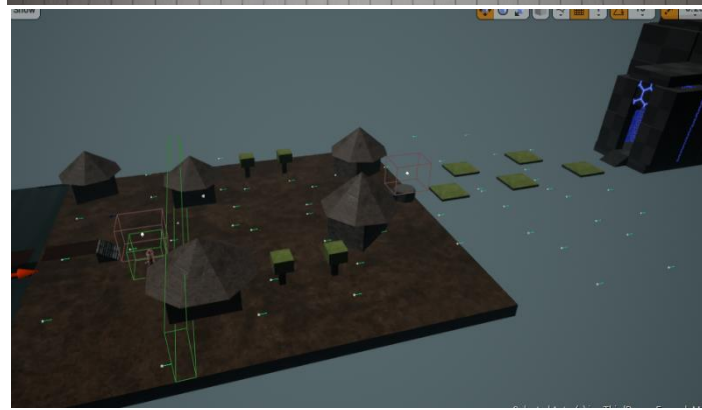


### Design Comparison:

In this document, the final product will be shown and compared to the original idea and what changed, and how this has affected the gameplay loop.

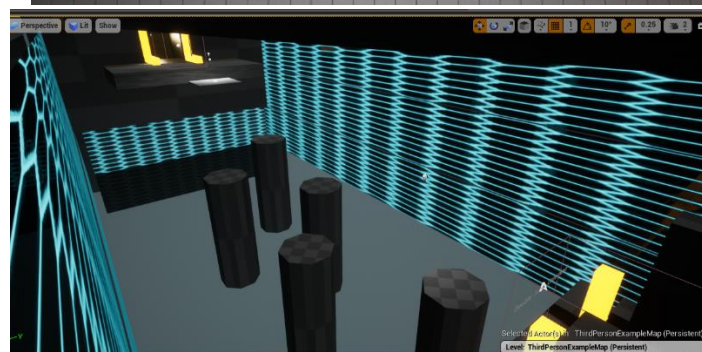
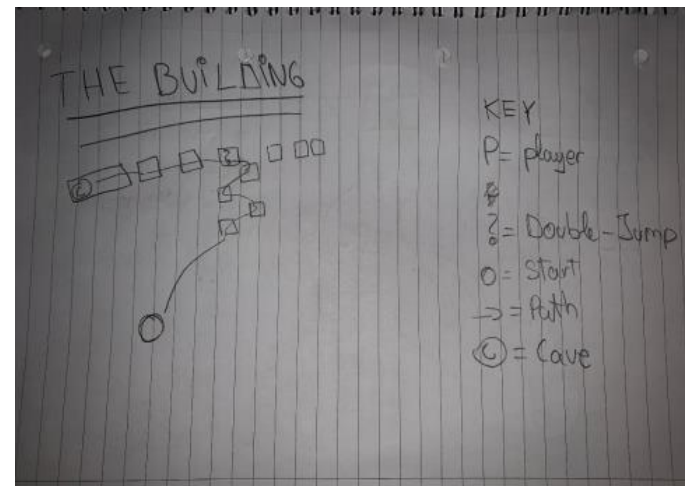
### Village Updates:

The village original Design has mainly stayed the same. The big difference that can be seen, is that the player must complete a puzzle before reaching the building. This is what the level looks like now. Now there are more assets to compliment the level, there is a platformer puzzle which includes a checkpoint system, so the player can retry as many times. This decision was made due to making it clearer for the player to understand the direction they must take.



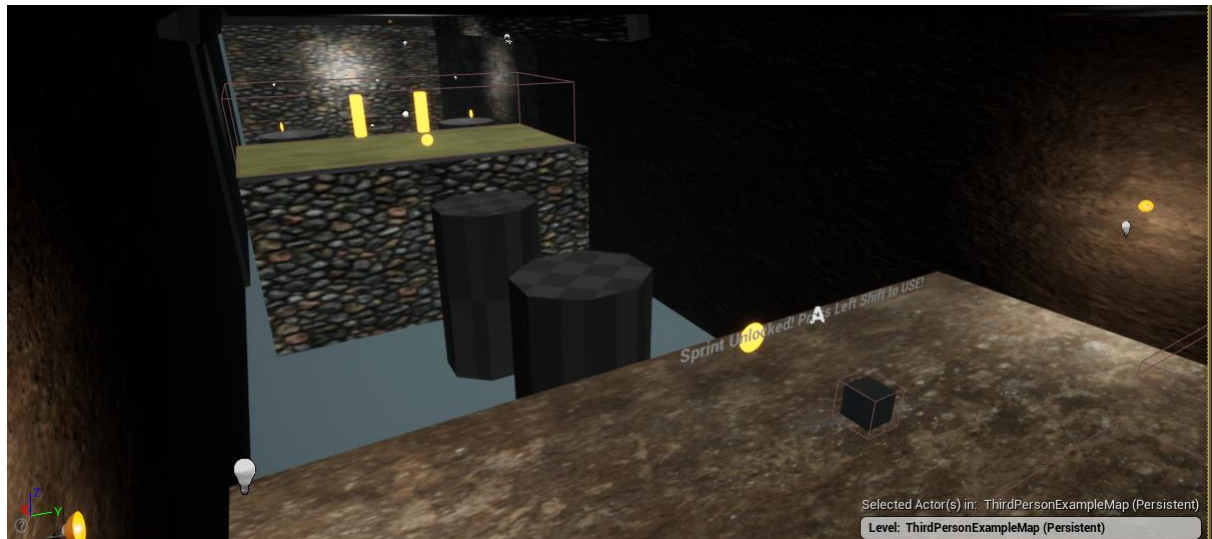
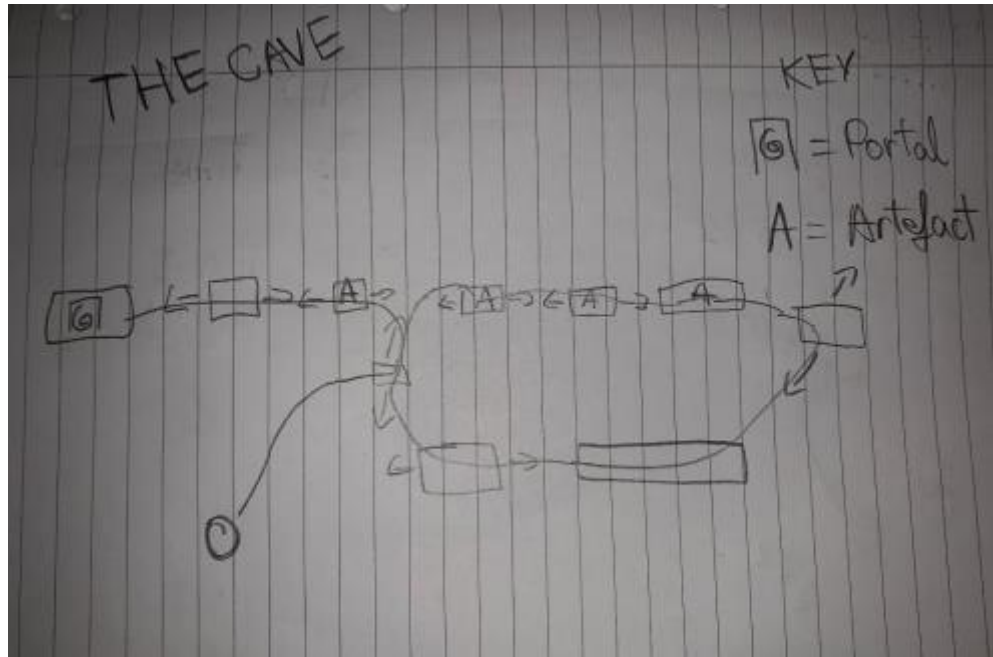
### Building Updates:

This was the initial building idea inside the player will be greeted with a lot of moving platforms and a complex parkour puzzle. After messing around with the system, it has come to the conclusion that this level was rather unengaging and overall overly-complicated instead, the level has turned more linear but the double jump ability is rewarded early so the player is able to utilise it. Now at the end of the level, there is a lift which the player must take to trigger the cave level. Once the jumping puzzle has been complete the player will progress towards the upcoming level. This version is a lot easier, and more enjoyable than the previous plan. Originally the platforms were too fast which caused in multiple failures, throughout the level, which could reduce the level of entertainment for the player.



### Cave Updates:

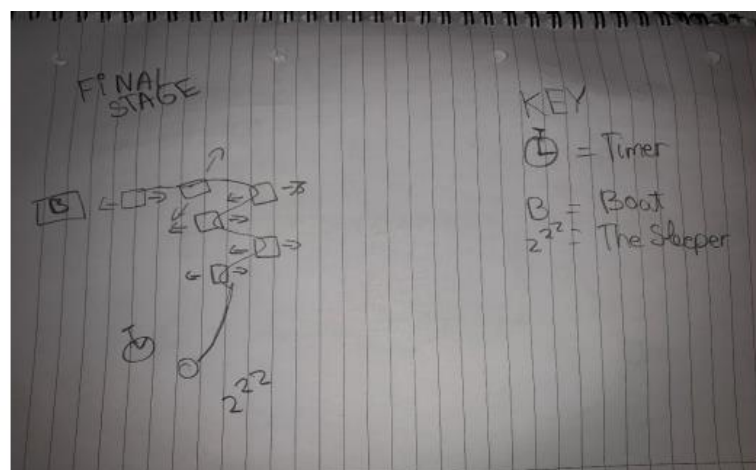
The cave was originally a repetitive level, due to the creative direction that has been decided it has been adjusted to flow with the following levels. The Level is now a lot bigger and includes effects to showcase that the user is inside the cave, once transferring from the building the user will be able to acquire the Sprint power up. With this power-up the user can reach the artefacts quicker. The level will also include a check to see if the player has collected all the artefacts otherwise, they are unable to progress further.



### The Madness:

As soon as the player will step through the portal the timer will begin, which creates a chase effect.

The madness will have 2 minutes time to complete filled with platform puzzles, where the player must adventure through. Once the player jumps through the portal, they will be greeted by the sleeper then they have to turn around and progress, if the timer runs out, the loss cutscene will play. Once the player makes it through the puzzle of platforms they will be teleported to an escape scene, where they have to run off a platform to jump back in to the village once they jump back they will land on to the boat and the game will trigger the win screen. The original design is still utilised to an extent, but the original



## GLD : Reflection Document

sequence from the building has now been transferred to the madness. This was a decision due to the lack of difficulty and challenge.

Once inside the escape zone, there will be rocks falling out ceiling to alarm the player that they have to hurry. These will also be complimented by the thunder from outside. Overall, with the new adjustments the gameplay has improved massively and is able to set a better theme than the original plan.

All the assets used in this project are completely developed by Epic Games with the Unreal engine. No external resources have been used.

UnrealEngine/SM\_ROCK

UnrealEngine/Box\_Brush

UnrealEngine/Mannequin/Character/Mesh/SK\_Mannequin

UnrealEngine/Material/M\_COBBLE\_STONE\_PEBBLE

UnrealEngine/Material/M\_METAL\_RUST

