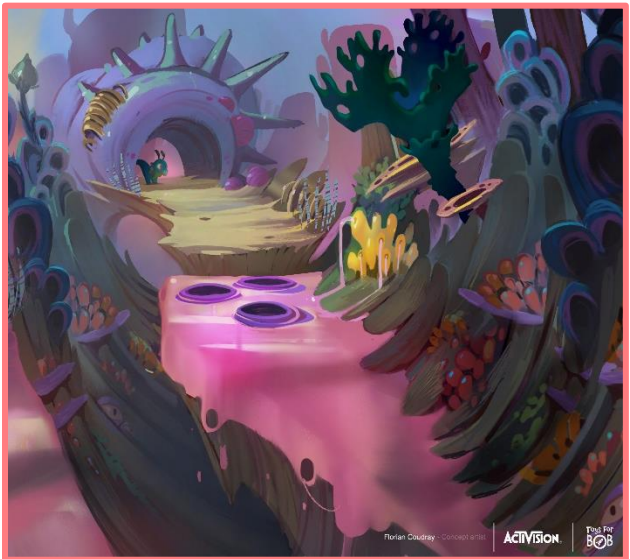
Reference
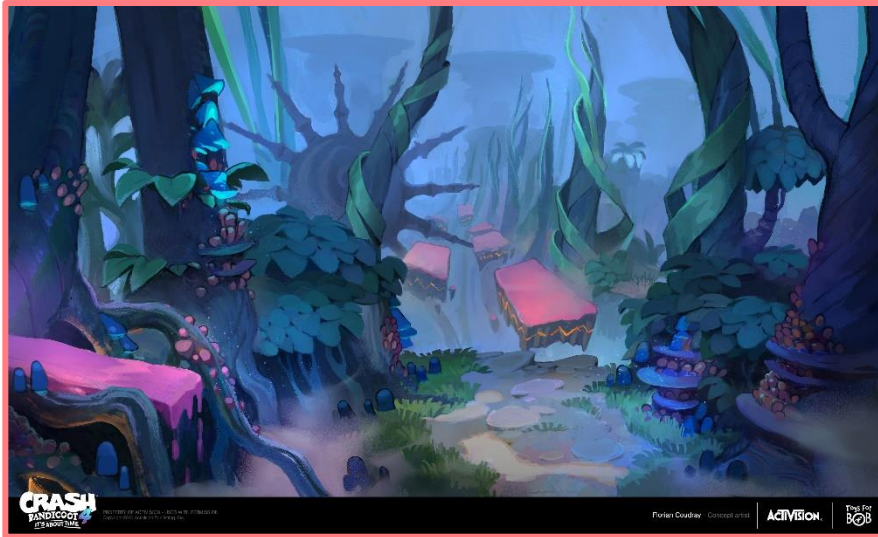
Environment

Figure 1~4. Reference for the ecological environment of planet Gloob.
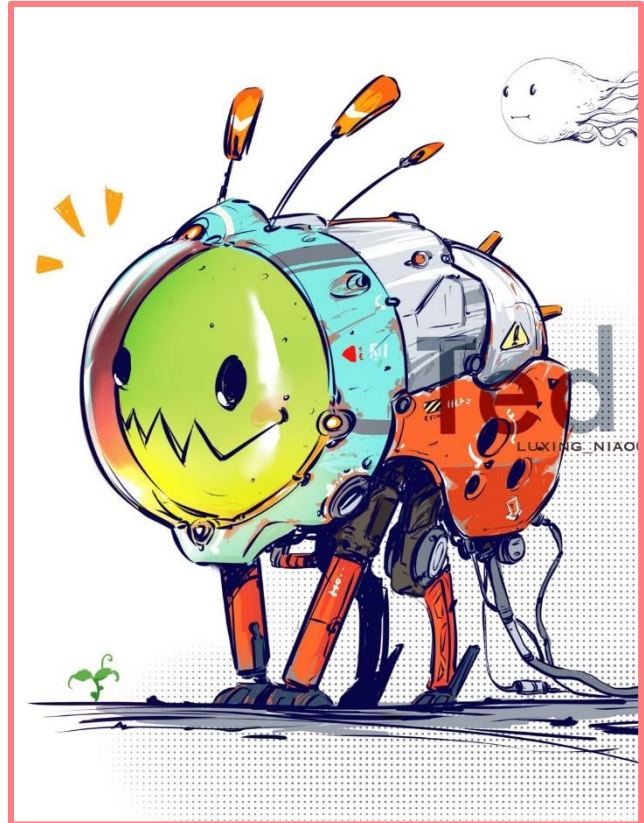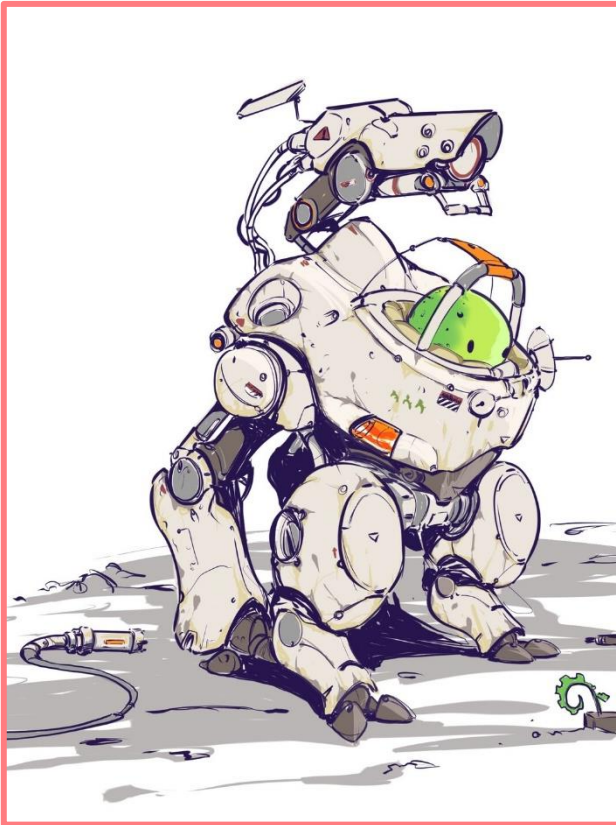
Setting

Figure 5~6. Reference for the social form of Glooble's combination of industry and agriculture

Features

Figure 7~9. Machinery hovering over agricultural society as a reference for the level's setting.

Characters

Read from left to right, top to bottom
Figure 10~11. Reference for Gloop's image   Figure 12~13. Reference for Gloobles' image
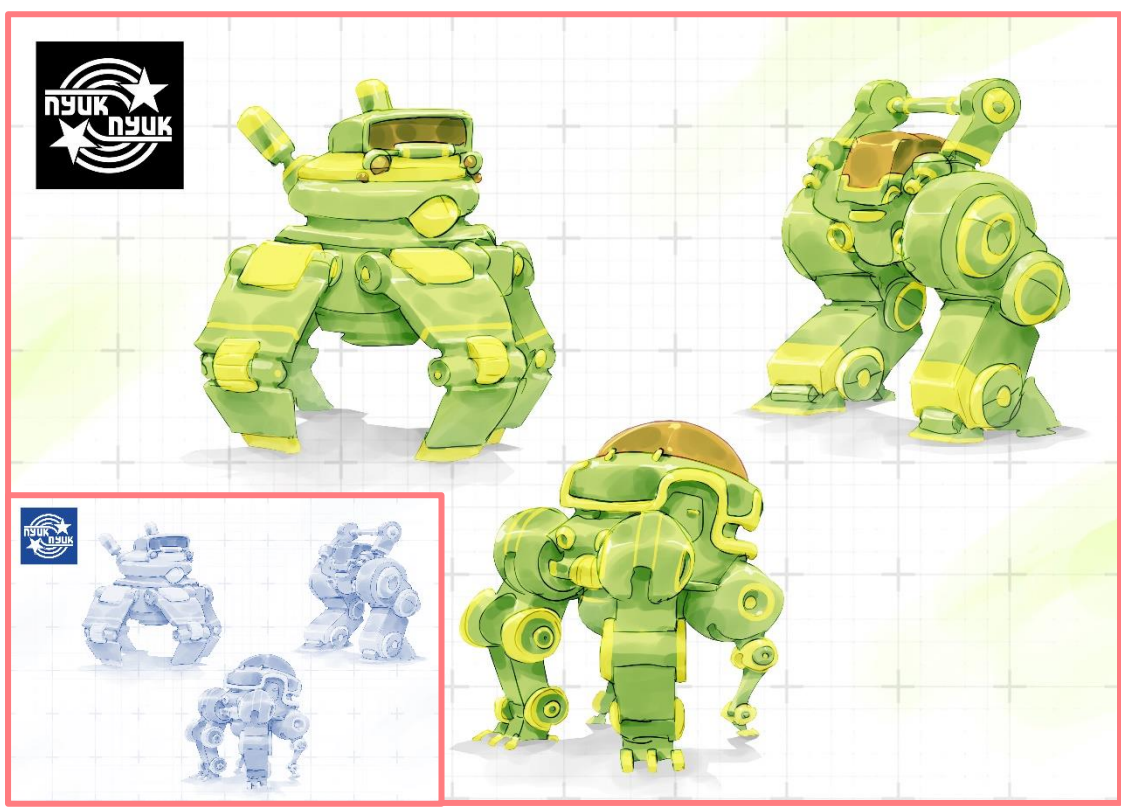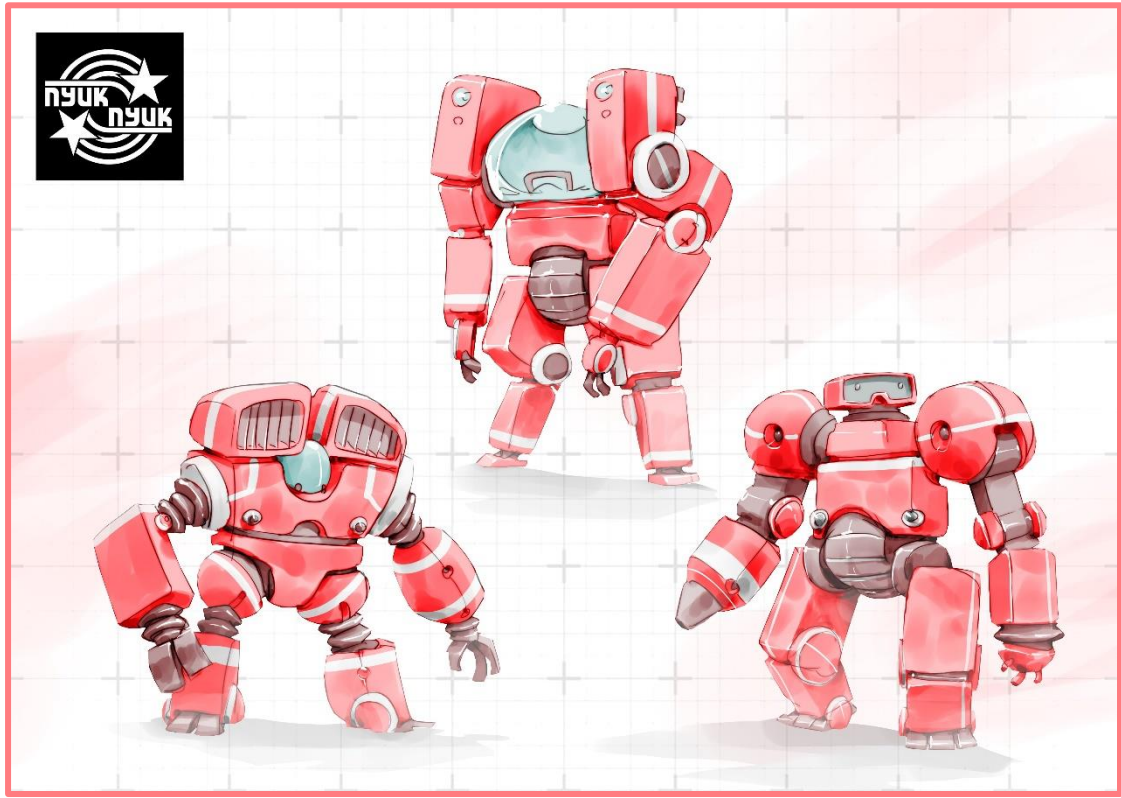
Figure 14~15. Reference for the robots invented by Gloop

Theme

Figure 16~17. The theme of the level is a combination of fantasy and machinery.

Program

Red Team
- 3 Spawn Points
  - 2 Pistol
  - 1 Rifle
- Ruin
  - 1 Small Health
  - 2 Rifle
  - 2 Pistol
- 1 Capture Point
  - 1 Large Health
  - 1 Small Health
  - 3 Rifle
  - 2 Pistol

Blue Team
- 3 Spawn Points
  - 2 Pistol
  - 1 Rifle
- Ruin
  - 1 Small Health
  - 2 Rifle
  - 2 Pistol
- 1 Capture Point
  - 1 Large Health
  - 1 Small Health
  - 3 Rifle
  - 2 Pistol

Neutral Zone
- Rocket
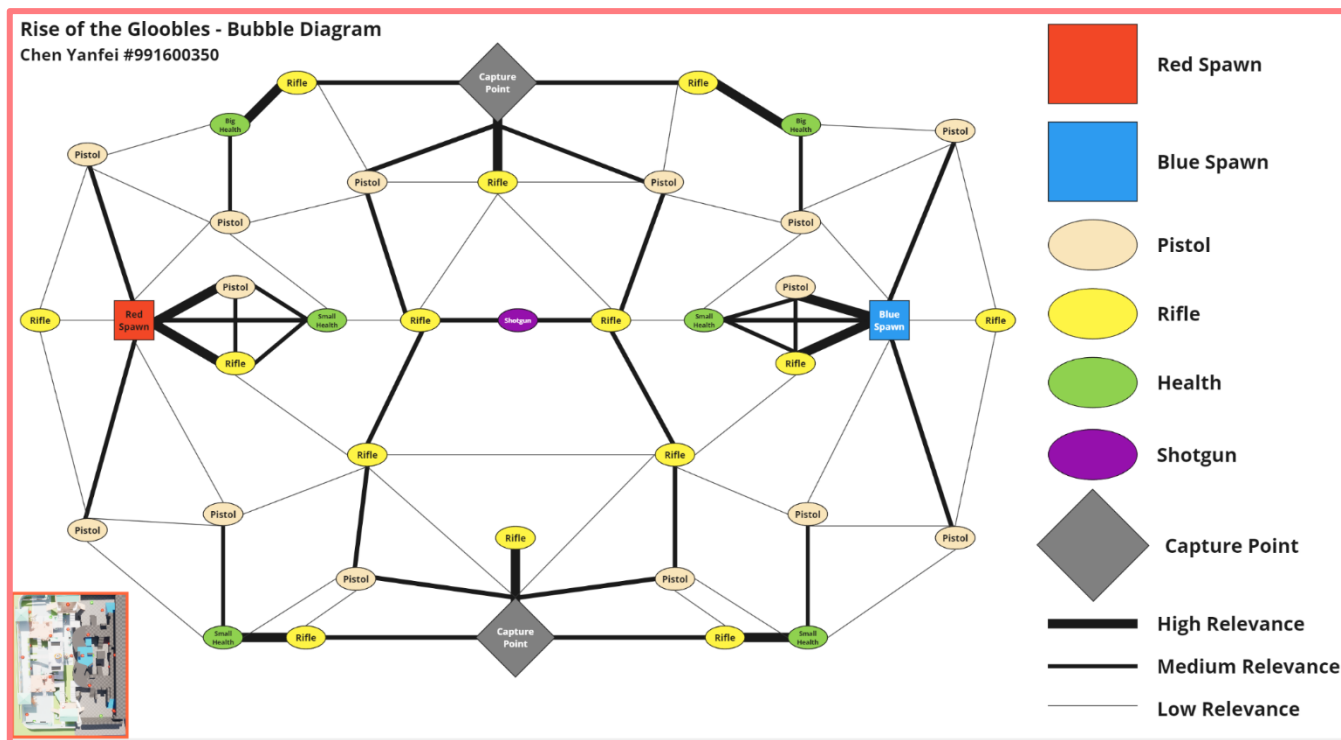 - 1 Shotgun
  - 2 Rifle
  - 2 Pistol

Diagrams

Figure 18. Bubble diagram that showcases the positional relationship between gameplay elements
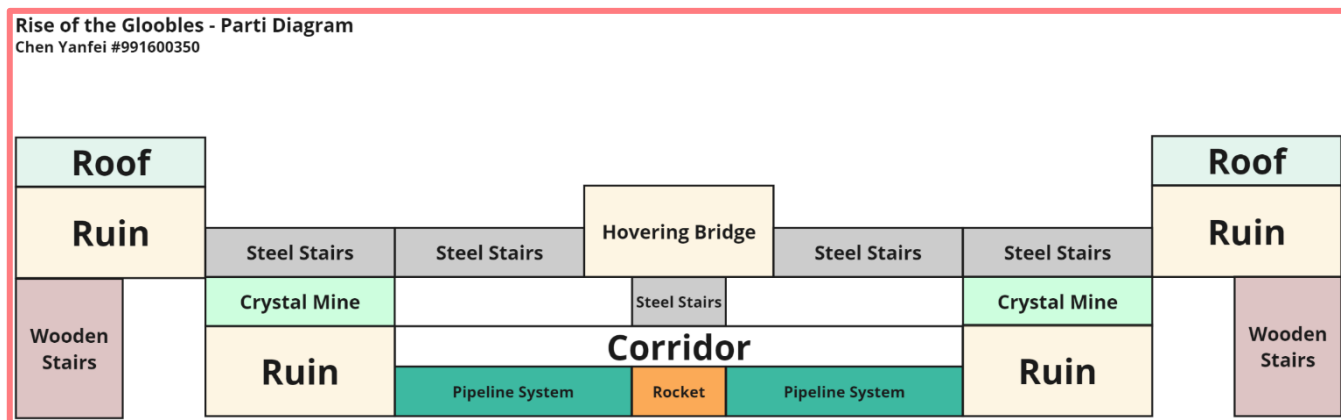

Figure 19. Parti Diagram that showcases the height difference and vertical relationship of game objects in the level. Please note that this level has a symmetrical structure.
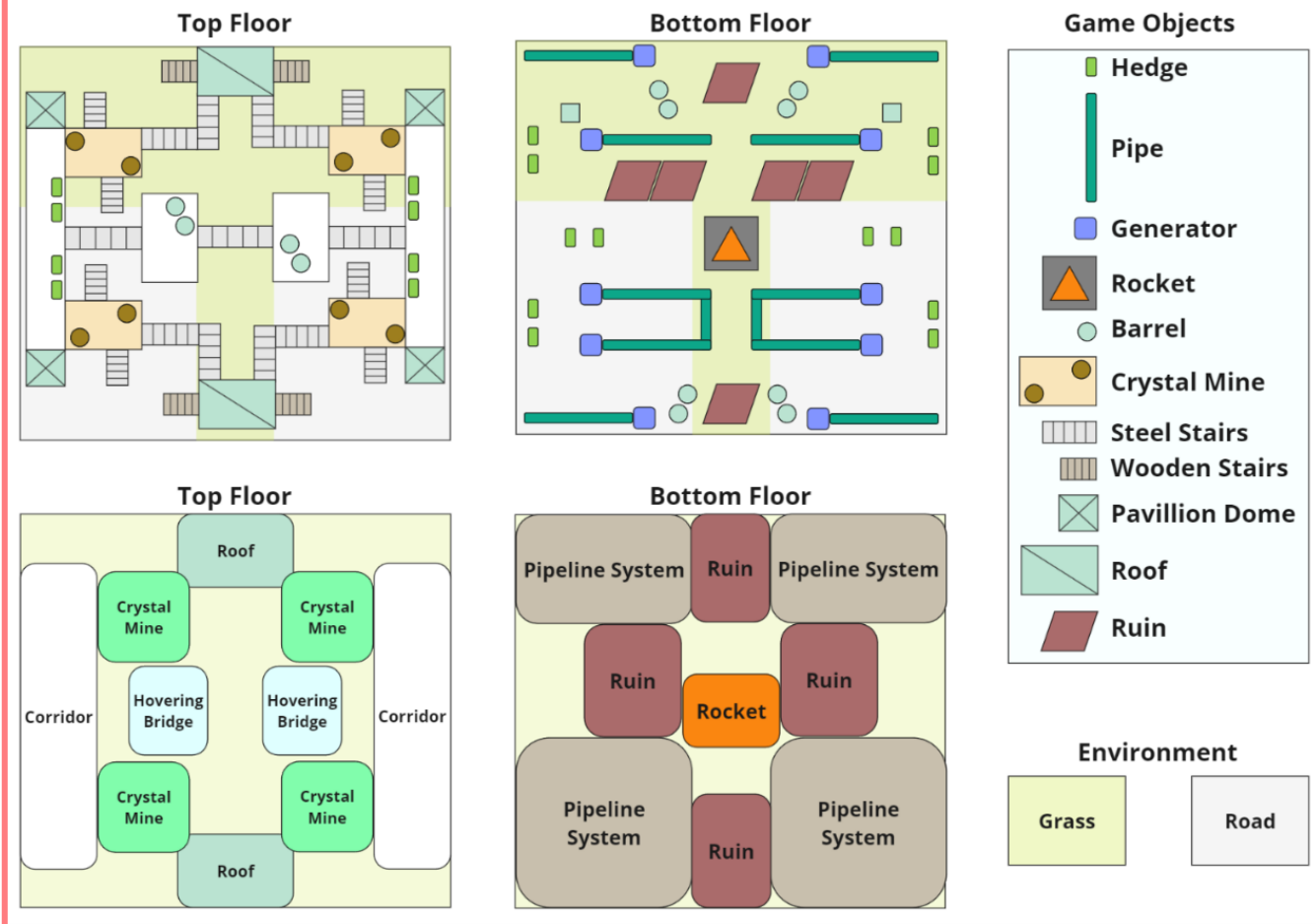
Figure 20. Block Diagram that showcases the relationship and connectivity between different regions
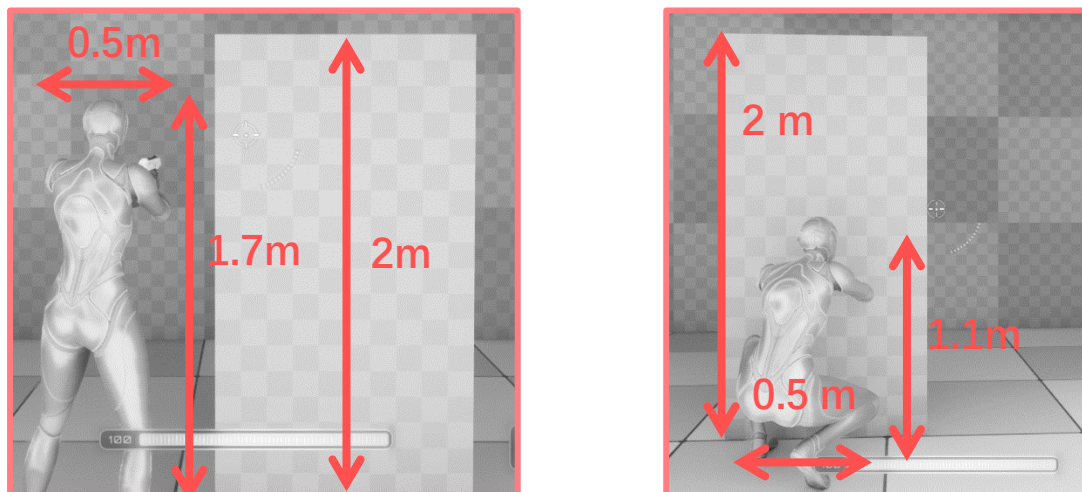
Metrics

Character

Figure 21~22. Screenshots that showcased the character metrics

Movement and Gameplay

- **Dashing**
  - Maximum Distance (5m)

- **Jumping**
  - Maximum Height (1.5m)

Environment

TYPE	H (m)	W (m)	L (m)
Barrel	1.8m	2m	2m
Barrel Large	1.6m	2m	2m
Blade	0.5m	1m	4m
Cart High	3m	2.2m	5m
Cartwheel	0.3m	1.8m	1.8m
Computer Desk	2m	0.8m	1.3m
Curved Hedge	0.9m	0.6m	1.5m
Desk Chair	1.8m	1m	1m
Fence Broken	1m	2m	0.4m
Generator	1.8m	1m	1m
Hay	0.7m	1m	1.8m
Hedge	1.3m	0.7m	4m

Large Corridor	2.5m	6m	9m
Large Hedge	1.8m	0.7m	2.5m
Large Rock	2.5m	2.6m	1.3m
Overhang	1m	0.8m	2.3m
Pipe Support	1.8m	0.3m	0.5m
Pole	2.5m	0.6m	0.3m
Ramp Pipe	0.5m	0.3m	1m
Rocket	5m	2m	2m
Round Pipe	2.5m	1.3m	3m
Satellite Dish	2m	2m	2m
Screen Desk	3.2m	0.8m	2.4m
Small Corridor	2.4m	4m	3.5m
Small Rock	1.4m	2.3m	1m
Small Rocks	0.2m	0.8m	1.3m
Split Pipe	0.3m	0.6m	0.6m
Stall Stool	0.8m	0.5m	0.5m
Steel Stair (1 piece)	0.5m	2m	2m
Straight Pipe	0.3m	0.3m	1.8m
Structure	1.5m	1.5m	1.5m
Terrain - Road	0.2m	3m	3m
Terrain - Rock	0.2m	5m	7m
Wall Broken	4.5m	4m	0.5m
Wall Corner	4,5m	2m	2.5m
Wall Corridor	4m	0.5m	4m
Wall Detail Diagonal	3m	4m	0.5m
Wall Slope	2m	2.5m	0.5m
Wall Window Stone	3m	4m	0.5m
Watermill	1.5m	4m	4m
Wireless Cable	1.6m	1m	1m
Wooden Stair (1 piece)	4m	1.4m	4m

Comparative Screenshots

Player Spawn

Before

After

Figure 23~24. Player Spawn Points will be able to see the Hero (rocket) located in the middle of the map, where the color of the rocket, stairs, pipes, and orientation of the ruins ill guide their focus towards the rocket.

Second Floor

Before

After

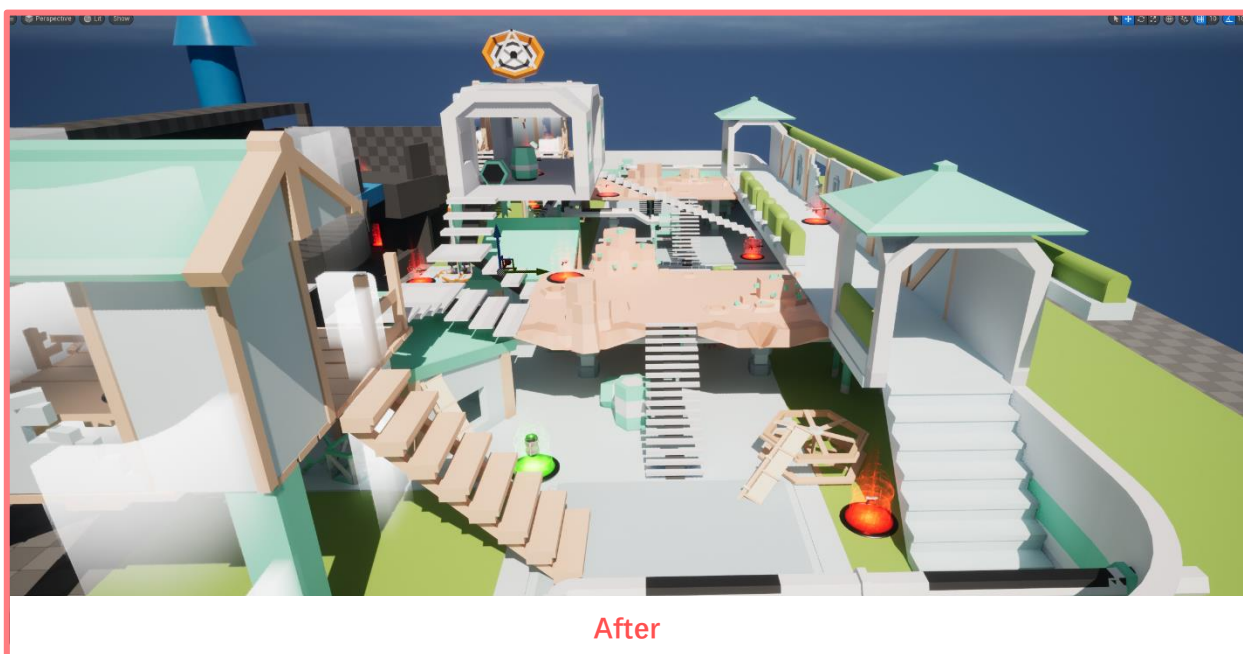*Figure 25~26. The Hero on the second floor is a huge corridor where players can overlook the vast majority of the map even the shotgun behind the rocket.*

Capture Point

Before

After
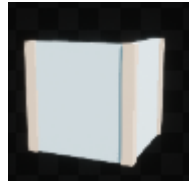
Figure 27~28. Similarly, players can also overlook the Capture Point at both ends of the map, as well as gain an understanding of the multi-layer structure of the buildings where they are located.

Schedules

REGION	SUB	OBJECT	USE	IMAGE
RED	BASE	**Curved Hedge**	4	
NEUTRAL	BASE	**Fence Broken**	3	
RED	BASE	**Hedge**	13	
RED	BASE	**Large Corridor**	1	
RED	BASE	**Large Hedge**	10	
RED	BASE	**Large Rock**	2	
RED	BASE	**Small Corridor**	2	
RED	BASE	**Small Rock**	7	

RED	BASE	**Small Rocks**	3	
NEUTRAL	BASE	**Steel Stair (1 piece)**	33	
NEUTRAL	BASE	**Terrain - Road**	53	
RED	BASE	**Terrain - Rock**	24	
NEUTRAL	BASE	**Wall Broken**	10	
NEUTRAL	BASE	**Wall Corner**	6	
NEUTRAL	BASE	**Wall Corridor**	25	
NEUTRAL	BASE	**Wall Detail Diagonal**	3	
NEUTRAL	BASE	**Wall Slope**	2	

	BASE	Wall Window Stone	4	
NEUTRAL	BASE	Wooden Stair (1 piece)	4	
NEUTRAL	DETAIL	Barrel	6	
NEUTRAL	DETAIL	Barrel Large	4	
NEUTRAL	DETAIL	Blade	2	
NEUTRAL	DETAIL	Cart High	1	
NEUTRAL	DETAIL	Cartwheel	6	
NEUTRAL	DETAIL	Computer Desk	3	
NEUTRAL	DETAIL	Desk Chair	4	

RED	DETAIL	**Generator**	5	
NEUTRAL	DETAIL	**Hay**	1	
NEUTRAL	DETAIL	**Overhang**	2	
RED	DETAIL	**Pipe Support**	17	
RED	DETAIL	**Pole**	3	
RED	DETAIL	**Ramp Pipe**	2	
RED	DETAIL	**Round Pipe**	5	
NEUTRAL	DETAIL	**Screen Desk**	2	
RED	DETAIL	**Split Pipe**	1	
NEUTRAL	DETAIL	**Stall Stool**	2	

RED	DETAIL	**Straight Pipe**	10	
NEUTRAL	DETAIL	**Structure**	8	
NEUTRAL	DETAIL	**Watermill**	1	
NEUTRAL	DETAIL	**Wireless Cable**	1	
NEUTRAL	HERO	**Rocket**	1	
RED	HERO	**Satellite Dish**	1	