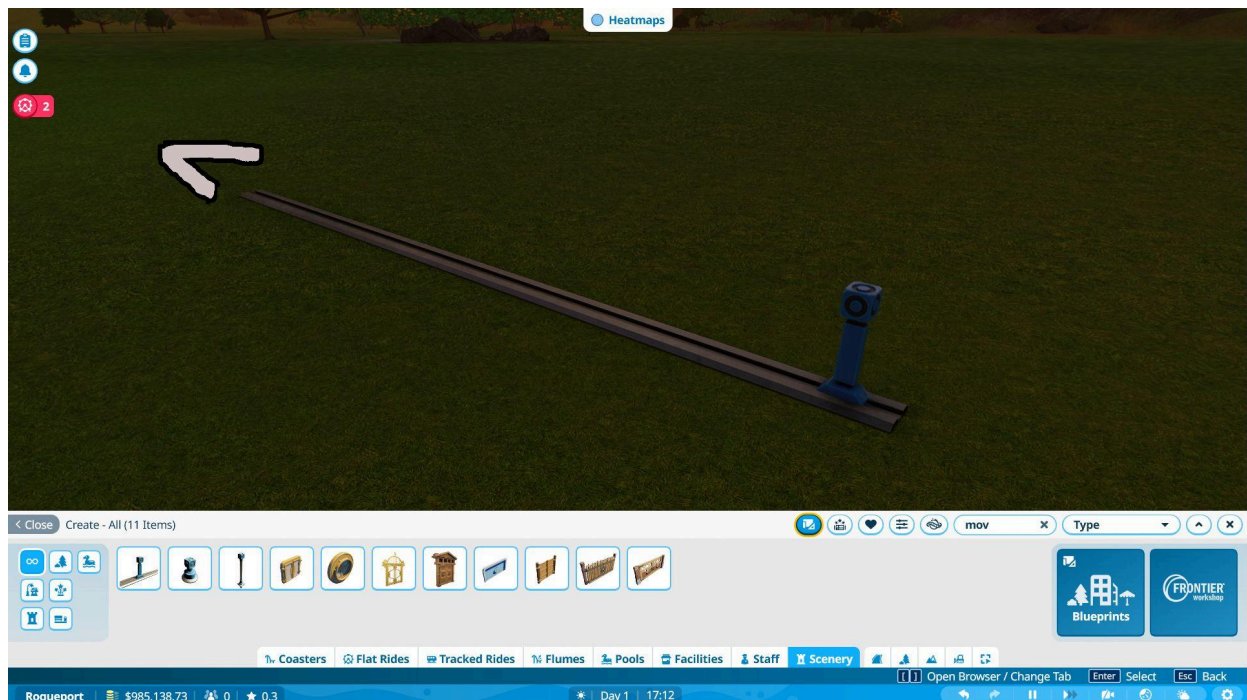


Planet Coaster 2 - Animatronics Enhancements

The movable objects and sequencer add a lot of options to create custom animatronics. However, these can definitely be improved upon to create even more flexibility and realism without making the game too unapproachable for newer players.

1. Custom dimensions for movable platforms

Currently, the biggest limiting factor to me seems to be the fixed length of the movable platforms. This makes it completely impossible to create more subtle or atmospheric movements. Here's a (very) simple mockup of how to change this limitation:



Resulting in:

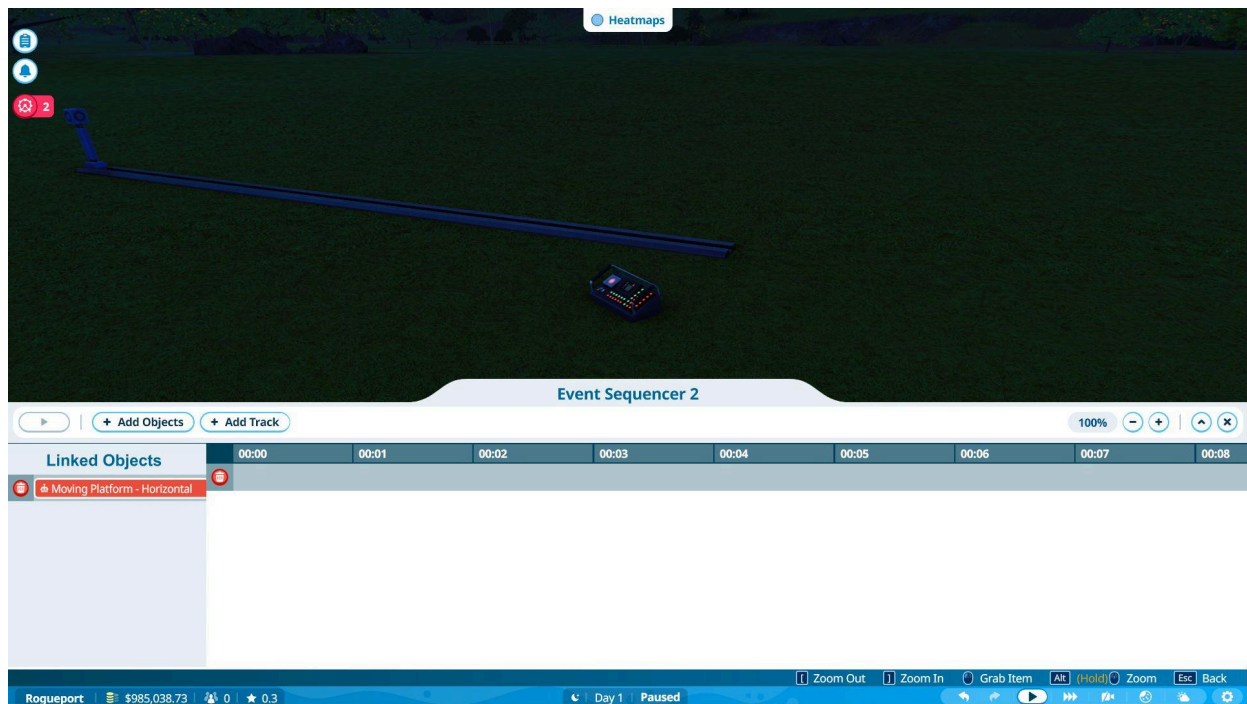


This simple change makes the movable platforms infinitely more flexible, especially when creating smaller, more subtle animations.

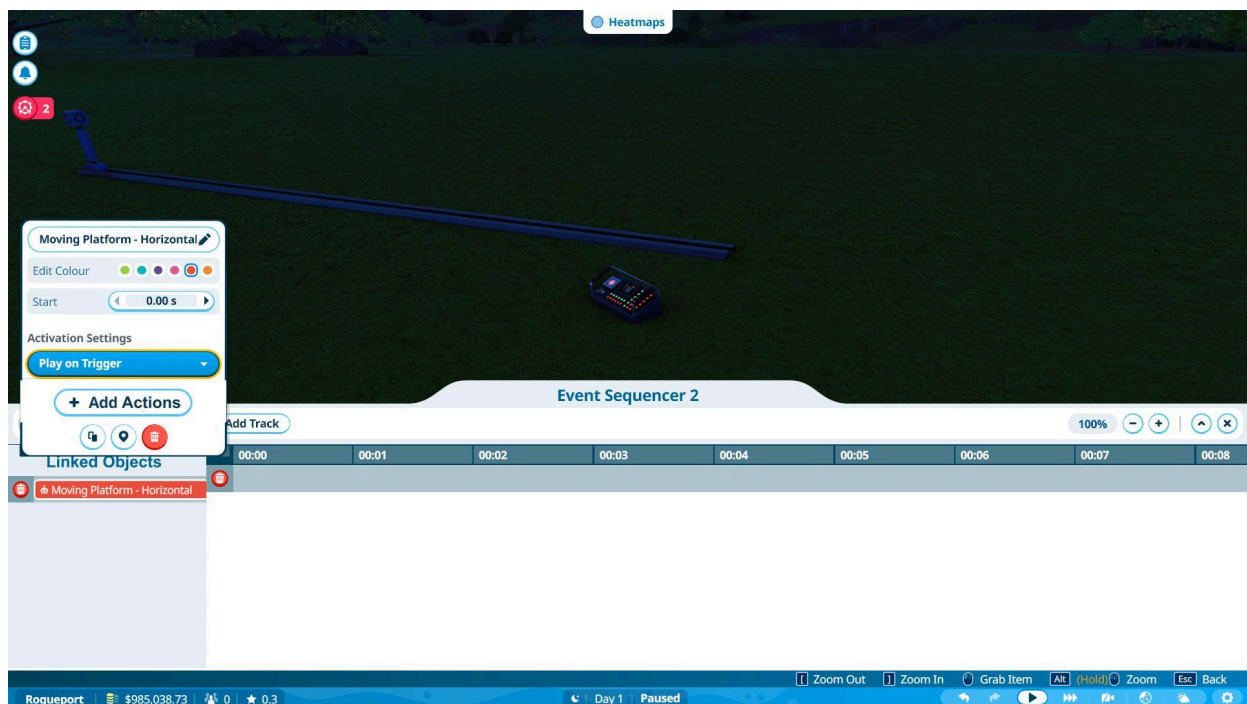
2. Stronger sequencer

Currently, the sequencer can only trigger the predetermined animation for the movable platform. But why wouldn't we allow each piece of scenery to use more than one animation? This could be useful for simple things, like adding more precise opening and closing timings for doors, as well as allowing animatronics to use a variety of animations in succession, for example when giving chase to a ride vehicle.

I've created some simple mockups for how I would change the sequencer to give the player more control:



I've added a tab to the left of the sequencer UI with all scenery objects linked to this sequencer. When clicked, this opens the following popup:



Here I've added the 'Add Actions' button. From here you would be able to select any of the animation types the moving platform has and place them on the timeline. To me, this seems like a very simple, yet powerful change. It wouldn't be difficult to understand either.

These changes combined would open up a lot of new options for the player. Some examples:

- Creating an enchanted forest where foliage and rocks swing from side to side as if slowly dancing.
- Sudden changes in speed for animated objects, especially effective in spooky themes, having an object move slowly towards you only to then leap out suddenly.
- More control over custom doors opening and closing timings, as mentioned previously.

Precisely how you would implement these things could be completely different of course, these are only suggestions, especially when it comes to the UI. But I think these would be fantastic additions to the game and would make Planet Coaster 2 a lot more fun for me personally.

If you actually got this far, thank you very much for your time!