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Assignment 1: Turn Based micro-project reflection.

The aim for this prototype was to create a turn-based system that acted as a foundation for further implementation of systems and design. The original iteration was rushed due to necessity, which is why this iteration, while still a single example of a combat loop has more features and interaction possibility. The AI remains simple in its options, but the player has an expanded upon set of options: attack, heal, flee and three different abilities. The implementation of a modular ability system allows for expansion into data systems such as character customization, inventory and it also allows for multiple characters for variety and an increase in interactions between the player and system

The project, which has been titled *Dungeon Dwellers* makes use of the asset pack created by 0x72 on Itch.io. This 16x16 sprite map allows for rapid prototyping, allowing a theme to guide the choices made and interactions added. One of these interactions is the above-mentioned fleeing mechanic.

The fleeing mechanic currently allows for the player to terminate the game early and acts as a pause/reset function. In future iterations it will act as a means of escaping combat but each time a player flees the system will increase a variable by 1 which will result in the player being punished for fleeing. In the expanded system if a player flees at low health they will encounter a room that allows them to heal unless they have already encountered such a room before. In further encounters they will leave combat to either choose a new route to take or the route will be randomly selected based on the flee variable.

The player also has the option to stun the enemy, if this ability is available to them or use an ability that reduces the enemy's likelihood of hitting them to escape without any damage being inflicted upon them. This choice will result in a player reducing the number of times that skill will be available in a coming encounter or they may save the ability, if the ability is on cooldown and they need to escape without taking damage this will be unlikely.

The game will be following a CYOA (choose your own adventure) format to prevent different input formats from breaking player immersion. Originally a grid-based movement system was implemented and if the player used a keyboard to select options as well as navigate then the movement system would have been retained but it was decided that a point and click system worked better. The UI was simplified in this iteration as it felt overly edited and became too large of a focus in previous iterations, focusing on the visual aesthetics instead of implementing data systems. The UI in this current iteration displays the basic and necessary information to the player without being complex or overwhelming.

In conclusion *Dungeon Dwellers* met the criteria of the data design brief, while the implantation of some systems proved challenging the first microproject provides a solid base upon which resultant projects can be built upon.

References

0x72, 2018, *16x16 Dungeon Tiles*, Itch.io, viewed March 24 2021.<source:

<https://0x72.itch.io/16x16-dungeon-tiles>.>