

Creating Bumps

By Sam Hooke

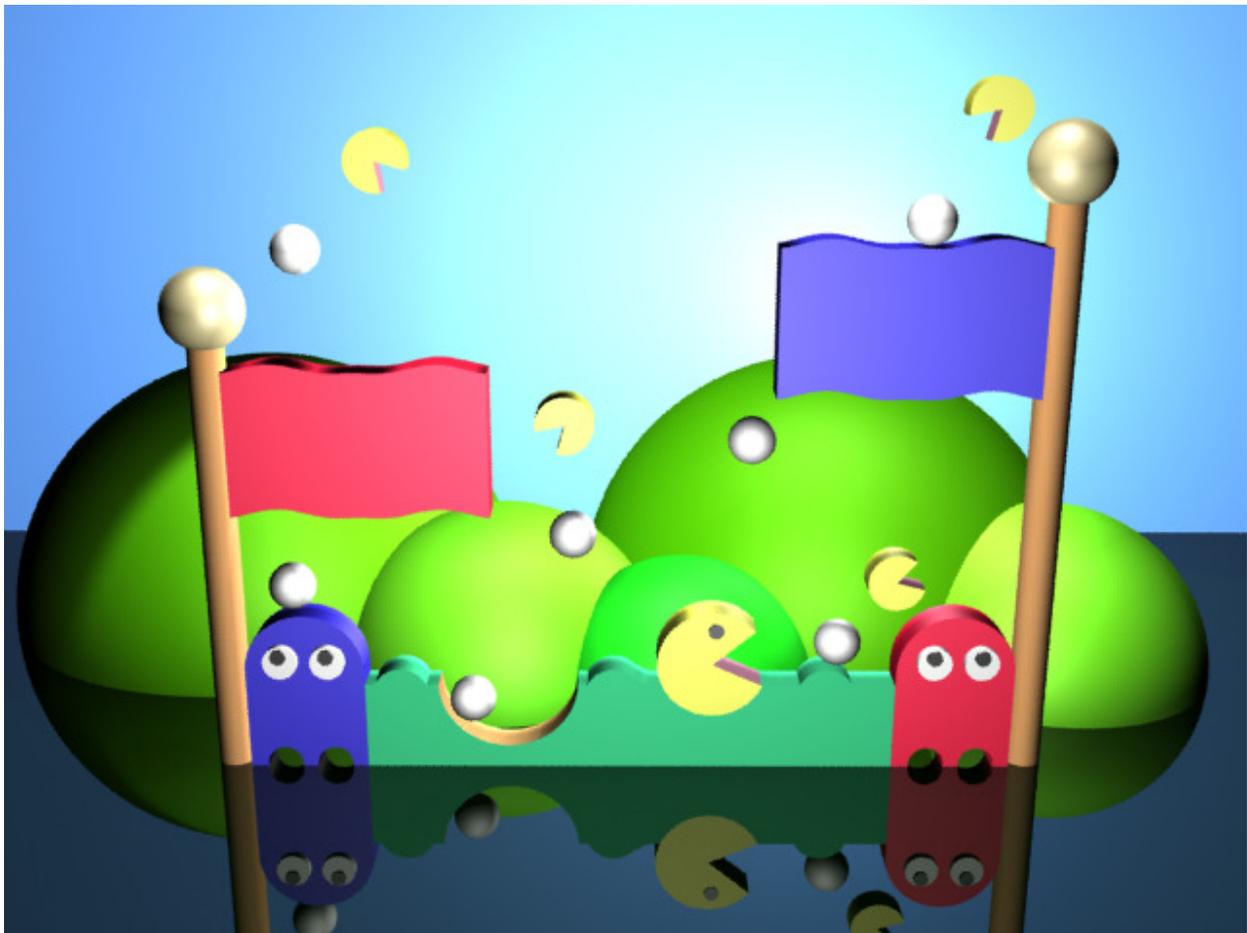
Introduction

It is interesting to see the process Bumps went through in its creation. The concept art and screenshots don't begin to resemble the final game until quite far in, and even once the game had progressed that far, there was still a lot of work that had to be done. In this document I will briefly explain various images of the process of creating Bumps.

Development

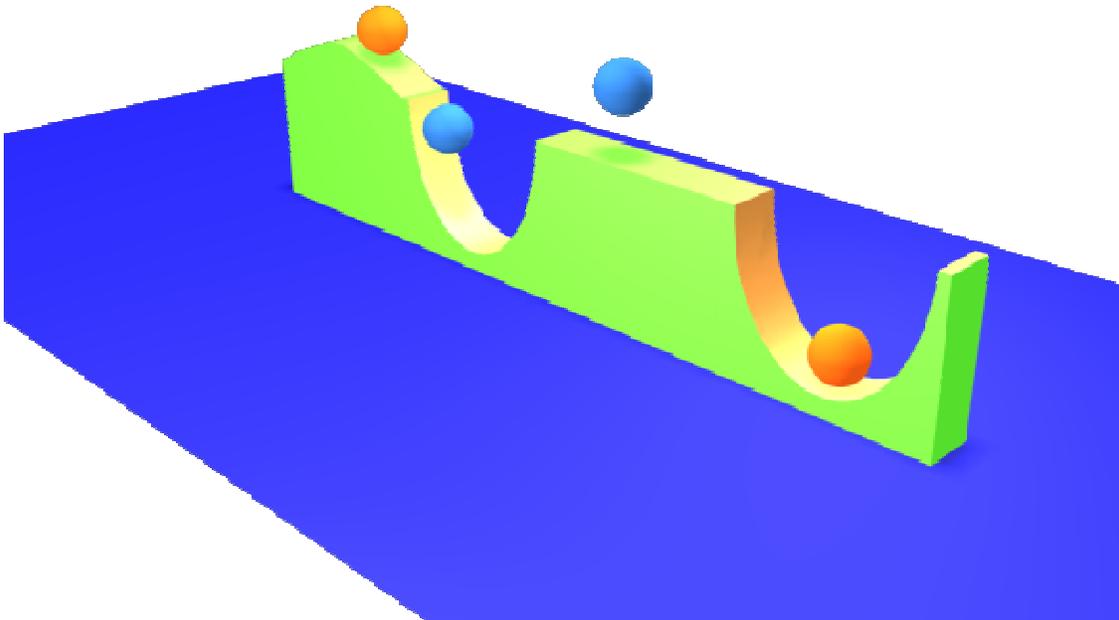
16th December 2008

This is the first ever concept art for Bumps. As you can see, it is vastly different to the final game. Graphics are 3D instead of 2D, the creatures are Pac-man themed, and there are no buttons.



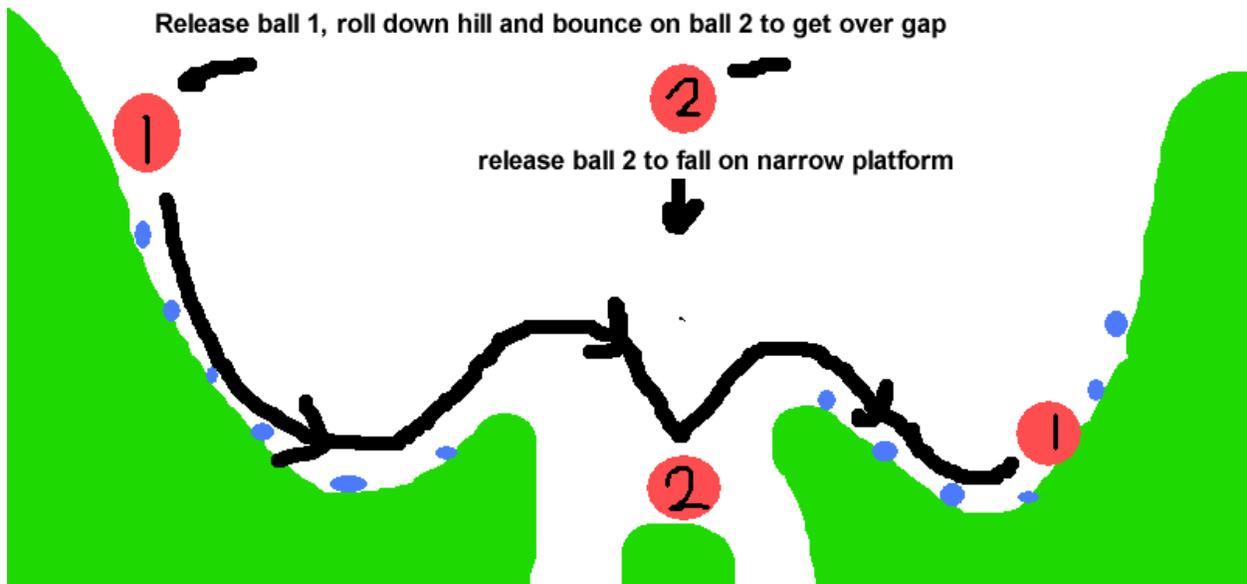
16th December 2008

Here is another concept image, this time without the Pac-man theme. Here you can see vaguely the similarities in game play – balls rolling around some curves.



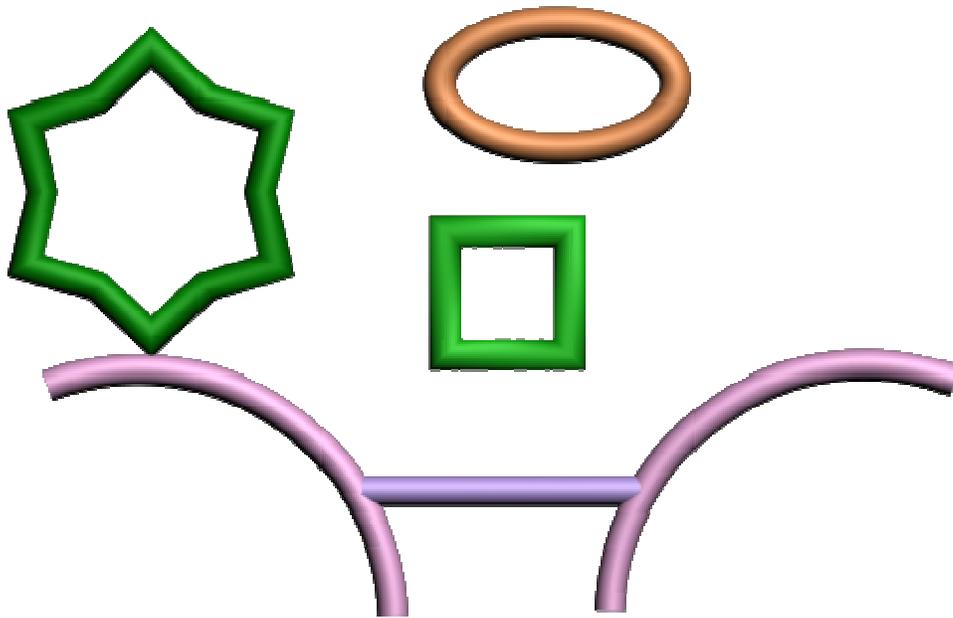
16th December 2008

This demonstrates the idea behind the game, placing the balls and allowing gravity to take over.



17th December 2008

Some very early concept art for the level objects.



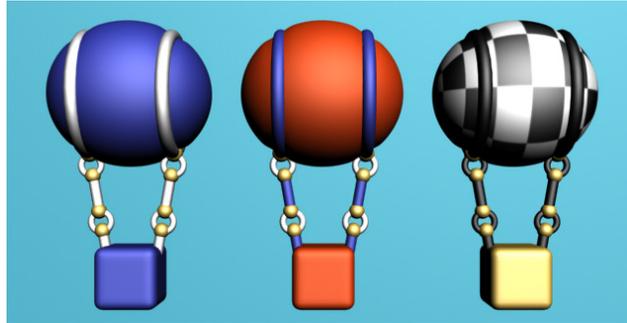
19th December 2008

Originally the game was going to have lots of creatures in, such as these bees and shark.



21st December 2008

Originally, powerups were going to be dangling from floating balloons; however this posed a problem in level design. If the balloons were physics objects, then they would get in the way quite a lot, and if they weren't, they still took up a large amount of space and would make level design quite difficult.



22nd December 2008

Here is another early example of one possible level. I like the bears.



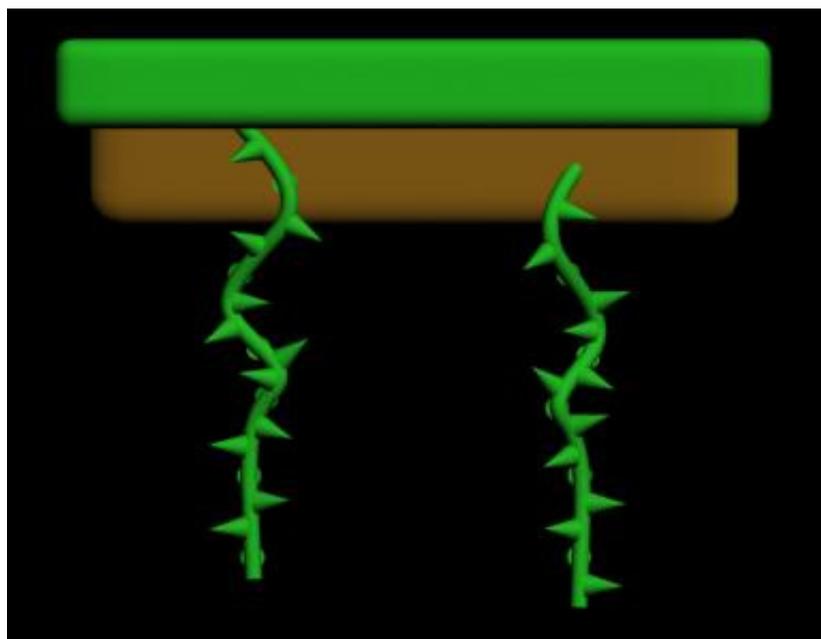
30th December 2008

Behold, the first actual working screenshot. You can see the two monkey heads at the top left. The items to collect are bananas, and that black ring is around a honey pot. When the monkey heads go within the black ring, they are attracted towards the honey pot like a magnet, because as we all know, monkeys love honey.



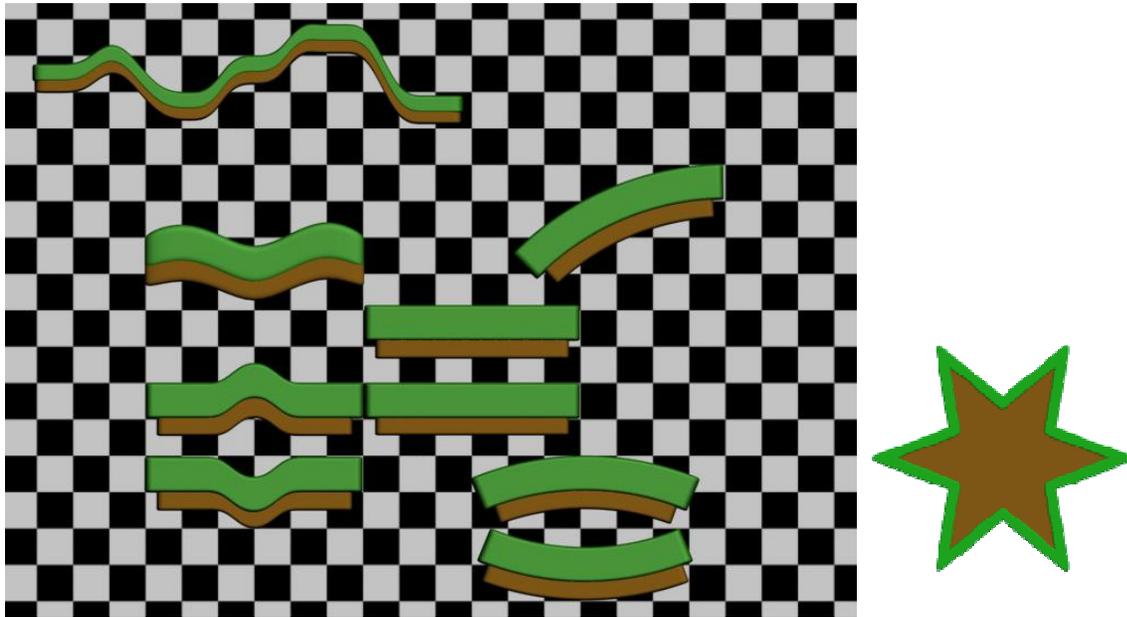
30th December 2008

Here are a couple of close ups of the parrots and platforms.



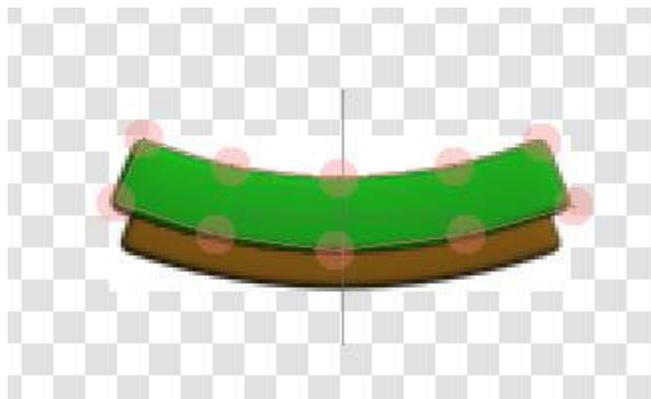
31st December 2008

Next, work began on ideas for platforms.



31st December 2008

The screenshot below shows the polygon body for the platform being constructed. Each physics object in the game has its own polygon. To design these, I created an inventively named “polygon maker”, which allowed you to place the vertexes on the image, rather than manually coding each one.



5th January 2009

Here is another jungle themed screenshot. I am not sure what the monkey in the middle is doing, but it looks quite startled. You can also see some spiffy banana particle effects at the top right.



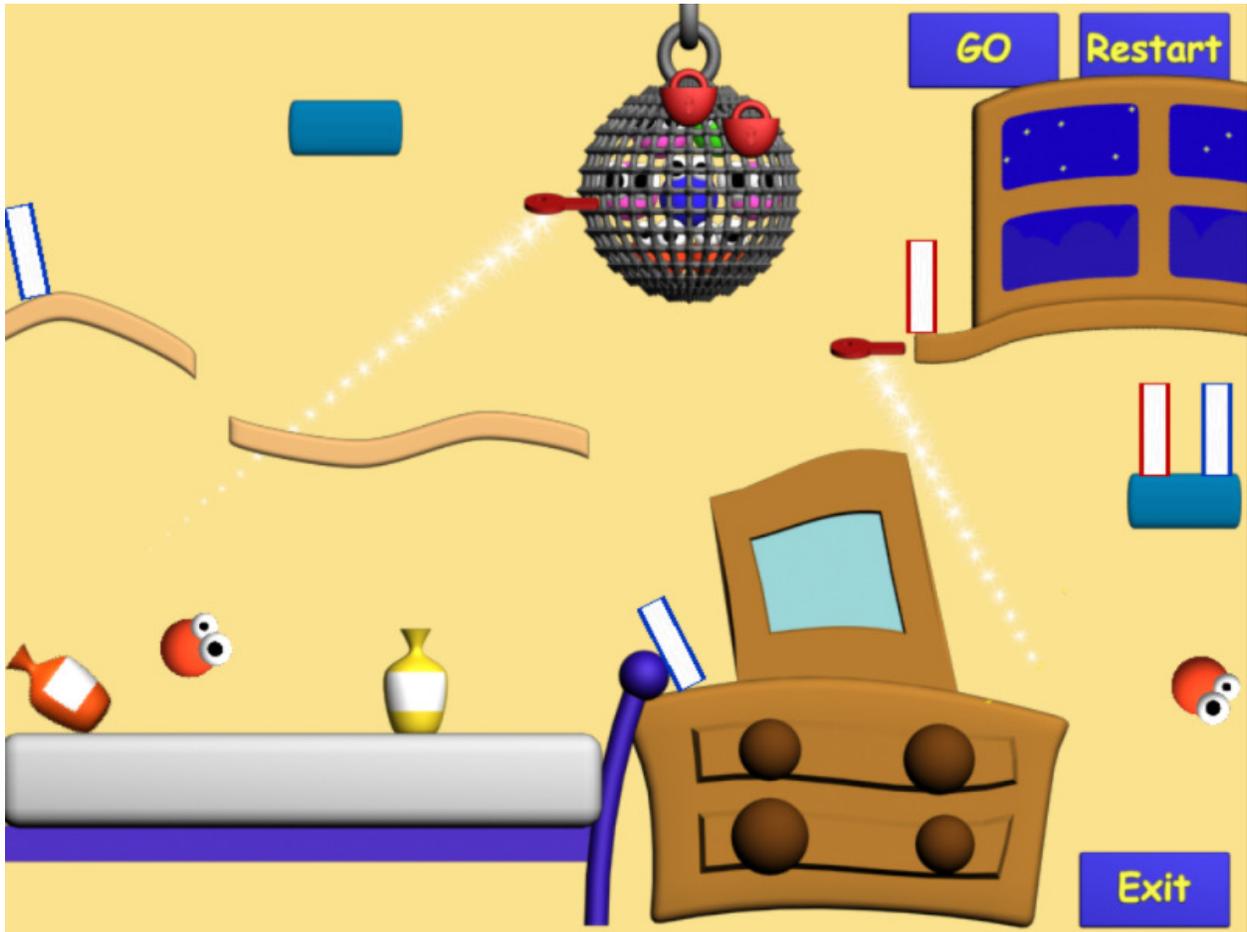
16th January 2009

This is some concept art performed by the first artist we contacted. The art in itself is good, however the style did not fit what was wanted. Also, I find those eyes quite creepy.



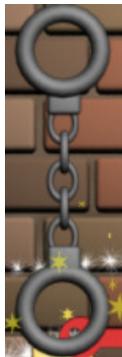
26th January 2009

The game play is now very similar to that of the final game. Here is the first appearance of the cage in which the trapped bumps are, and you can see some shiny red spinning keys flying towards it to free those helpless lumps.



7th February 2009

The game was originally going to have different themed areas. One such themed area would be the dungeons. Those handcuffs you see there ended up turning into the weird ball things on chains that are in the final version. See the comparison images below.



It would have been a shame to have wasted the cufflink code.

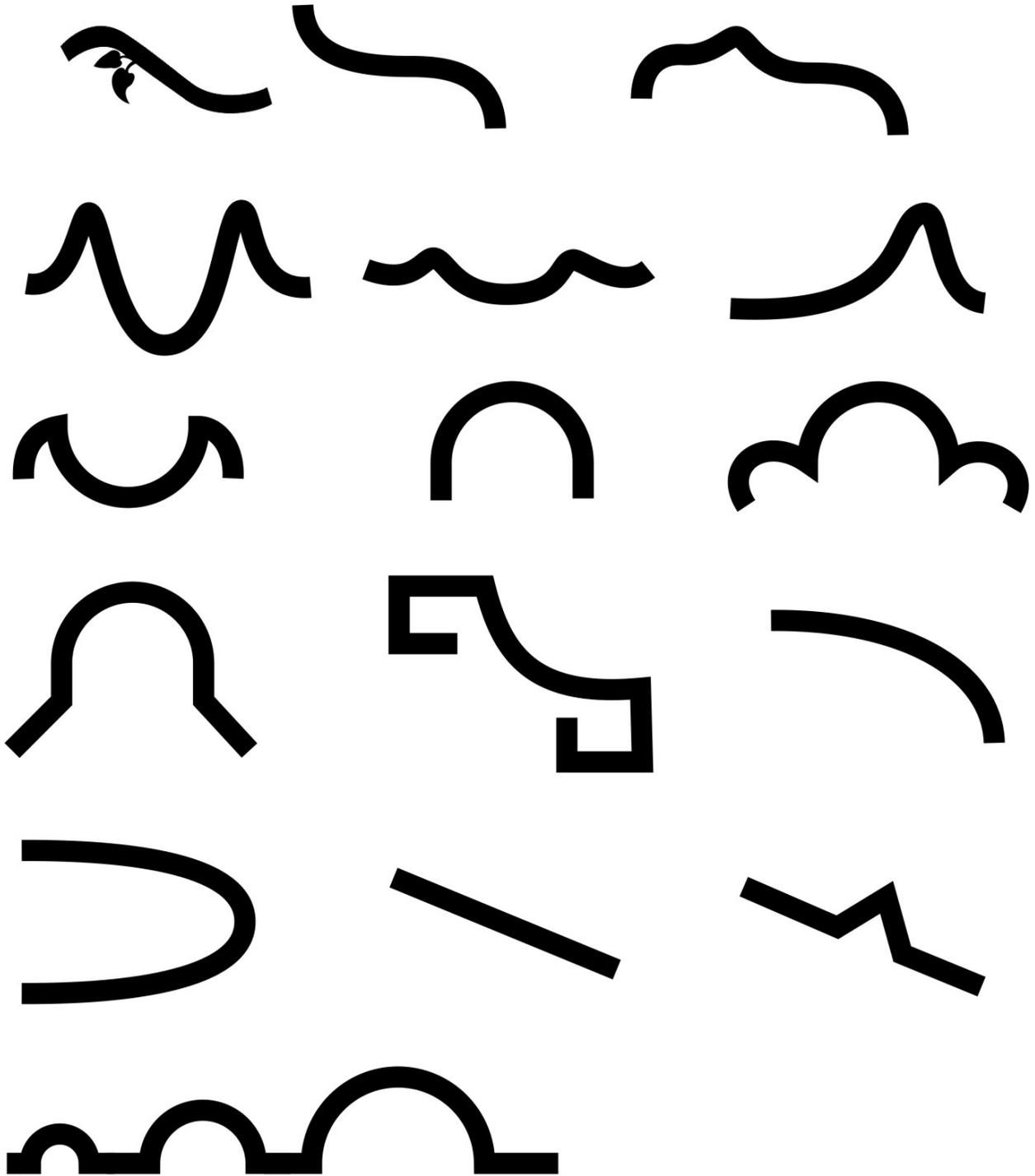
24th February 2009

At last, the game you will recognise. At this point we had joined forces with an actual artist person, and the style seemed a lot better than all the many previous images. No more freaky eyes for starters.



6th March 2009

Lots of initial shape ideas, all of which did end up in the game, plus more.



9th March 2009

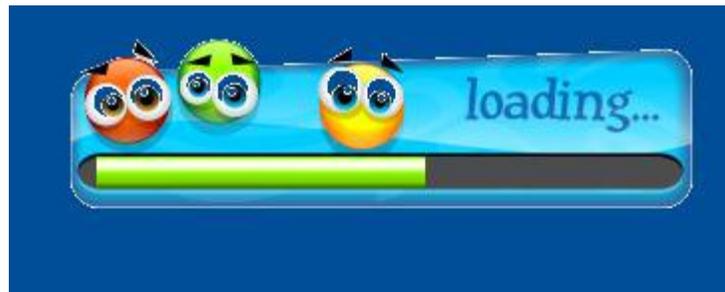
Success! You now get a signal that you have completed the level. Everyone loves getting a nice big green tick.



The powerups also had their graphics improved.

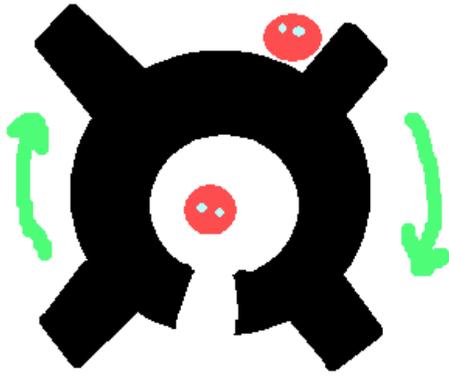


Initially issues were had with the loading bar.

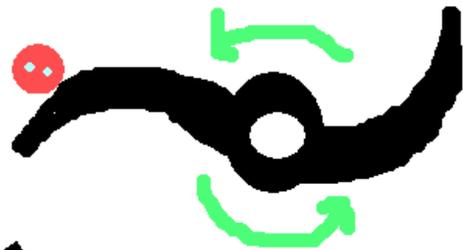
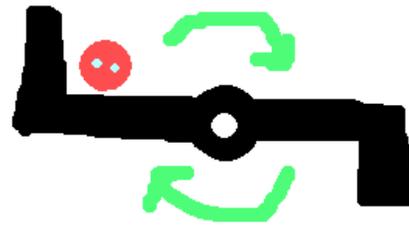


12th March 2009

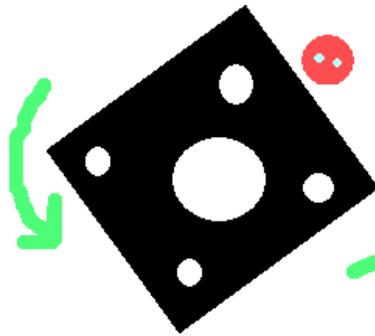
Here are some ideas for the dynamic objects. You can see how they resemble the final in game objects.



3 differnt sizes



Sink (i will fill with water)



15th March 2009

The game now has a menu, which is useful.



16th March 2009

An early illustration of how the level select screen would work.



16th March 2009

Not sure what's going on here, but one difference to point out is the addition of the progress bar at the bottom right. The Bump moves along as you progress through the levels. The yellow bump was a placeholder for an enemy sprite, as the last level was going to have a boss. The bar showed that you were getting closer to the boss. However, no boss was ever put in the game.



16th March 2009

The concept for the level select screen improved. The addition of buttons to scroll is always useful. That strange grey thing at the bottom right is in fact the boss mentioned previously.



17th March 2009

The level select screen nears its final stages. See how the progress bar has changed dramatically, and the trophies have changed to medals. One oversight that was never fixed was that the medals cover over the level number. This makes it fun trying to find a certain level number when you've got a lot of medals.



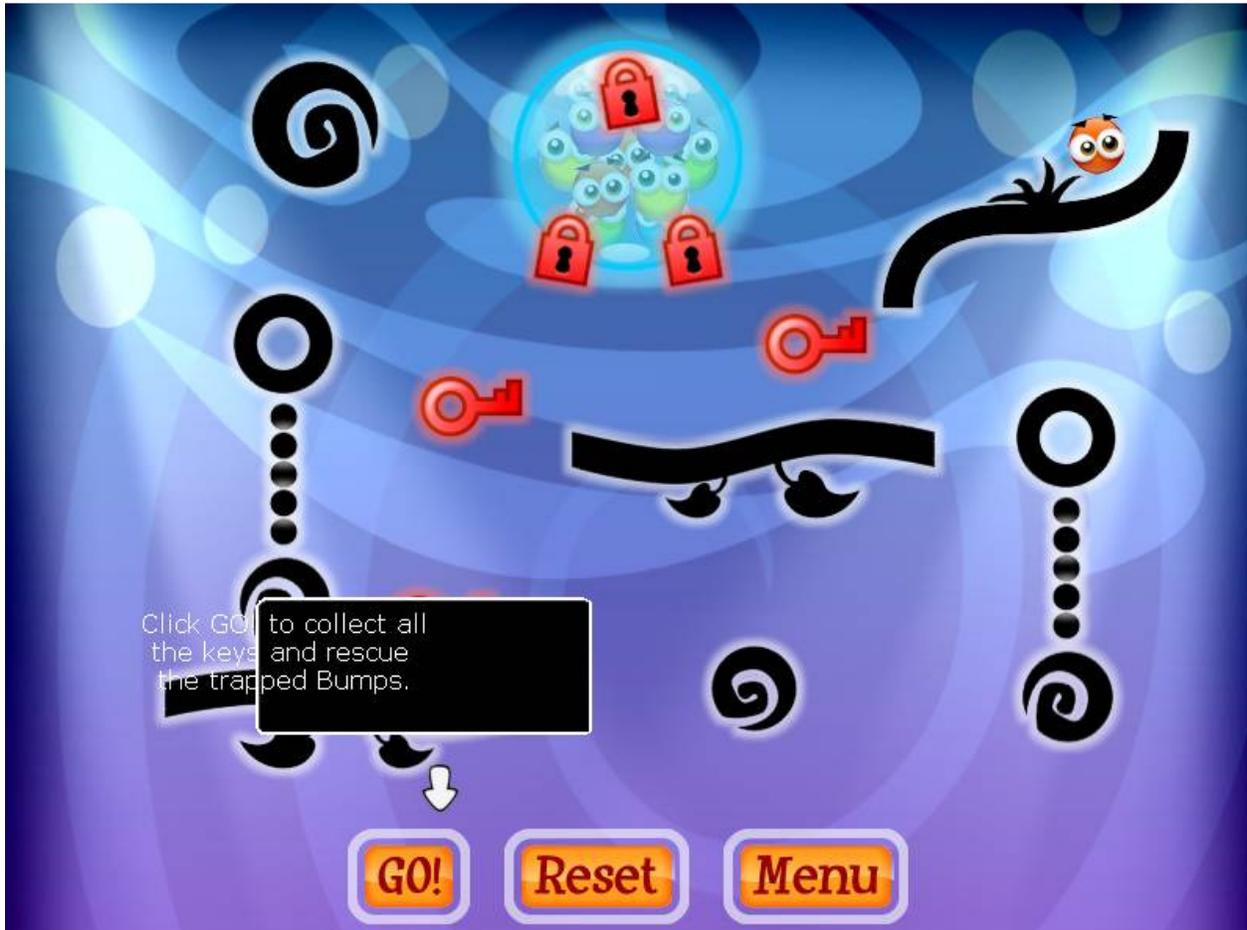
17th March 2009

The “new game” feature became idiot-proofed with the addition of an “Are you sure?” question box.



21st March 2009

The first tutorial was created. We decided in the end that it would be better if the text was actually inside the box, instead of artistically placed half in, half out. You may also notice the lack of the progress bar. It was a bit useless really, considering there is one in the main menu, and there is no final boss.



24th March 2009

The end level screen went through a lot of changes. Here is an example of one of the older level end screens. It's one of my favourites; I like the bump with the speech bubble. However this was removed because player feedback indicated that they preferred to be able to watch the Bumps roll around when they'd finished a level, and the speech bubble got in the way.



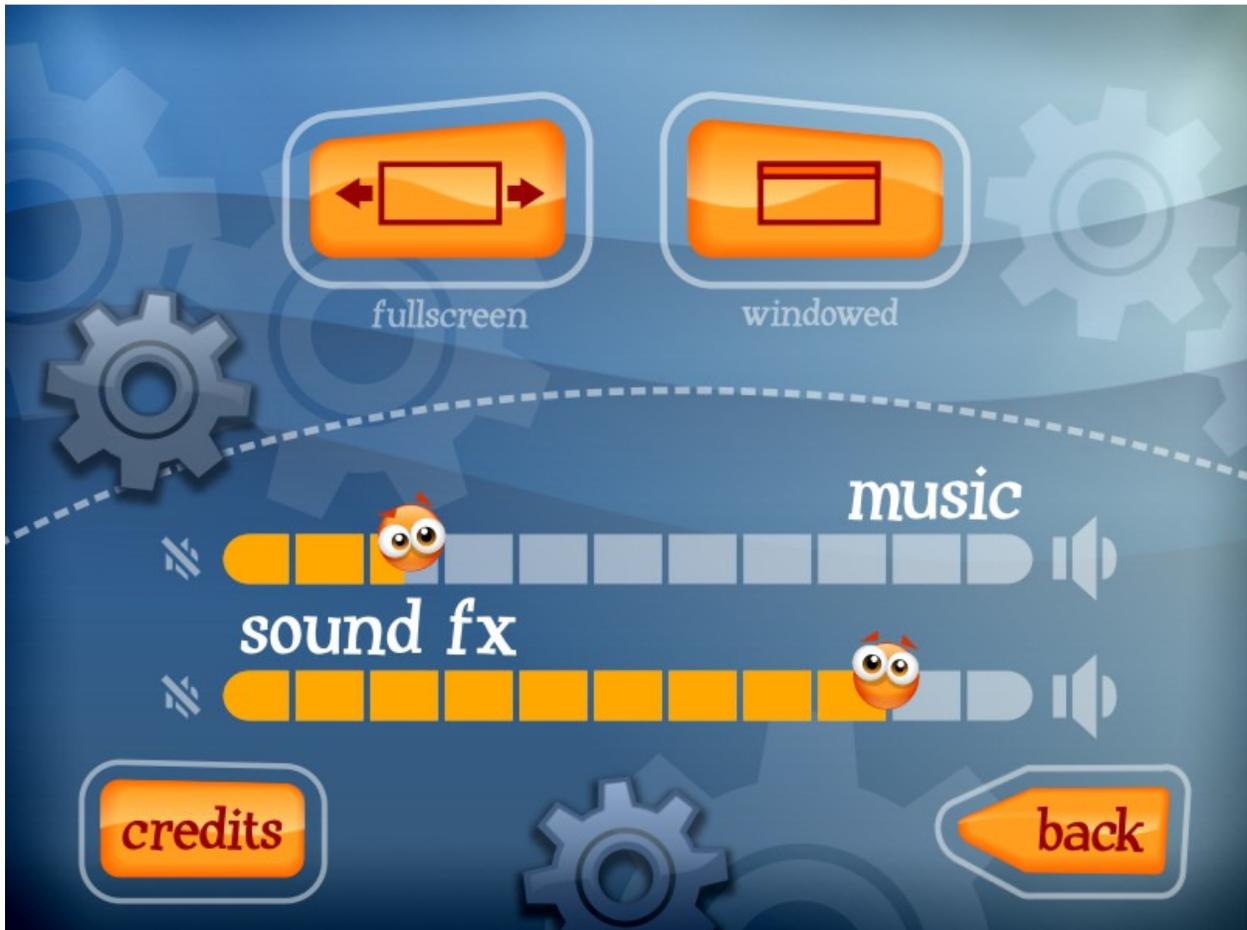
24th March 2009

Probably the last new physics feature to be added was the rope bridge. Here it is in all its pre-artistic glory.



27th March 2009

This is not a screenshot. It is the concept art for the settings menu. Apart from the lack of the “colour blind” mode, it is virtually identical to the final product.



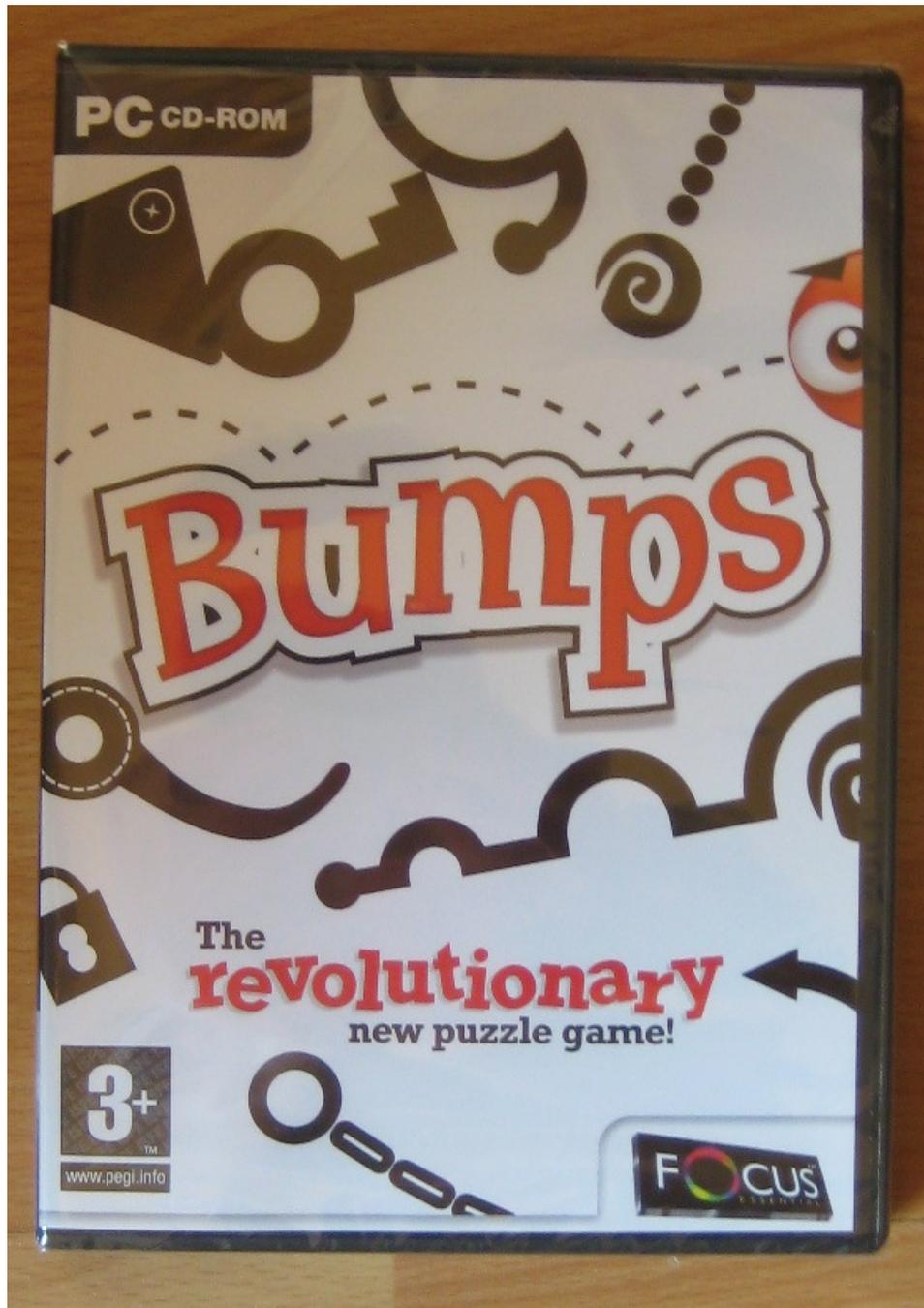
20th April 2009

Finally, this is the original cover art for the game case. However this was never used, the retailer decided to make their own version which can be seen on the next page.



3rd June 2009

Finally, nearing 6 months since the first concept image, the final game arrived at my door.



Final words

I found it interesting looking back through the progression of creating Bumps, and I hope you did too.