

INARIBACULAR DROP



NUCLEAR MONKEY SOFTWARE
www.nuclearmonkeysoftware.com

NARBACULAR DROP

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Story*

Once upon a time, there lived a beautiful princess that was admired by her whole kingdom. Her friends lovingly nicknamed her No-Knees because she was unfortunately cursed with the inability to jump. One day, an evil demon took notice of her and decided that in his quest to conquer the world she would be a hostage. And so he did...

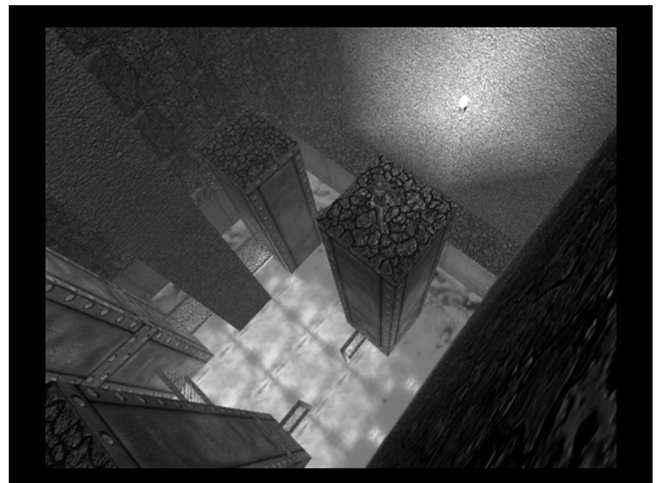
Alas, poor Princess No-Knees was whisked away to Demon's lair

embedded deep in a mountain. She was imprisoned with only Demon's mischievous minion, Impy, to keep her company. The situation appeared to be impossible, and so No-Knees despaired. Unbeknownst to her, there was someone watching that could help...

The spirit of the mountain, Wally, was furious at Demon for creating the lair inside his home. He saw No-Knees, took pity on her, and revealed himself. He told No-Knees that he would help her escape from the dungeon using his ability to create portals, in exchange for assistance in defeating Demon. And so No-Knees and Wally began their mission.

Concept*

Narbacular Drop is an environmental puzzle game in a fantasy setting, where the player navigates a dungeon with two interconnected portals. The dungeon has a series of traps and puzzles, which the player must solve by moving themselves and objects around the environment using the portals. The key feature of this game is the Portal System which is a technical feature that is demonstrated in few games to date, and has never before been the central focus of a game. Each portal displays what the other portal is facing, and can be moved around in real time. Objects and the player can also move seamlessly through the portals, creating a fun and unique way to view a game world.



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Nuclear Monkey Software Team



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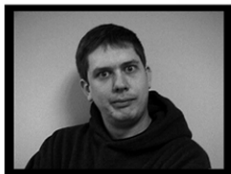
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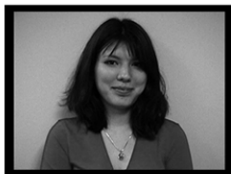
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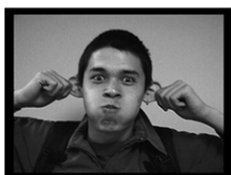
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Team Information and Resumes

Kimberly Swift



Producer

*** Coder**

*** Bio ***

Kim is one of those rare creatures who is multi-classed in both art and programming. She hails from nowhere in particular, and has managed to survive in various locations. She happened to be born into a particular anomaly where her parents would yell

at her if she didn't play enough video games. With that sort of parental atmosphere it was only natural that she wanted to pursue as much knowledge as possible in how to create one. She decided to go to DigiPen after high school, and has honed both her innate skill in art and her knowledge of programming.

*** Narbacular Drop Tasks ***

Kim has created the easy-to-use state machine system for the game's artificial intelligence. She has also been working on Impy's A.I. behavior to annoy the player, and provide the game with some conflict. Demon's A.I. for the final boss battle of the game has also been in the works, and will be in by the game's final version. She was also in charge of making sure all of the models and textures provided by the art team ended up in the game. In addition, to programming tasks she has used her artistic skills to create the game's story introduction sequences, Narbacular Drop logo, and revamping of the game's environment textures. Kim enjoyed her producer duties like creating the Project Planning Timeline, and organizing Weekly Reports. She also participated on making the Game Design Document, and Technical Design Document.

*** Past Projects ***

In addition to various programming projects and games made at DigiPen, Kim has also worked as a 2D-animation artist. She created the sequences on the computer in the live-action short called "Cryptic" which can be found on the Broken Saints DVD (www.brokensaints.com). In her spare time, Kim also enjoys sketching concept art, and writing short stories.

*** Occupational Interests ***

Though Kim has experience as an artist and a programmer, she is mainly interested in becoming a game producer, one day. She also has a good aesthetic and gameplay sense, and would also enjoy a job as a level designer.

Garret Rickey



Designer

*** Coder**

*** Bio ***

Garret is a programmer for Nuclear Monkey Software, but he prefers the term 'Software Engineer' because it sounds more important. Garret's original major was general engineering at California State University at Hayward, but he

transferred to a more focused school after discovering 'Library Literacy' was a required course for all students.

*** Narbacular Drop Tasks ***

As a gameplay programmer for Narbacular Drop, Garret built the BSP Tree collision engine for static level objects, allowing the line-segment and spherical collision necessary for mobile game objects and for the hit-scan placement of portals on walls. He also programmed the AI logic for the Lava Turtle and the camera system for all view modes. Garret set up the player object's state machine system, and worked on some of the physics and collision response systems. He programmed the game logic for the portal object, allowing object transitions through the portals. He also aided in the implementation of the project framework and basic gameplay engine. His design responsibilities included writing and updating the Game Design Document. In addition, he also planned out the initial version of five game levels, and concretely determined the gameplay style.

*** Past Projects ***

To view Garret's various projects you can access them on his website at: www.fuzzyphotons.com.

*** Occupational Interests ***

Garret is interested in programming positions relating to: gameplay, game engines, physics, graphics, A.I., and networking.

Dave Kircher



Tech Director

*** Coder**

*** Bio ***

Any attempts to track down Dave's past will ultimately end at the discovery of a sock puppet named Tony, where the trail of information ends...

*** Nurbacular Drop Tasks ***

As an uber-programmer for Nuclear Monkey Software, Dave has coded the game's graphics engine to maximize frame rate. He has also created the technology that drives the portal transformation math and its visual effects. Dave designed and created a solid menu system, and is working hard on the game's user interfaces. He was also in charge of creating the code to load .X file models, and vertex blended animations.

*** Past Projects ***

Dave has worked on a few game projects here at DigiPen, including Desert Derby and Gun-Fu: Disco of Crime. Dave also loves to create mods in his spare time, and has created dozens of MetaMod plug-ins for Natural Selection under the alias [WHO]Them.

*** Occupational Interests ***

Dave is interested in programming jobs relating to graphics, tools, and system design.

Jeep Barnett



Product Manager

*** Coder**

*** Bio ***

Jeep, who's been a gamer and a programmer his entire life, is an even blend of laid-back and hard-working. His DigiPen education landed him his first job at Sandlot Games. Between long coding sessions he wastes time Photoshopping, designing websites, and

plucking his bass guitar.

*** Nucleolar Drop Tasks ***

Jeep is a very diligent programmer and has coded much of the game's functionality. He has worked on the game's engine, specializing in the entity system used to create game objects and the game time handler. He has created the system to convert levels created in Hammer/Worldcraft into a form usable by our game engine. Jeep was also in charge of coding the basic Newtonian physics engine, and the collision detection system. He programmed the debug consoles, text display, and key binding to make other coders' lives a lot simpler. Jeep loves sound and music, and rightly so he took charge of making an FMOD audio wrapper and the game's sound effects. He also took his product manager duties seriously and made the game's awesome website and instruction manual.

*** Past Projects ***

*To view Jeep's various projects you can access them on his website at:
www.personguy.net.*

*** Occupational Interests ***

Jeep is interested in programming positions relating to: general purpose game coding, and audio programming.

Scott Klintworth

Lead Artist



* Bio *

Scott comes from quite literally from the middle of nowhere. Luckily for him, growing up on a farm didn't mean baling hay and milking cows at the crack of dawn. Somehow, his parents managed to walk fifty miles uphill through the snow both ways to bring

home his first best friend, the wonderful Radio Shack Color Computer. Since then, Scott managed to make it out of the boonies and attended the University of Illinois where he studied photography. After putting his degree to good use at the local mall, he moved to Seattle where he finally gets to make the games instead of just wishing something good would finally come out.

* Narbacular Drop Tasks *

Scott has worked on a variety of art-related tasks on Narbacular Drop. On the player character, Princess No-Knees, he has modeled her from concept art, and once it was rigged by another art team member created the animations for jumping, strafing, falling, death, and also cleaned up the walk and run animations. On the boss character, Demon, he modeled him, rigged him, and completed all of his animations that consist of walking, throwing, jumping, getting hit, and dying. In addition to being a very talented artist, he has also proved invaluable as the art team lead, making sure that the programming team had all of the artwork they needed and that the art team was on task.

* Past Projects *

Scott has created a four-foot tall Campbells soup can table. He has also worked on a six-legged beast, a walk and run through forest Character Animator, and the Adventures of Newton McMute.

* Occupational Interests *

Scott is interested in positions as a technical artist, or a 3D animator.

Realm Lovejoy

Artist



* Bio *

Realm just so happens to be a talented artist as well as a sugar-loving alien. She loves non-humans, like robots... and other aliens.

* Narbacular Drop Tasks *

Realm has been a very valuable artist on the Narbacular Drop team. She created the character concept art for Princess No-Knees, Lava Turtle, and Wally. She also modeled and textured all of the in-game props like boulders and boxes. All of the character textures were also made by Realm, and she also modeled, rigged and skinned the Lava Turtle.

* Past Projects *

Realm has acted as a English to Japanese interpreter for lecture stadium using an electronic translator for broadcasting. She is also a talented writer, and in her spare time enjoys writing fiction novels of the action/fantasy genre. She has also had one of her poems published in Reflections Magazine. Realm has also designed and illustrated greeting cards for Laura & Co.

* Occupational Interests *

Realm is currently interested in a variety of artist positions including: concept artist, storyboard artist, cinematic sequence artist, 3D modeler, and texturer. In addition to positions relating to art, she is also fascinated by writing and design.

Paul Graham



Artist

*** Bio ***

Paul is twenty years old and was born in Texas. Most of his life he moved back and forth between Japan and the United States. He stumbled upon 3D art while watching an animated clip back in high school and decided to give DigiPen a shot. Since being at DigiPen

he has been animating every character that he can get his hands on to imitate every motion he can think of.

*** Narbacular Drop Tasks ***

Paul's responsibilities on Narbacular Drop were to create concept art for the game's characters. He also modeled, rigged and skinned the annoying, green Impy. Paul also created all of Impy's various animations, such as walking, running, blocking portals, pushing and falling. Most of his knowledge and effort went towards creating those animations and motions that Impy was intended to show.

*** Past Projects ***

Paul has a portfolio available on request through the contact information on his resume.

*** Occupational Interests ***

Paul hopes to animate characters for games, and one day work on a film doing 3D art work.

Our resumes can be found at:

Nuclear
Monkey
Software
.com

