a Conner fialda Havipat = fialda[0] Havipat = fialda[0] Havippo = ''' = placoboldar * The coordinates (0, 0, 0) represents the oct */

class GeoOctocube

Brothy Heuristic to distinguish known bosts:
 Swiss second field entirely decisal digits?
 2025 Swish (r*subt*, field=11)

 Treat as USS-jupo host key.
 Format: Hoston (Asptg.expl) mod10 convert (PutTT down't store (MC Aspg of bots) megramumbers = map (long, traTal Sd)) Gets the sector from the (x, y, z) specified c

Sector will be:

< (dode)

UX/UI @ Valiant

The what and the why, in practice

Magram^tlife Sx the x coordinate Operam int Sy the y coordinate Coparam int Sz the z coordinate

: Oreturn int the number of the sector (0 if x =

Statig function get_sector (\$x, \$y, \$z) {

idept.SHE(.ext[lim.ck[]im.ck[]im.ckmlith education(reasons.floor) resument. [jd] prototypes_pythalimet.meth. [jd] prototypes_pythalimet.py s Gennes fislds Mastad = fislds[0] magiunadbers = ∏ = placebolder magiunadbers = s = placebolder * The coordinates (0, 0, 0) represents the octocube */

Today

- Look at Pendula Swing
- What changes were made?
- What's the future?
- Mentoring

Gets the sector from the (x, y, z) specified c

Sector will be:

code>

¹ Waaramthit's the x coordinate ^COperam int Sy the y coordinate ^tOperam int Sz the z coordinate

. Babis function get sector (\$x. \$v. \$z) { ≠ Conner fialda Hostpat = Fialda[0] Fuqionumbers = ∐. + planetolder Laytype ='** = = planetolder \ast The coordinates (0, 0, 0) represents the octooub st/

class GeoOctocube

Brothy Heuristic to distinguish known hosts from Known hosts?:
 Serie second field entirely decimal digita?
 (D25 baich (privat) fields (1))

a Trust as ESS pipe host key. a Formult hostput beings applied with comment a (Putti down't store the other of kets) angionumbers = map (long, trained Sd); Gets the sector from the (x, y, z) specified c

Sector will be:

code>

What is Pendula Swing?

^COperan^C int Sx the x coordinate ^COperan int Sy the y coordinate ^COperan int Sz the z coordinate

st @return int the number of the sector (0 if x :

lagic_function get_sector (\$x, \$y, \$z) {

Elevator Pitch

* The coordinates (0, 0, 0) represents the octooube */ class GeoOctooube {

Gets the sector from the (x, y, z) specified o

Pendula Swing is an Episodic Adventure Game set in a Fantasy Version of the American Roaring 20s.

Elements of point-and-click and RPGs, but focus on story and dialogues.

Operan int Sy the x coordinate Comparan int Sy the y coordinate Coparan int Sz the z coordinate

= @return int the number of the sector (0 if x =

apic_function get_sector (\$x, \$y, \$z) {



a Conner fields Fostpat = Fields(0) Fostpaties = [] = planetolder keytype = "" = planetolder * The coordinates (0, 0, 0) represents the octocube */

Brothy Hauristic to distinguish known bosts: joint from Known bosts:



coordinate coordinate

the (x, y, z) specified c

***Oparam** int \$z the z coordinate * Oreturn int the number of the sector (0 if :

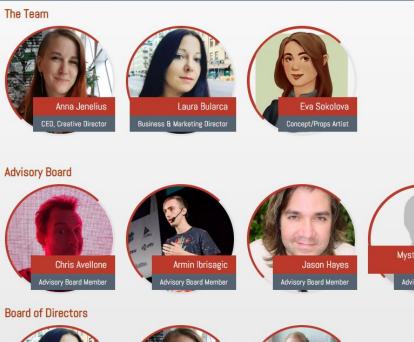
Apjs_function get_sector (\$x, \$y, \$z) {

The coordinates (0, 0, 0) represents the octocube



Laura Bularca

Chair of the Board



Anna Jenelius

Board Member

glil() anitametElle(a) (nume(a)) (numetiane) mr[a) (numetiane) "requires" (a) (numetiane) "requir

Mysterious Industry Veteran Advisory Board Member

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of the sector (0 if x :

Rapig_function get_sector (\$x, \$y, \$z)

Stefan Lindeberg

Board Member

Let's start from the beginning...

he sector from the (x, y, z) specified c

Lapig_function get_sector (\$x, \$y, \$z)

Started properly designing

- Nailed down mechanics
- Let mechanics decide UI items
- Inspired by games in different genres
 - RPGs
 - Point-and-click
- Functionality over form

* The coordinates (0, 0, 0) represents the octocube */ lass GeoOctocube {

ets the sector from the $(x,\ y,\ z)$ specified c

Sector will be: (code)

Magram^tlift \$x the x coordinate Separam int \$y the y coordinate ^tOparam int \$z the z coordinate

Appiq_function get_sector (\$x, \$y, \$z) {



= Commer, finités Fostant = finités[0] migiorudbers = [] = placebolder heybyge = " = s placebolder * The coordinates (0, 0, 0) represents the octocube */



st @return int the number of the sector (0 if x =

Papig function get_sector (\$x, \$y, \$z)

ə Conner fieldə Hostpat = fieldə[0] Həqimumbarə = [] = placebolder Ləyhypə = "" = placeboldar

Brothy Heuristia to distinguish known bosts from Known bosts?:
 Serie second field entirely desired digits?

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Gets the sector from the (x, y, z) specified a

 Walk to pirate

* **Uperam⁰ Ant S**x the x coordinate * **Operam** int Sy the y coordinate * **Operam** int Sz the z coordinate * Oreturn int the number of the s

ROBERT



0.6

a Commen fielde Mentpat := fielde[0] ensimmleter: = TD -= standistant The coordinates (0, 0, 0) represents the octocube



Her eyes were so beautiful when she sat here and gazed into the fire... We got this pair of armchairs from the mayor of Laslayan, after ridding its catacombs of undead. We got this pair of armchairs from the mayor of Laslayan, after ridding its catacombs of undead. That's the armor I wore when we fought the legions of Lagketvak. That shield is part of the reason why I haven't managed to die yet. Goblin tracks. There has been a goblin in my home.

Rework no 1

- Moved everything down to the log
- Removed Menu button

* The coordinates (0, 0, 0) represents the octocube */

Gets the sector from the (x, y, z) specified c

Sector will be:

(dode)

¹ Wingram^Cling Sx the x coordinate ^COperam int Sy the y coordinate ¹ Operam int Sz the z coordinate

: Greturn int the number of the sector (0 if x =

lagig_function get_sector (\$x, \$y, \$z) {



latic function get sector (\$x. \$v. \$z)

The coordinates (0, 0, 0) represents the octooube

Rework no 2

- Putting things IN the world
 - Dialogues
 - Barks
 - Inspect texts
- Based on playtest feedback
- The player does not like to move their eyes too much

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Gets the sector from the (x, y, z) specified c

Sector will be:

(dode)

Wixeram^{t/}Int Sx the x coordinate Sparam int Sy the y coordinate Coparam int Sz the z coordinate

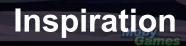
ligig_function get_sector (\$x, \$y, \$z)

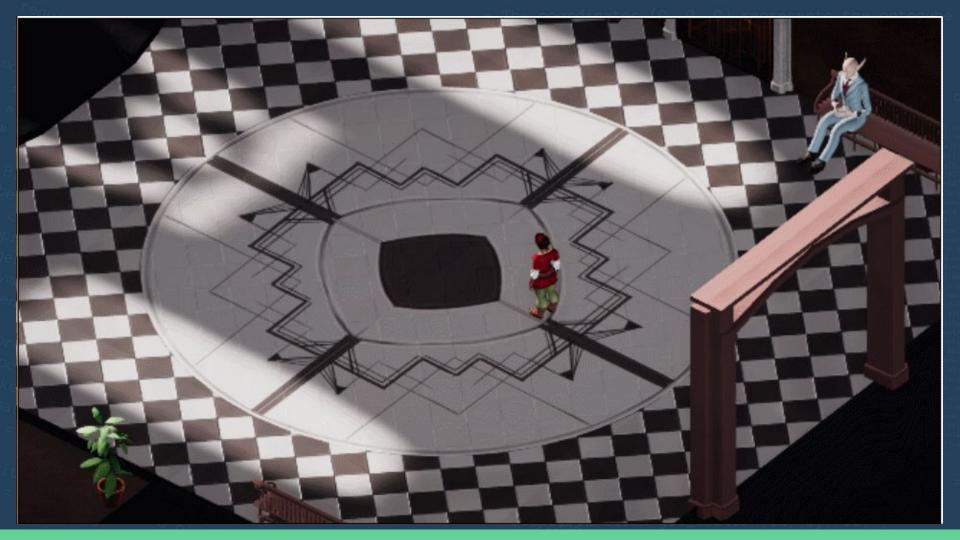
I'm Stan of Stan's Previously Owned Vessels.

stan?

previously

owned vessels





The petrified skull is as cold and hard as stone. Wax tears dribble from the eye sockets. Fast Mode Active I.4 sec) New Map Discovered! Flames-That-Whisper Upper Cavern - 60xp earned Quicksave completed. X) 勽 15//245 194/194 273/273 10/210



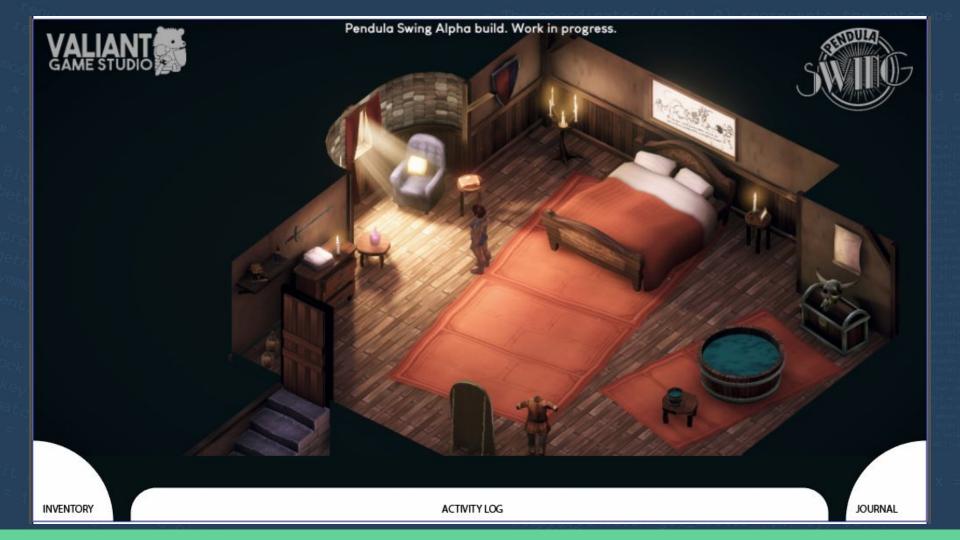
Rework no 3

* The coordinates (0, 0, 0) represents the octocube */ class GeoOctocube {

- The log wasn't needed anymore
- The Journal and Inventory buttons were the most important UI items
- They each got a corner
- Taking Mobile version into consideration
 - Back with the Menu button
 - Rounded buttons
- Show Interactions button
- You only see Backpack and Map in UI when you have them

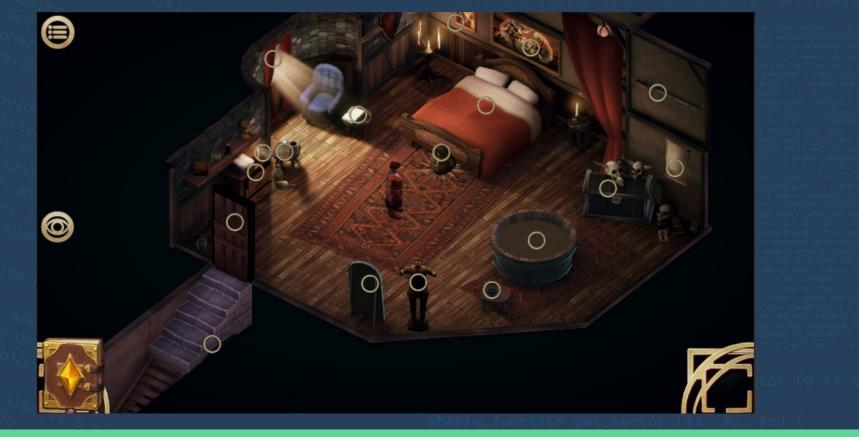
* **Uperan** int \$x the x coordinate * **Operan** int \$y the y coordinate * topgram int \$z the z coordinate

dtig_function get_sector (\$x, \$y, \$z) {



I took the day off work. Promised I'd take the kids to the park.

Showing possible interactions



The Inventory

- Backpack
- Clothes
- Keychain
- Pouch
- Map

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Visit to distinguish known bests from known bostsi:

Gets the sector from the (x, y, z) specified c

Sector will be:

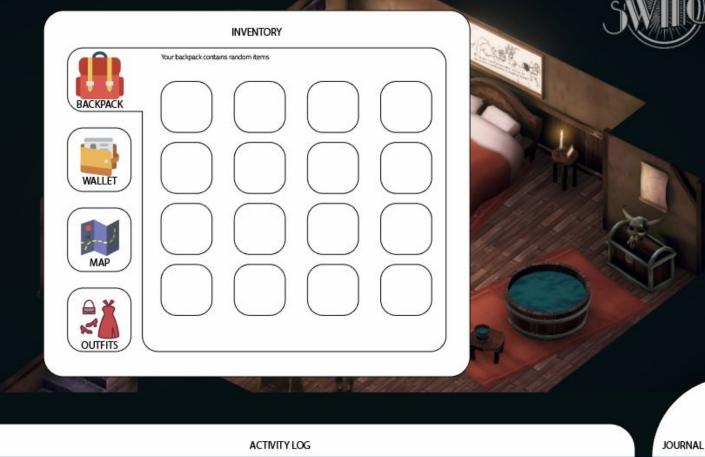
(dode)

Magramthit Sx the x coordinate Operam int Sy the y coordinate ^tOparam int Sz the z coordinate

Azis_function get_sector (\$x, \$y, \$z) {



Pendula Swing Alpha build. Work in progress.



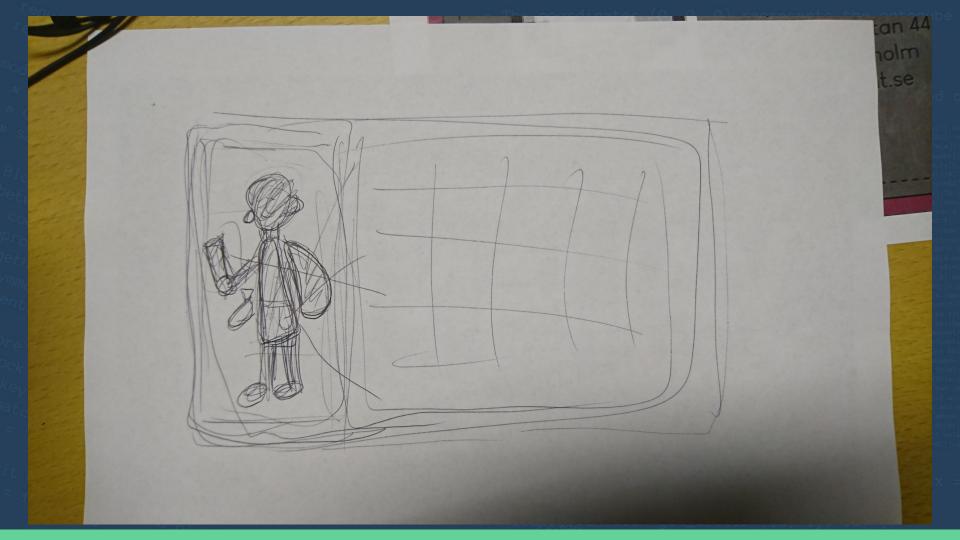
The coordinates (0, 0, 0) represents the octocube

х



y, z) specified d

Inspiration



First iteration

* The coordinates (0, 0, 0) represents the octocube */ class GeoOctocube {

Gets the sector from the (x, y, z) specified

- Character 3D model shown in inventory
- Clickable outfit

ector will be: code:

⁽Wizaramthing Sx the x coordinate ^COperan int Sy the y coordinate ^tOperan int Sz the z coordinate

st @return int the number of the sector (0 if x =

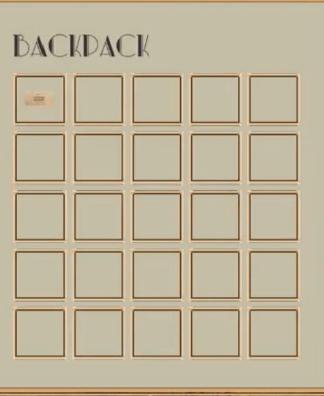
apig_function get_sector (\$x, \$y, \$z) {



Pendula Swing Alpha build. Work in progress.









Rework: All on one page

- Technical difficulties
- Should you be able to access Wallet when has no Backpack?
 - An UI button for every part of the inventory?
- No need for such focus on inventory
- Moved the map to separate interface

Magram^tlig \$x the x coordinate Operam int \$y the y coordinate Operam int \$z the z coordinate

Oreturn int the number of the sector (0 if x =

Apje_function get_sector (\$x, \$y, \$z) {

* The coordinates (0, 0, 0) represents the octocube */ :lass GeoOctocube { a Common fields Montpat = fields[0] = nagtouber = [] = placeboldur Logbypp = "" = claceboldur * The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube



Oreturn int the number of the sector (0 if x =

Pable, function get_sector (\$x, \$y, \$z)

Conners finite Satisfied - finite[0] Satysfied - [] = planetolder sytype - u planetolder

Vendors

 \bigcirc

* The coordinates (0, 0, 0) represents the octoo: */

all.

class GeoOctocube

Good morning, ma'am! Sorry to disturb you, but I'm calling on you to see if you have any need of my wares this fine day?

1: Who in all of Pendula are you?!

2: What are you doing on my island?

3: My axe has been stolen! Know anything about that?

4: Show me what you are selling.

5: I need to go.

"The devil is in the details"

- Blurred background when UI up
- Darkened corners in conversations
- Animation when UI items enter

The coordinates (0, 0, 0) represents the octocube k/ lass GasOstosube /

Gets the sector from the (x, y, z) specified c

Sector will be: (code)

⁽Mparam^t)ht \$x the x coordinate ^COparam int \$y the y coordinate ^tOparam int \$z the z coordinate

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lapic_function get_sector (\$x, \$y, \$z) {

Commen fields satuat = fields[0] sylveusburg = [] = plauetoldur sylveus = " = slauetoldur

Containers

* The coordinates (0, 0, 0) represents the octocube */

ristic to distinguish known_bosts from Known_bosts); field entirely designed digite?

Gets the sector from the (x, y, z) specified c



Hostpat = fields[0] sugirundburs = [] = planutoldur bayhype = "" = planutoldur

Edge Cases

* The coordinates (0, 0, 0) represents the octocube */

tie to distinguish krown_hosts from Known_hosts2. .

Gets the sector from the (x, y, z) specified c

* Sector will be:

Discard this item Ø 4

topparam int Sy the y coordinate

Oreturn int the number of the sector (0 if x

lagig_function get_sector (\$x, \$y, \$z) {

Companions

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

ield entirely design. disits?

: Gets the sector from the (x, y, z) specified c



sector (0 if x =

a Conner fialda Hoaipal = fialda[0] Hagiunumbura = [] = plauetolder Layhypa ='** = plauetolder * The coordinates (0, 0, 0) represents the oc */

class GeoOctocube

Brothy Heuristic to distinguish known_hosts from Known_hosts?;
 Mos second field off;
 Mos second field off;
 Mos field off;

Treat as IBS-impo nost key.
 Format: Hoshiat Birth excits world comment.
 (Putti down't store the Strey of bits)
 segiamumbers = sep (long, transmissions)

Gets the sector from the (x, y, z) specified c

Sector will be:

cdode>

Break

¹ Upgram¹ int \$x the x coordinate ^COpgram int \$y the y coordinate ¹ Opgram int \$z the z coordinate

r/ Design function act conter (tr. ty. tr) / ə Gonmen finlda Hantat = Finlda[0] Haqiumumbara = I] + plaueboldar Laytypa = "" = plaueboldar * The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Journal

Rearistic to distinguish known_hosts from known_hosts] and field entirely designs! digits?

Gets the sector from the (x, y, z) specified c

になられた

Task Log

Gather clues about the burglary. Report the burglary to the bailiff.

Get dressed... Have breakfast... Go outside , take in the sun...

e sector (0 if x :

Rework no 1

igodot

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Neuristin to distinguish known_bosts from known_bosts and field writingly derivat distinct

: Gets the sector from the (x, y, z) specified o

- Added a minigame
- Placed in a "notebook"

Operan 16 \$x the x coordinate Operan int \$y the y coordinate Operan int \$z the z coordinate

st @return int the number of the sector (0 if x :

ligig_function get_sector (\$x, \$y, \$z) {

a Conney ffalde Fostnat = finlde[0] Fostnat = [] = placetolder Fostnate = " = placetolder * The coordinates (0, 0, 0) represents the octocube */ lass GeoOctocube {

To Do

Get dressed.

Have breakfast. Go outside, take in the sun. Gather clues about the burglary. Notes

The burglar was a Goblin who stole my axe but left everything else which means that...

my axe is gone forever I will never find the thief they will be coming back they knew what to steal

the (x, y, z) specified c

tic_function get_sector (\$x, \$y, \$z)

Rework no 2

- Wanted it to feel "diegetic"
- All in one place
 - Current tasks
 - Done tasks
 - Minigame
 - Freeform notes
 - Log
- Pretty graphics

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Gets the sector from the (x, y, z) specif

Sector will be:

(dode)

Magram^tling \$x the x coordinate Operam int \$y the y coordinate topgram int \$z the z coordinate

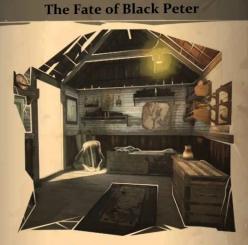
lakig_function get_sector (\$x, \$y, \$z) {

Tasks

 Investigate the murder of Peter Carey

V & A A

- Inspect the crime scene at Woodman's Lee
- Select a suit to wear using your personal wardrobe and join Lestrade at Woodman's Lee



7 8

Inspector Lestrade pays a visit to Baker Street, where he relates to Holmes the grotesque affair that involved the former captain known as Black Peter.





RB



Inspiration

a Common finlds Fraturt = Finlds[0]

The coordinates (0, 0, 0) represents the octocube



Marital problems

NOTES

NAME

Neighbor Horgan testifies to victim sporting a black eye after fight with husband Size 8 shoe prints
 Writing on body
 Missing lewelry
 Blunt force trauma
 Bamba Club lighter
 Lipstick
 License plate 288899
 Female shoe
 Forced entry
 Marital problems
 Size eleven shoes
 Death threat note

Inspiration

To Do

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

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Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)



Explaiun Page Flipping. You should have a page corner to flip only if there is somethign to flip for

You only flip pages within current cathegory

If we have many pages, it would be nice to show page number and at what page you are (ie 3/10)



5/10

a Common fields Postpat = Fields[0] > playetodor = ∏ = playetolder Leytype = "" = playetolder * The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Brothy Hauristie to distinguish known_bosts from known_bostol:

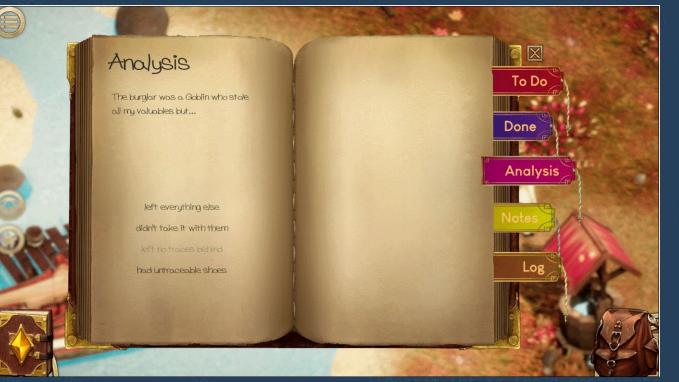


z) specified c

≠ Conmer fields Pastgraddet = fielde[0] Nastgradder = [] = planetolder Leybyre = "" = planetolder * The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Gretty Rearistic to distinguish known_bosts from Known_bosts?



* Oreturn int the number of the sector (0 if x :

Lipic function get_sector (\$x, \$y, \$z)

New home of the log

* The coordinates (0, 0, 0) represents the octooube */ class GeoOctooube {

oon.hootoil: / kak

* Gets the sector from the (x, y, z) specified c



The New Task!

* The coordinates (0, 0, 0) represents the octooube */ class GeoOctocube {

known_bosts from Known_bosts2: /

Gets the sector from the (x, y, z) specified c



Oreturn int the number of the sector (0 if x =

Atic function get_sector (\$x, \$y, \$z)

Мар

≠ Conner fialds Hoatmat = fialds[0] Hagtonumburs = [] = placeHolder Knytype = "" = placeHolder * The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Brotty Houristic to distinguish known_hosts from Known_hosts
 pris measured field ontirmly decimal digits?

- Minimap?
- Local map?
- Travel map?
- Always available?
- Diegetic?

Gets the sector from the (x, y, z) specified c

Sector will be:

(dode)

Dearamthit is the x coordinate Operam int Sy the y coordinate ^tOparam int Sz the z coordinate

Apis_function_get_sector (\$x, \$y, \$z) {

RPG vs. point-and-click



* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocub

* Gets the sector from the (x, y, z) specified of *

- * Sector will be
- * (dode)



Inspiration

a Commun fielde Matuat = Fielde[0] maginestatuer = - e planetolder instrume = - - e planetolder * The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube



(x, y, z) specified c

Inspiration

|= Comment fields Montrat = fields[0] -mugicpumbers = [] = placeHolder |southypumbers = = alaceHolder * The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube



lagic function get_sector (\$x, \$y, \$z) {

Viewable art

* The coordinates (0, 0, 0) represents the octocube */

tie to distinguish known hosts from known hosts?: /



The best sharpshooter the world has ever seen. I wonder what Lenorian is doing now... ector from the (x, y, z) specified c

Readable books

* The coordinates (0, 0, 0) represents the octooube */ class GeoOctooube {

"Safe"

We usually leave this shadowmark when we've scouted and found a safe way around something, a hallway around traps or maybe a without traps or maybe a bouse that's already cleared bouse that's already cleared out. If you see one of these, head the way it's pointing head the way it's pointing and you'll be fine.

MI M2 Turn Pages E Take

Inspiration

a Commen fields Mestpat = fields[0] sugiroutburs = ∏ = planetolder Legtppe = ** = = planetolder * The coordinates (0, 0, 0) represents the octocube */ lass GeoOctocube {

 \mathbf{X}

Time began when a vast stone was cast down from the heavens. On it were Taua and Denánn - the twin daughters of the sun and the moon - and they were fighting for the right to be the ruler of the world.

The stare landed in the endless seas, and became the continent on which we all five. Denánn was the smaller of the two, with dark hair, smooth skin, and quick feet. She was the favorite of their father, the moon.

Taua was tailer and stronger, with fair hair covering most of her body. Their mather, the sun, considered her the apple of her eye.

y, z) specified (

Oreturn int the number of the sector (0 if x : /

Lapig_function get_sector (\$x, \$y, \$z)

Main menu

• 1920s movie feeling

The coordinates (0, 0, 0) represents the octocube



Start Credits

Quit

a Commer fielde Heetpat = Fielde[0] Heetpatature = [] = placetolder Legtype = "" = placetolder * The coordinates (0, 0, 0) represents the octocube */ lass GeoOctocube {

Rework

- More in line with rest of the graphics
- 1920s movie poster
- Juiciness when starting, then focus on functionality
- We are cheating no icons
 - ...Then again, it's a reading-focused game...

Gets the sector from the (x, y, z) specified c

Sector will be: (code)

"**Spar**am"*Ins* Sx the x coordinate "Sparam int Sy the y coordinate "Oparam int Sz the z coordinate



comen finida timt = finida(0) times = [] = placetolder times = " = n placetolder

Episode store

* The coordinates (0, 0, 0) represents the octocube
*/

class GeoOctocube

: Gets the sector from the (x, y, z) spe



Conner finide Attack = finide[0] + placebolder - a clacebolder - a clacebolder

Settings menu

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube





Conner fields stud = fields[0] stud = [] = planetolder stytupe = "" = planetolder

Pause menu

* The coordinates (0, 0, 0) represents the octocube */

auristic to distinguish known bosts from known howtell.

Gets the sector from the (x, y, z) specified c

Main Menu Settings Back

a Commen fields Fostist = fields[0] Fostist = fields[0] * placedolder koytype = ** = = placedolder

Credits

Neuristia to distinguish known bosts from known bosts?: and field ontirally dominant digits?

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Gets the sector from the (x, y, z) specified c



a Connor fields Mostust = fields[0] -maginestatust [] = placebolder Laviene = " = a classbolder

Loading Screen

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

bouts from known bostoll: /*

Gets the sector from the (x, y, z) specified c

Denánn and Táua created the Neimed and the Faemores, respectively. These protected the world, but have since all perished. Press Any Key To Continue

Intro cinematic

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

to distinguish known_bosts from Known_bosts3; /

Gets the sector from the (x, y, z) specified c

* Sector will be:



^c©p_{gf}am int \$z the z coordinate • Greturn int the number of the sector (0 if x =

htig_function get_sector (\$x, \$y, \$z) {

Future improvements

- We have an advantage
 - Episodic
 - Plenty of time to improve
- Stacks
- Rework log
- Mobile-friendly version
- Reworks dialogues
 - "Make them sexy"

* The coordinates (0, 0, 0) represents the octocube */ class GeoDatocube (

an boataile / kok

: Gets the sector from the (x, y, z) specified c

Sector will be:

(dode)

Wearan^t 16t \$x the x coordinate Operan int \$y the y coordinate Operan int \$z the z coordinate

Appiq_function get_sector (\$x, \$y, \$z) {

*/

New dialogue UI

* The coordinates (0, 0, 0) represents the octoour */

class GeoOctocube

* Gets the sector from the $({f x},\,{f y},\,{f z})$ specified .

 Provide the set that apple. Princes should be eating poisoned apples status

 Provide the set that apple. Princes should be eating poisoned apples status

 Provide the set that apple. There are plenty of eligible princes models

 Provide the set that apple. There are plenty of eligible princes

 Provide the set that apple. There are plenty of eligible princes

 Provide the set that apple. There are plenty of eligible princes

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 Prince finder.com

Inspiration

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class GeoOctocube

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In short

- Iteration is good!
- It doesn't have to look right away
- Never "get married" to ideas too soon
- Get inspired by other games, but don't let them dictate your choices
- Playtest a lot!

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

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All Games > Adventure Games > Pendula Swing Franchise > Pendula Swing Episode 1 - Tired and Retired Pendula Swing Episode 1 - Tired and Retired

> **"IF YOU'RE INTERESTED IN** WORLD-BUILDING, THEN PENDULA SWING IS ONE HELL **OF AN INTERESTING WORLD** TO SPEND TIME IN" - TECH RAPTOR

X Autoplay videos



Community Hub

The once famous dwarven hero, Brialynne Donu Tenúm, is forced to interrupt her indefinite retirement on her idyllic island when she discovers that an important artefact has been stolen.

- Mostly Positive (21)

15 Aug, 2018

0:15 / 0:36

Valiant Game Studio AB Valiant Game Studio AB

Indie Free to Play RPG Casual Adventure +

https://store.steampowered.com/app/840290/Pendula_Swing_Episode_1__Tired_and_Retired/

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Questions!

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<u>anna@valiant.se</u> @TheAnaka the x coordinate the y coordinate the z coordinate the number of the se