Creeping Tunes - Reflection

Alan Leeson

For this project, I set out with the intentions of making an interactive experience coupled with a simple game mechanic. The original idea was to have the user draw a few images on the screen and to then fight against those images. How the user drew the enemies would affect how the game was played as well as warping the audio. At the end of the project, I feel that my original goal was met.

The level design was the same but the character creation screen had to be changed. Originally I had planned to have the user draw one enemy then save and continue to another screen to draw more enemies. Instead, I had the entire drawing component on one screen and constrained the user to drawing only three images. This had a much faster and cleaner flow and cut out a lot of the fat.

Most changes necessary for the experience were minute at most and did not deviate from my initial design. When things did differ, it was generally due to lack of knowledge and/or I liked the unexpected outcome. The enemies were meant to affect the background music, for example, but instead they make noises when jumping and get louder as they approach the player. I intended to change the pitch of the background song but I liked the added effect the enemies made and thought that altering the background song would make the experience feel messy. All in all I was able to stay very close to my initial concept.

The experience plays a lot with sound and has a strong focus in art. The background song is very funky and loops without sounding annoying. I fear that the wailing of the enemies could get annoying but the amount of wailing that occurs is up to the user. The images are very simple and the drawings would most likely be very simple. I embraced the simplicity and made a straightforward background as to not pull away from the intended experience.

The player controls very smoothly and again is executed very simply. Since the player remains on the left side of the screen, the users eyes get drawn to the right. The reason is that the user doesn't have to focus on the player’s position and can then focus on the drawings they drew. The bullets also help with this because they arc in such a way that the user has to plan their shots for the most amount of points. The further the enemy is from the player when shot, the higher the points multiplier will be. Once the player looses the allotted amount of lives, the user gets to redraw the enemies to learn the best way to draw them, for points or for fun.

I think a lot of the fun of the game will be in creating the images and just seeing what will happen. Each play-through will be different from the last and I’m sure people will spend some time making whacky sounding and looking levels.

As a final grade, I think I deserved a 95. This is because I feel that I met the requirements and then went further with pixel manipulation and audio distortion. Everything works and I feel that the experience is both interesting and fun. With that said, I was a few minutes late on the drop-box so I know I deserve an 85.