

PSCP Ratchet IT Up

Dev Log

[Team Logo]

April 3rd - June 5th

Tobi Adefidiya

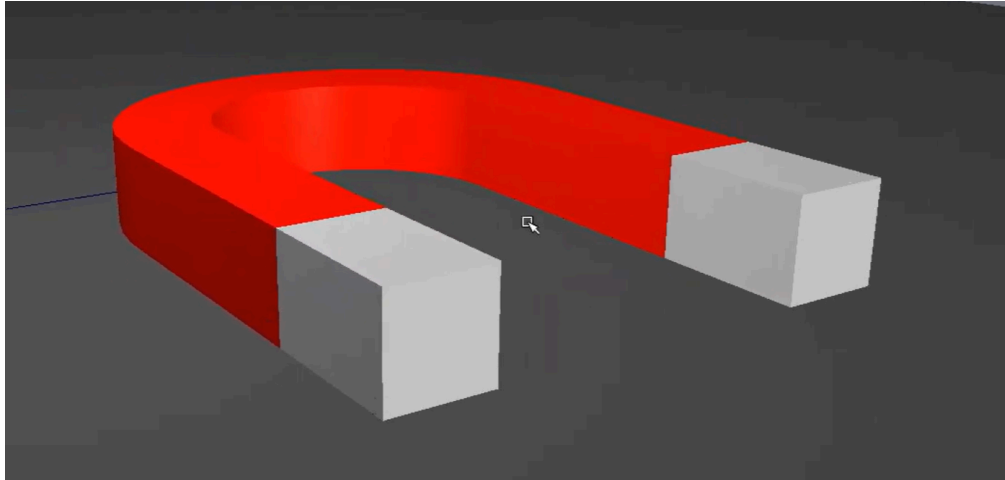
Nyela Allen

Dean Andrian

Kaylee Morales

Summary

Week 2 (04/04 - 4/10) [4/10/26]



First Draft Model of Magnet

Summary:

This week, as we haven't fully gotten approved by our pitch, we decided to focus on the base of the project. That being both project organization and early stage development. Nyela set up a version control for our unreal project and a Trello board to track tasks and progress.

On the development side, Dean began the initial 3D modeling work of the magnet, while Tobi researched how magnets function both in real life and how they are seen in games.

Lastly, Kaylee started the devlog to help us keep documentation for our progress and decisions.

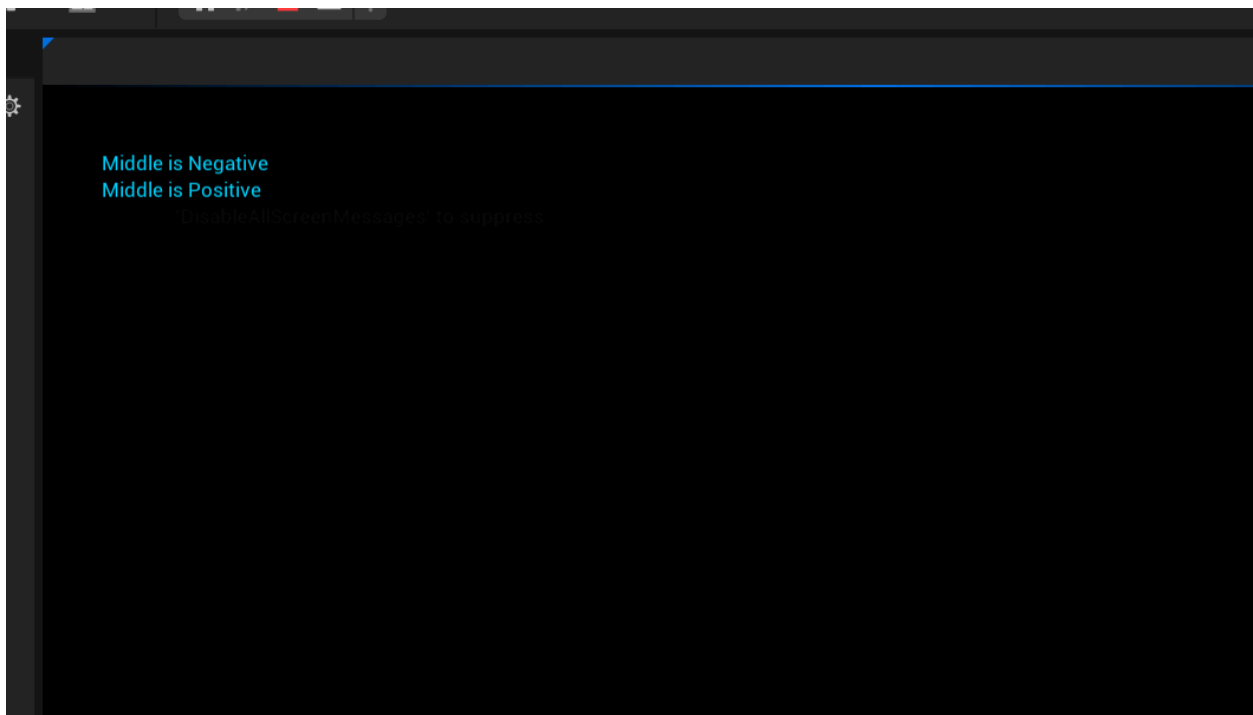
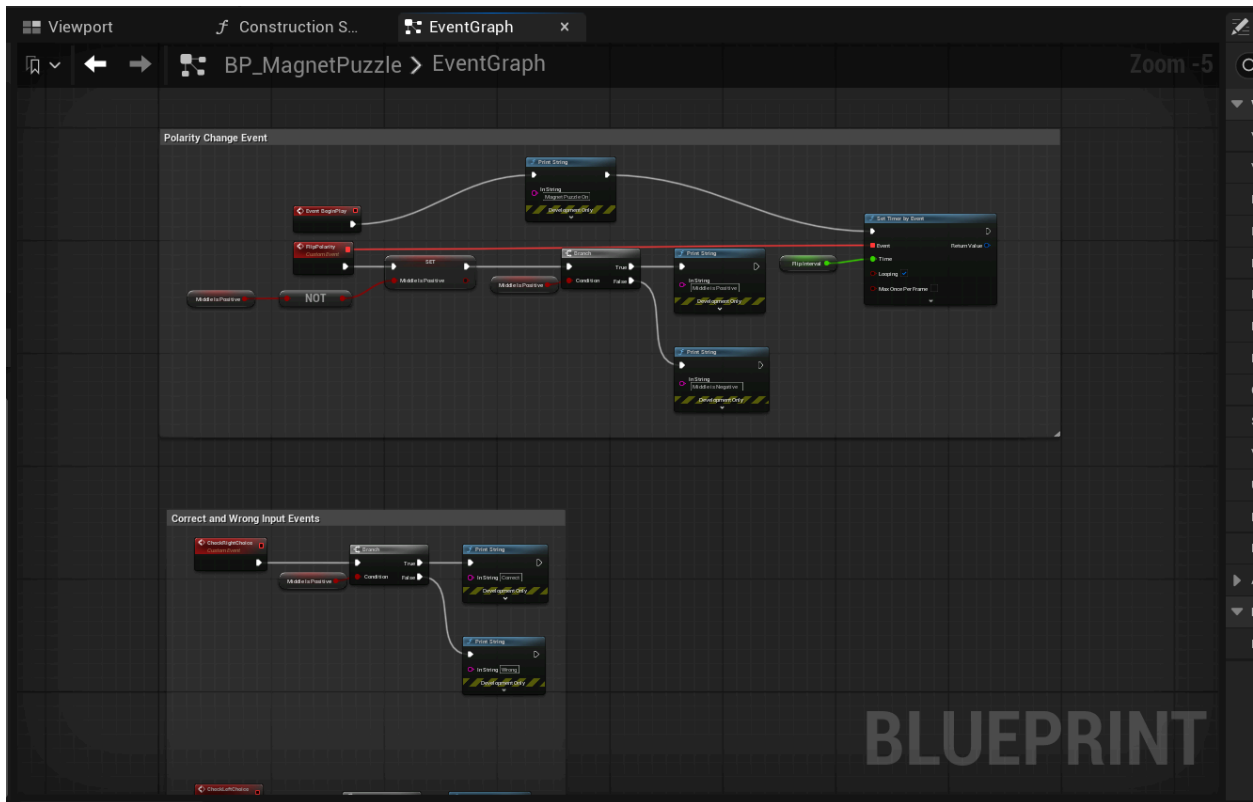
Build Notes:

Game Input: N/A

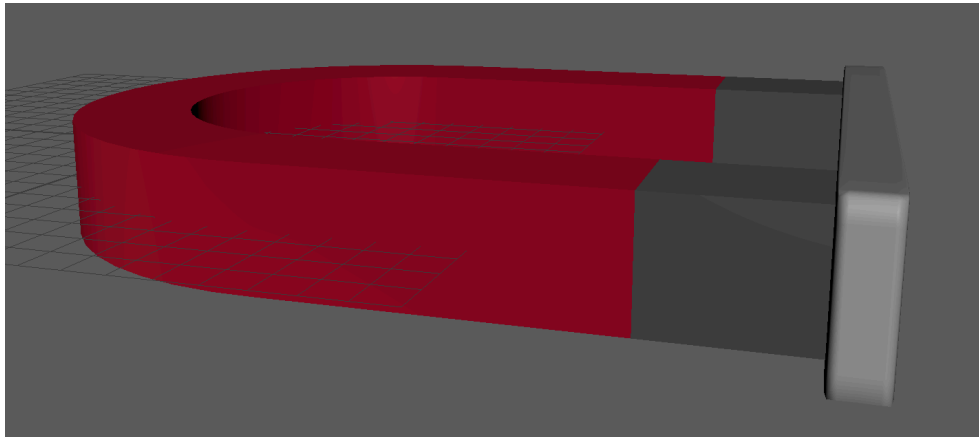
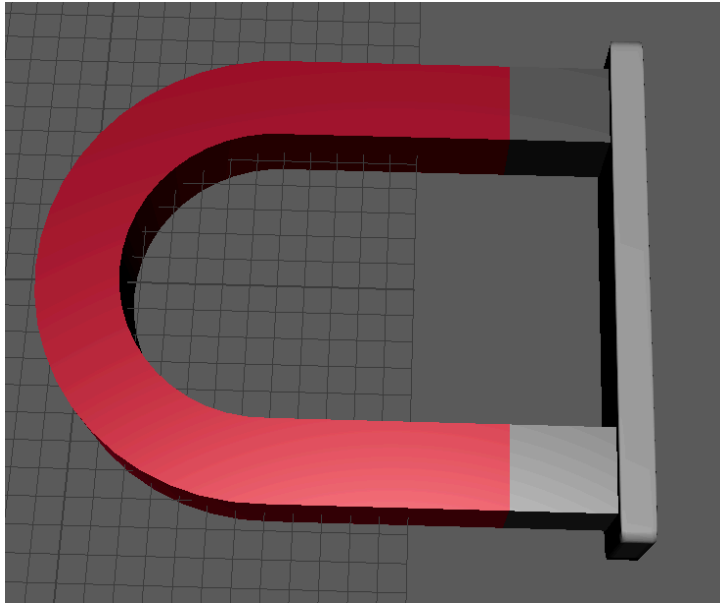
Third-Party Assets: N/A

Summary

Week 3 (04/11 - 4/17) [4/17/26]



System to have correct polarity inputs.



Summary:

This week, following the approval of our pitch, Kaylee focused on implementing player input and ensuring that magnet polarity correctly corresponds to the appropriate inputs within the engine.

Dean continued iterating on the 3D model for the magnet, refining its visual design. Meanwhile, Tobi worked on improving how magnets sound in-game, enhancing the overall audio experience.

Build Notes:

Game Input:

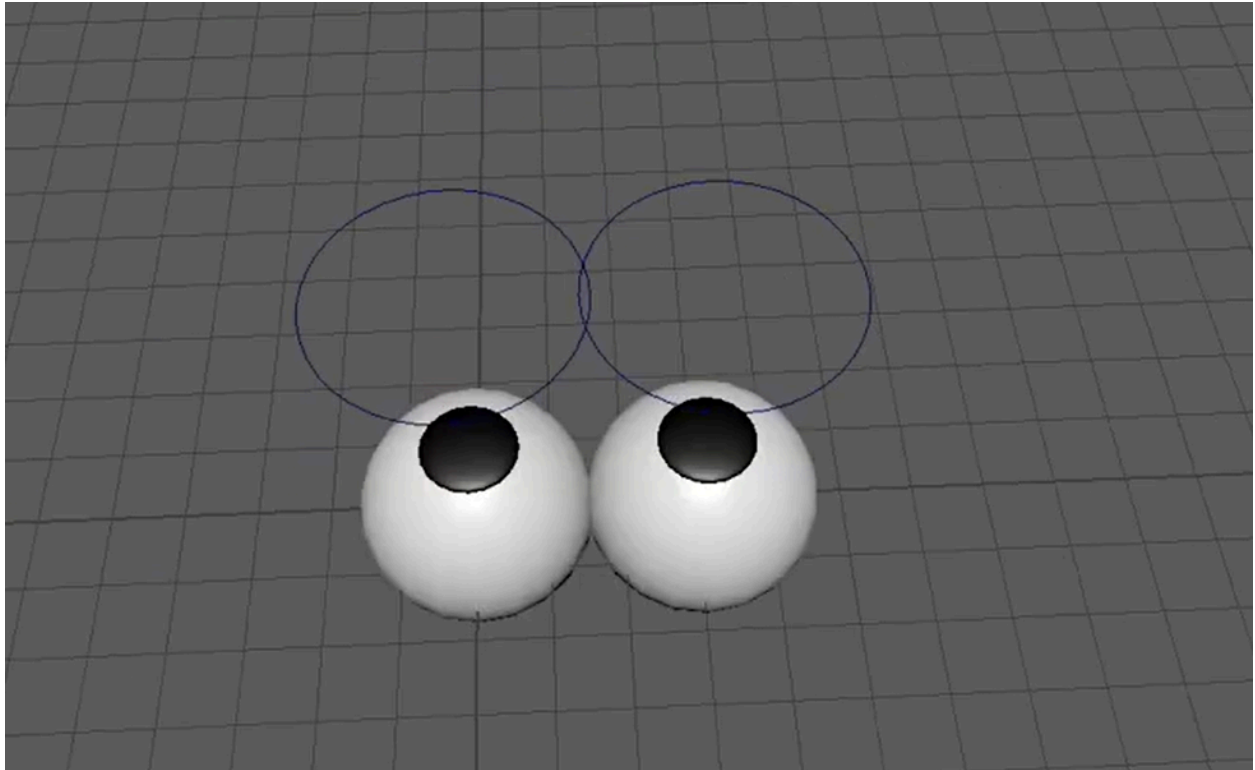
Positive Magnet = Q

Negative Magnet = E

Third-Party Assets: N/A

Summary

Week 4 (04/19 - 4/24) [4/24/26]



Overview

Genre

Rhythm-based “combat” game

Concept

A **third person** rhythm combat game where the player controls two magnetic forces, one **positive** and one **negative**, and switches between them in time with the music. There is an enemy in between the two magnets. The enemy shifts their polarity throughout the song, so the player must react quickly to choose the **correct magnetization** at the right moment to attack. The gameplay focuses on timing, rhythm, and quick decision making.

Experience Goal

Chaotic, Playful, Synced |

Design Pillars

Rhythm should drive all core interactions and player actions.

Polarity switching should feel intuitive while adding a challenge.

Feedback through visuals and sounds to show success and failure in a fun and silky way.

Summary:

This week’s progress was fairly limited, but we made some foundational steps. Kaylee began drafting the  Ratchet Up GDD ,

Dean researched how to create googly eyes in Maya, and Tobi continued experimenting and developing sounds.

Onto requirements for the jam, Kaylee was able to schedule a meeting with Josh for next week.

Build Notes:

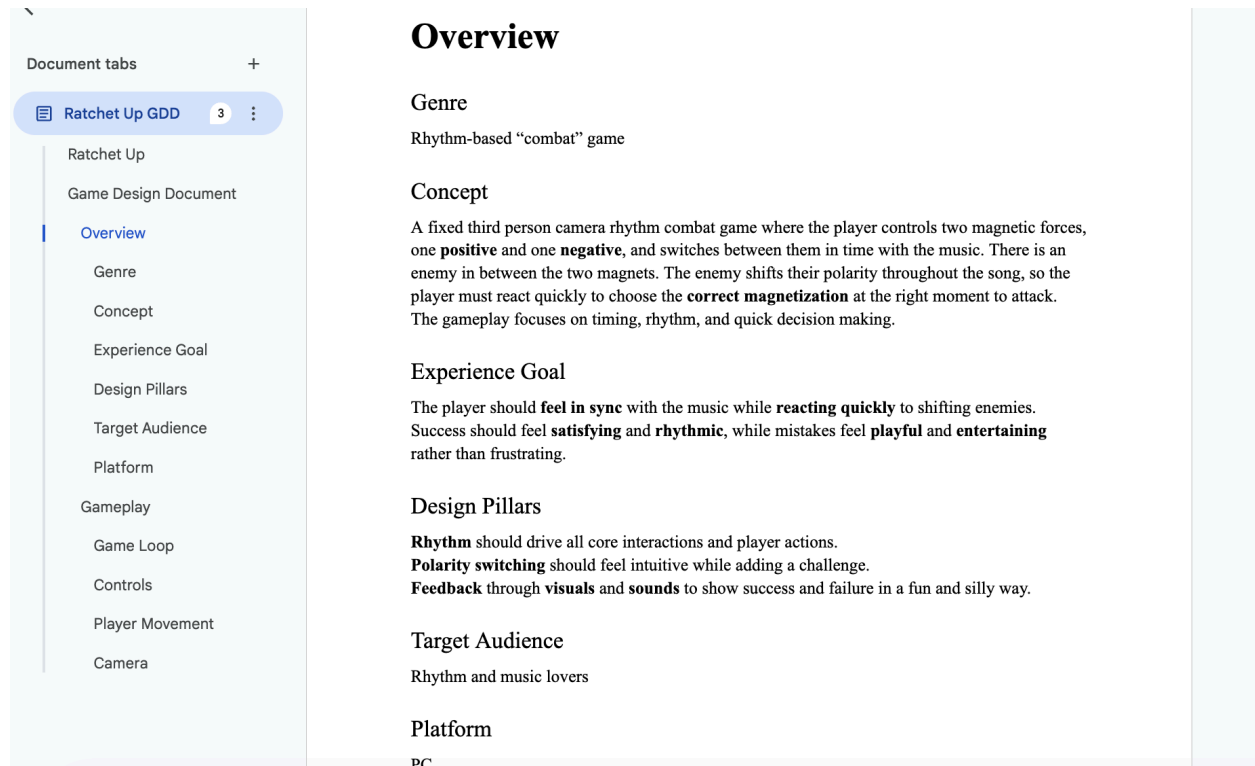
Game Input:

Positive Magnet = Q
Negative Magnet = E

Third-Party Assets: N/A

Summary

Week 5 (04/25 - 5/01) [5/01/26]



Summary:

This week's progress was fairly limited, but we made some steps towards preparing for our meeting with Josh. Kaylee finished the first draft of **Ratchet Up GDD**, Dean created eyes in maya, and Tobi continued experimenting and developing sounds.

Build Notes:

Game Input:

Positive Magnet = Q
Negative Magnet = E

Third-Party Assets: N/A

Summary

Week 6 (05/02 - 5/08) [5/08/26]

Concept

A fixed third person camera rhythm combat game where the player controls two magnetic forces, one capable of **pulling** and one capable of **repelling**. Players are capable of using both of them and must time them in time with the music. The gameplay focuses on timing, rhythm, and quick decision making. The player is a “**robot**” controlling the two magnets. The player is trying to survive in very extreme **hot** weather terrain. There will be “objects” spawning from the environment where the magnets are able to push or pull those objects. Players must try to **pull** the correct objects and **push** the wrong objects or they will be penalized for it.]

Objects

Fire Particle



Fire Particle		
	Interaction:	Repel
	Result when obtained:	Increase heat meter
	Description:	A fire particle that comes from the environment where the player would need to repel in order to not increase their heat meter
	Visual Description:	3D Fire model with fire particles trailing as VFX

Ice Particle

Ice Particle

	Interaction:	Pull
	Result when obtained:	Decrease heat meter
	Description:	A snowflake particle that comes from the environment where the player would need to pull in order to decrease their heat meter
	Visual Description:	3D snowflake model with ice particles trailing as VFX

Summary:
Progress this week was somewhat limited due to final exams. Despite this, Dean drafted a concept for a potential enemy and incorporated it into the [Ratchet Up GDD](#) The document was also updated to better align with the game’s overall narrative direction.

Build Notes:

Game Input:

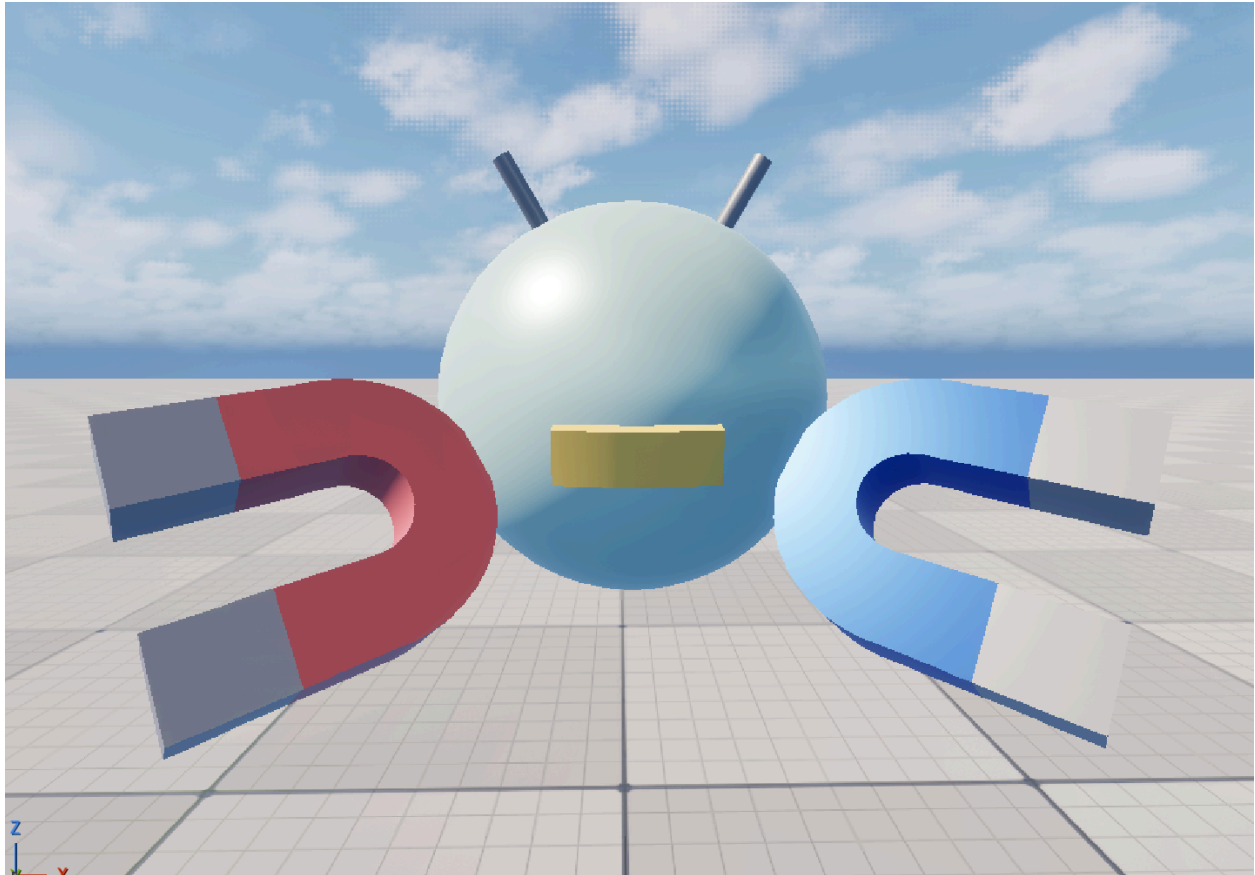
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Negative Magnet = E

Third-Party Assets: N/A

Summary

Week 8 (05/15 - 5/22) [5/22/26]



Summary:

Progress this week was very impactful. Nyela established the fundamentals for our music spawner, Kaylee completed the fail state and health system, Dean created an enemy model in Maya, and Tobi developed sound effects for our scoring system.

We also encountered a blocker with our version control system, which Josh was able to quickly resolve.

Build Notes:

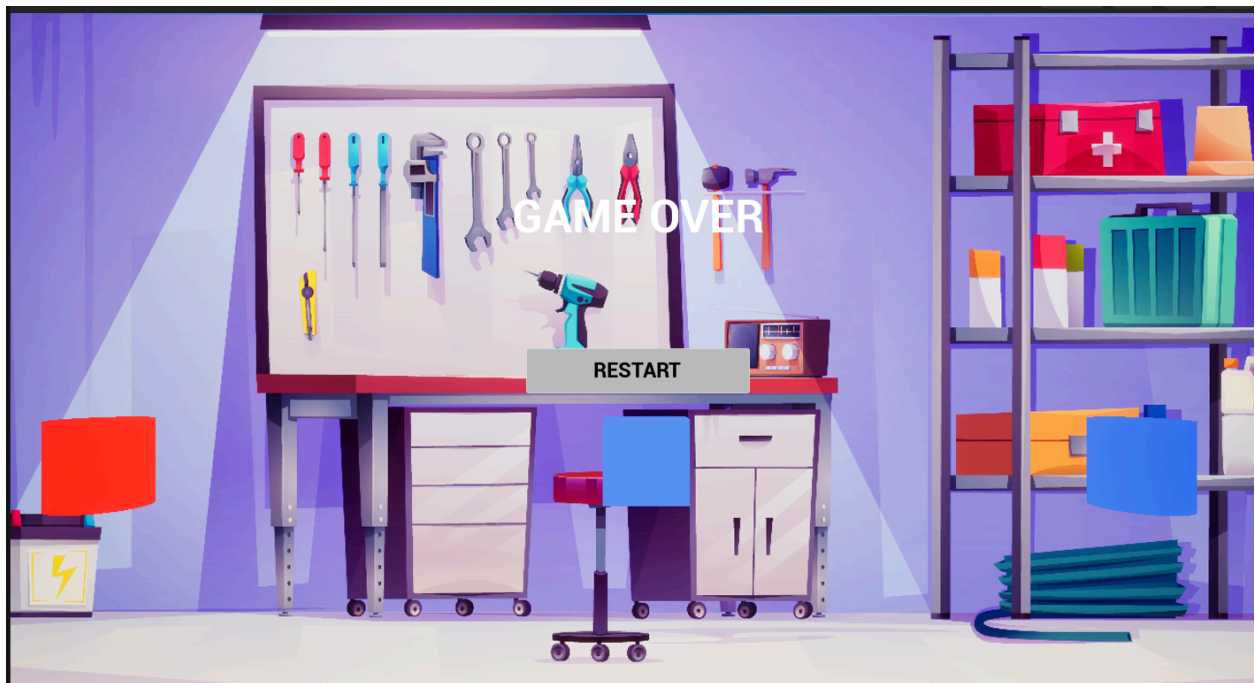
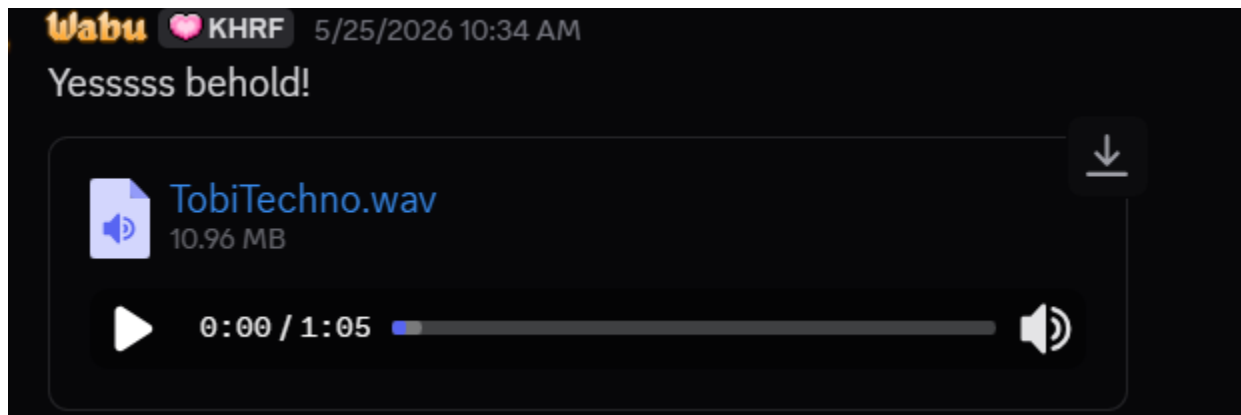
Game Input:

Positive Magnet = Q
Negative Magnet = E

Third-Party Assets: N/A

Summary

Week 9 (05/22 - 5/29) [5/29/26]



Summary:

Progress this week was highly impactful. Nyela integrated her rhythm framework into Kaylee's Polarity blueprints, resulting in a strong foundation for the next phase of development. While a few bugs remain and are currently being addressed, the overall implementation has been successful. Kaylee also developed a visualization layer for the rhythm, making the system more intuitive and accessible. In

addition, Tobi commissioned the project soundtrack, adding a creative dimension that helps bring the vision to life.

We met with Josh this week to discuss our progress.

Build Notes:

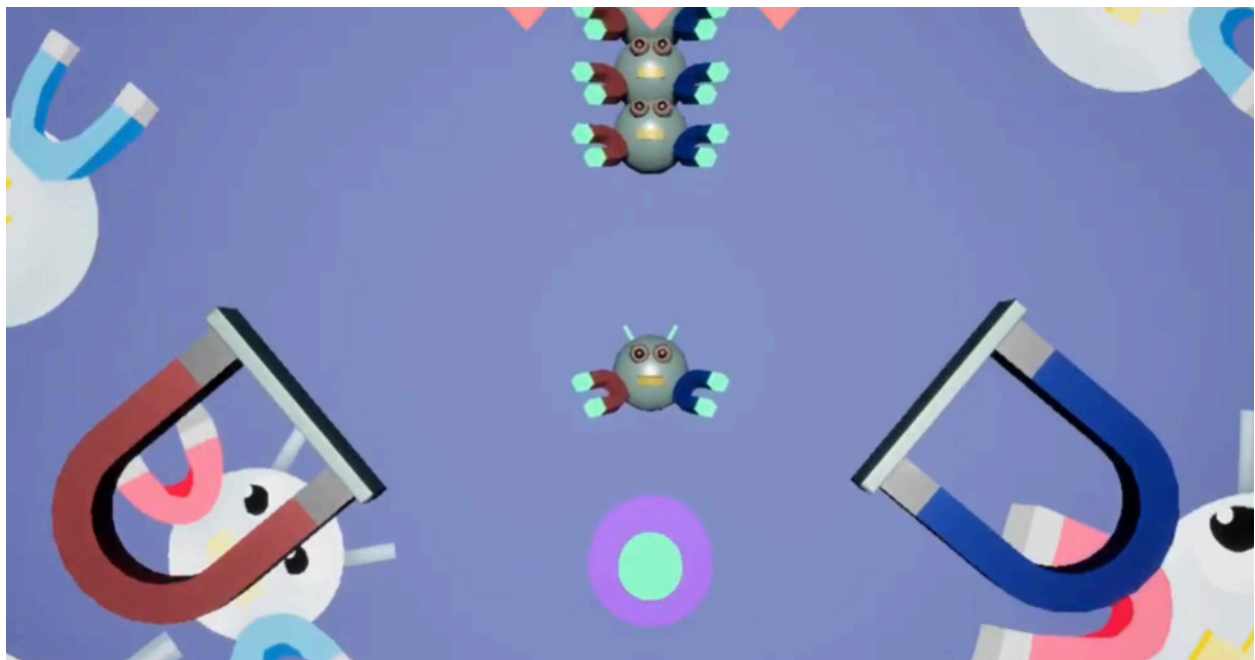
Game Input:

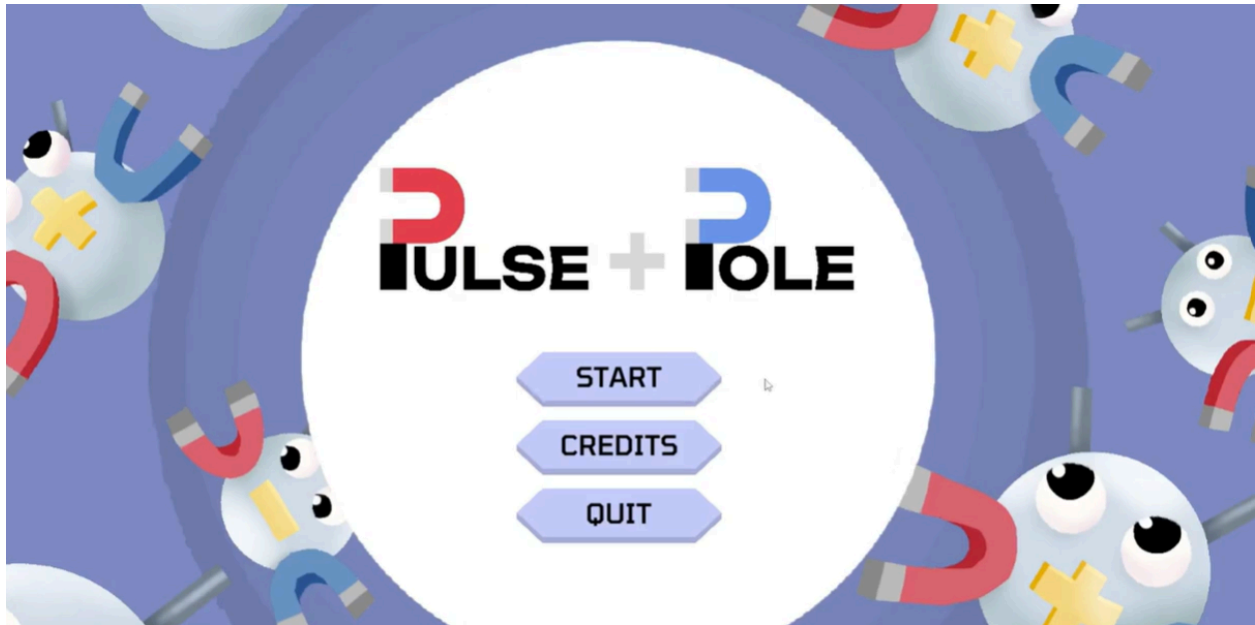
Positive Magnet = Q
Negative Magnet = E

Third-Party Assets: N/A

Summary

Week 9 (05/30 - 6/05) [6/05/26]





Pulse & Pole is a rhythm-based combat game where you control two magnetic forces: one positive and one negative. Positioned on opposite sides of the screen, your goal is to defeat an enemy standing between them by matching your inputs to the beat of the music.

As the song plays, the enemy shifts between positive and negative polarity in sync with the rhythm. You must react quickly and choose the opposite polarity at the right moment to attack. As the song progresses, staying on beat becomes increasingly challenging, testing both your timing and reflexes.

PulseAndPoleGameplay
Nyela Allen

Watch on YouTube

Summary:

Progress this week focused on polishing and finalizing the project for the deliverable deadline. Kaylee concentrated on improving the user interface, enhancing the overall visual presentation of the game, and refining the project's [itch.io](https://d3adg00se.itch.io/pulse-pole) page to ensure a professional and engaging experience for players. Nyela successfully integrated the polarity and rhythm systems, resolved key implementation challenges, and got the final build fully functional and ready for submission. Dean finalized all remaining artwork, ensuring visual consistency across the project, and contributed to the completion of the presentation slides. Together, the team completed the final development milestones and prepared the project for submission.

Build Notes:

<https://d3adg00se.itch.io/pulse-pole>

Game Input:

Positive Magnet = Q
Negative Magnet = E

Third-Party Assets: N/A