

Pombacont - Let's make some gamebabies!

Pombacont is a hilarious 2,5D action-puzzle that offers entertaining gameplay combined with a twist of sexual humor that makes you smile. Inspired by games like Mario and Bubble Bobble, Pombacont combines the true essence of platformgaming with a full-scale 3D world.

Developed with the intend of being released for Xbox 360 live arcade this game is aimed towards anyone who plays casual games and everyone with a heart for solid old-school gaming.

Armed with your fearsome hormone gun, you control the sexual population between pombaconts – small NPC's that evolves and become more and more angry when you shoot it.

Every time you shoot a creature with your hormone gun, the creature changes it's state and grow new abilities. But you have to be careful... If you shoot the creatures too much, they become very aggressive and attack you, aswell as other creatures around them.... And once pumped up they cannot go back to being friendly!

The object in Pombacont is to pair up creatures of different states to create a certain amount of pairs. Though it may sound simple, getting the amount of pair needed to complete each level can be quite a challenge. Shooting the wrong creature or shooting a creature one too many times may cause the entire level to be unsolvable.... So each shot must be considered carefully to ensure you match up the right pairs. Once completed – the door to next level will appear and you can move on. The game takes is set in a mysterious toonish-looking laboratory inspired by real-life laboratories, where chunks of tubes, vials, pillglasses and microscopes combined with platforms provides the main elements of the levels and the environment.

What went well/wrong

This initial gameplay was argued for early in the conceptual phase, prior to the actual production, and despite having to change a lot during the production, we held on to the actual idea of making a gameplay evolved around "making babies" with hormones in different states.

The team has put in large sums of energy to create an environment. We originally settled for a cartoon inspired environment, but ended up making a mixture of "flat toon" and full 3D characters. We've managed to create a highly re-produceable game environment in which additional levels can be created very easily. All ingame materials operate independent of each other and Unity can be used as a level editor where prefabricated elements and creatures easily can be put onto a fresh scene allowing for simple and fast level design, testable immediately after creation.

This also allowed us to do changes to the game in accordance with the answers given to us by the testgroup, even in the final phase.

The final version of Pombacont consists of a total of 8 levels and we also added a special level when creating the credits list for the game, which in fact is a fully playable credits-level. And you have the option to choose whether you want to play as a male or female avatar.