ICS 123 Final Project

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Question 1:

Welcome to the world of "Level Launcher". A **Single Player, First-Person Shooter** game that requires players to be both fast and decisive as they try to find their way through various levels. Each level consists of a challenge for the player to overcome and a **goal** to find the "Launch Pad" to get sent to the next level. Every consecutive level will yield a more difficult, or even multiple, challenges and puzzles for players to overcome.

The **rules** for this world are simple: Overcome the challenge, Find the Launch Pad, Shoot the enemies on the way, and Defeat the boss at the top level. Players will be scored on how many enemies they defeat as well as a modifier to their score based on how fast they finish the game. The loss condition occurs if the player runs out of health or falls off the entire world.

How To Play:

> To Move Forwards/Backwards (Press **W** and **S** Keys**)**
> To Move Left/Right (Press **A** and **D** Keys)
> To Look Around (Use the **Mouse**)
> To Shoot Enemies (Left Click Mouse)

This game consists of a SCI-FI decorated environment that emerges the player in a fast paced game of survival. Robot enemies will shoot lasers around every turn as you try to make your way to the boss on the top floor. Players will be required to assess their current floor and figure out a way to get to the launch pad (Challenges could range from "Find the doors key" to being caught in a maze filled with laser shooting enemies).

The Big Picture:

Further addition to this game could lead to larger level layouts, a larger quantity of levels per UPDATE, and NEW challenges for users to try and overcome. The layout of the level could be vast and could include a boss on every floor that must be defeated to advance.

The way this game is set up, it could always be adaptable and made larger (So long as users are still playing). An online Scoreboard will also be developed to strive players to try and beat their friends and to make a more socialized aspect of interaction for the game.

Hardware requirements are meant to be very minimal.

Question 2: Game Prototyping:Show me a Top-Down View Paper Prototype of your Scene. This should include any props you've put in your Scene, spawn points, doors, collectible items, and anything you'd like to add to the Scene (based on #3 below).**10marks**

Answer:
See hand drawings of scene

Question 3: Game Development:Implement additional features on top of the game you have developed in the lab. There are two approaches you can take: implement extra features based on the labs or add something completely new. One idea is to implement one of the Puzzles we looked at in the Game Prototyping slides. That would probably involve one or more of the items listed below. You can also add some Direct/Indirect Guidance. Think also about Game Balance and Flow **20 marks**

Answer:
See project

Question 4: Have classmates playtest. Have them answer a series of questions. Use playtesting slides from lectures. Write down bugs and feature requests. **10 marks.**

Responses:

See below, and the written (paper) bug log

Level Launcher

Thank you for playing "Level Launcher"

We hope you enjoyed this sample DEMO! Please Answer the following questions to help us improve this product for you!

1: What Did You LIke **MOST**?
I personally enjoyed the gigantic fire breathing iguana
2: What Puzzle Did You Enjoy **MOST**?
The box room puzzle because it had realistic physics
3: What Puzzle Did You Enjoy **LEAST**?
The floors that had no puzzles
4: What Puzzle Would You Want To Be **ADDED**?
I would enjoy a time based shoot the targets puzzle to open a door
5: Was There Anything That You Didn't **UNDERSTAND**?
What are you shooting at the robots?
6: How Hard Was The Game On A Scale Of **1 - 10**?
A solid 6
7: Anything You Would **CHANGE**?
a mini boss on each floor would be a nice touch
8: Additional **Comments**?
I liked the iguanas

THANKS!

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1: What Did You LIke **MOST**?
Spinning walls (challenging but fun)
2: What Puzzle Did You Enjoy **MOST**?
See #1
3: What Puzzle Did You Enjoy **LEAST**?
Boss fight (he was active when traveling to him
4: What Puzzle Would You Want To Be **ADDED**?
Collectable items (ie. key)
5: Was There Anything That You Didn't **UNDERSTAND**?
Short demo of how to work stuff and objective
6: How Hard Was The Game On A Scale Of **1 - 10**?
6
7: Anything You Would **CHANGE**?
More guidance to doors
8: Additional **Comments**?
Ask jasmine

THANKS!

Level Launcher

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1: What Did You LIke **MOST**?
The boosters launching you up to the next floor
2: What Puzzle Did You Enjoy **MOST**?
The trap wall that scoops you in and makes you drop down a level
3: What Puzzle Did You Enjoy **LEAST**?
The moving platforms, move too suddenly at the start - hard to get used to.
4: What Puzzle Would You Want To Be **ADDED**?
A set of buttons you need to press to move you to the next level
5: Was There Anything That You Didn't **UNDERSTAND**?
The health orbs at first
6: How Hard Was The Game On A Scale Of **1 - 10**?
6
7: Anything You Would **CHANGE**?
The range the boss can hit you at
8: Additional **Comments**?
Awesome game !

THANKS!

Level Launcher

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1: What Did You LIke **MOST**?
Simplicity; no 100 page manual
2: What Puzzle Did You Enjoy **MOST**?
Wooden crates
3: What Puzzle Did You Enjoy **LEAST**?
Floor with simple "L" solution
4: What Puzzle Would You Want To Be **ADDED**?
Stairs, slides, & planks over holes that would drop you down a level
5: Was There Anything That You Didn't **UNDERSTAND**?
Why the bad guys didn't die on "close" shots
6: How Hard Was The Game On A Scale Of **1 - 10**?
Assuming "1" is easy, 3
7: Anything You Would **CHANGE**?
Shots are single kills or misses; would be nice to have wounding shots where the drones have a physical reaction (e.g. slight step backwards).
8: Additional **Comments**?
Music & sound effects were good. Might want to have the green lizards on the lower levels have a small biting effect which would explain why the big bad guy is not your friend on the top level.

THANKS!