Justification Document: Indiana Bones

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Indiana Bones started off as a survival game where the player had to manage his moves to take down the skeletons you see in the game. The player could do two actions a turn and could choose from three, run, fight, or use an item. This vision of the game quickly changed though into a puzzle game. While coding the movement for the skeletons I realized I was coding the enemy's movement like the first real EECS project I ever did. Then thought about how the player could instead of fighting, be forced to avoid and outsmart a simple AI.

At first the player could move as fast as the enemy and there were multiple enemies, however I quickly changed this to fewer skeletons and gave them twice the number of moves as the player. After giving the base game to the gold spike most people who played assumed that the enemies were bugged, rather than just following a strict movement pattern. To fix this I had the enemies run into walls when they were following their code to show the player they were trying to make a move but couldn't. Before this I just had them skip their turn, I think the skeletons running into the wall really helped convey a clear message to the player. Other feedback I had was to make the game clearer and give the player the ability to restart the level in the case they realized they made a mistake. I did not know the best way to implement a tutorial in my simple game, so text instructions give the player a very basic feel for what to do at the start of the game.

Over all the choices I made during the game seemed to pan out well. The game morphed itself into a turn based puzzle game that allows the player full control of what happens, and if they pay attention to the movements of the enemy, they can play out the level in their head before making a single move, like a real puzzle.