

DESIGN ANALYSIS

COMP-3770

Game Design, Development, and Tools

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1. **The Lens of Essential Experience:**

The lens of essential experience refers to the experience we want the player to have while playing the game. In our game we want the player to feel like they’re really in the middle of a galactic space battle. Through reduced gravity in certain areas of the battlefield, we can achieve this feeling. We also want the player to feel like they are playing as the character that they selected. For example, if the tank class is chosen, the speed will be reduced due to heavy armour and weapons. This sense of realism can help capture the feeling that the player is really in combat as that character. Lastly, we want the player to feel like the outcome of the battle can be determined by their ability to work with their team. This will be achieved through the online multiplayer PvP nature of the game. Every player will start off as a default character with no power-up advantages. This ultimately makes the game fair and gives both teams an equal opportunity to win. Giving the players a sense of realism through the features mentioned above will help to create a custom in-game experience for the user, ultimately giving our game a competitive advantage.

1. **The Lense of Time:**

The lens of time refers to the timing of gameplay. Certain experiences can be spoiled by either being too short or too long which is why timing is everything. Each round is a maximum of 5 minutes long but ends as soon as one team successfully captures the opponent’s flag. If no team captures their opponent's flag within the 5 minutes, the round will result in a tie, and each team will receive a point. The game ends when one team wins 10 rounds total. Collectible powerups will also have a limited span of 20 seconds, to create a fair game environment for all players. Finally, the respawn time for all players is set to 10 seconds. A delayed respawn grants the opposing team a short advantage for getting a kill and in turn, helps speed up the round. Various on-screen timers will help players track meaningful metrics in the game. A countdown will be displayed showing the player the amount of time left in the round, as well as the remaining time left in their powerup. Setting time limits to various aspects throughout the game ultimately helps to create a fair and exciting game environment for all players.

1. **The Lense of Skill:**

The lens of skill refers to the skills required of the player to play the game. Different classes will require different skill sets. Players will have the option to choose the player class that best matches their skill set. Some classes may require more advanced skills than others. For example, the sniper class would require precision and quick reaction time, something that would take more practice to master. Conversely, the assault class would be better suited for beginners as it doesn’t require the same level of precision as the sniper. Knowing the game map and area is also a skill that can give an edge to a player or team. Knowing where the best hiding spots are, or the quickest way to the opponent’s flag is a skill that can be gained by simply playing the game. Some players may be better at these skills than others, but this doesn’t make the game unfair, it just means they’ve been playing longer. With practice, any player's skills can improve. Players will get more used to the controls, gain faster reflexes, learn the map areas and gain a better sense of the game overall. By mastering the skills of all player classes, players will be able to choose any class to best suit their team.

1. **The Lens of Obstacle:**

The lens of Obstacle refers to the obstacles that the players must overcome throughout the course of the game. The main obstacles in this game include the death zones and traps spread out throughout the map. These could include, electricity zones, moving walls, and falling off the ship into the vacuum of space. Another obstacle that the players must overcome is avoiding death by the opposing team. At any moment you could be killed which is why it is important to be aware of your surroundings. Finally, the last obstacle the player must overcome is the obstacle of bringing the flag back to your home base without dying. Since the player holding the flag can only use one-handed weapons, it is up to your teammate to defend you at all costs.

1. **The Lens of Simplicity/Complexity:**

The lens of Simplicity/Complexity refers to the balance between how simple or how complex the game is. This game has a fair amount of complexity to it. Having power-ups that grant abilities to players for a limited time such as jet packs, invisibility, and armour can lead to a more complex style of gameplay. The innate complexity in our game with the combat and player-to-player interactions can create an emergent complexity of combat strategies. Emergent complexity occurs in other ways as well such as through combat mechanics like equipping items, item abilities, and cooldowns. Engaging in various forms of combat also requires complex combat animations. Walking, crouching, jumping, and shooting animations all contribute to the complexity of this game. This game also features a dynamic space background with moving stars.