

# **ITCS: 5230 - Introduction to Game Designing**

## **FINAL REPORT**

**Game Name:** Game of Souls

**Team Name:** Enigma

**Team Members:**

- Aninditha Madishetty
- Neha Dalvi
- Nirmal Sellakrishnaa
- Pritam Borate
- Suyash Kothari

**What you are most proud of about your game?**

Every level in our game is unique. Moreover, we have designed them in such a way that they are in the increasing order of difficulty levels.

**What changes you made to your original game design?**

*For playability reasons:*

- We changed the ordering of levels so that the difficulty level increases in each stage/level.
- We tried to make the game more user friendly as compared to the earlier version by including conversational text messages in-between levels.

*For Technical reasons:*

- We have fixed several bugs that were evident during playtesting.

**What did you learn from your play testers?**

From the suggestions of the play testers, we learnt:

- What new features could be added to make our game more interesting?
- How to improve our game controls for a smooth play?
- What could be done to increase the game difficulty as the game progresses?

### **What changes did you make to your game as a result of the playtesting?**

We modified levels 2(underwater level) and 3(space level) of our game based on the feedback received from the play testers.

We changed the underwater level to include a seabed and increased the number of randomly scattered fishes which the player is supposed to dodge while moving ahead in the level.

We modified the space level such that now the player is free to move across any direction in the open space and collect only white blinking stars that are scattered in space. On colliding with any other celestial bodies the player's strength is reduced. Once the strength indicator is full, a soul would be randomly generated in the space and the player has to search for it.

Apart from these modifications, the game controls were also improved, character was made consistent with the story line.

### **What you would do next if you had more time?**

- Improve the final fight with the reaper and the final stage
- Use our own sprites
- Give the player more powers
- Improve the tutorial level by including videos in between levels.
- Work more on improving the simulation boundaries.

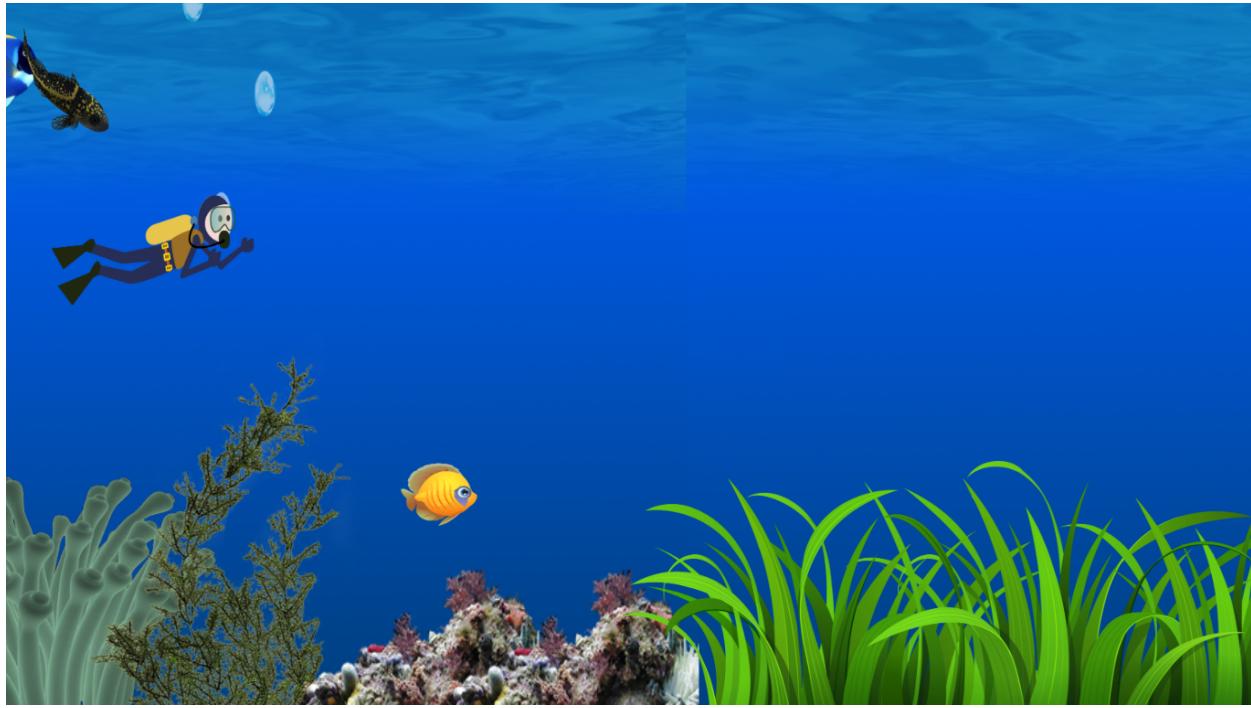
### **What you would do differently next time?**

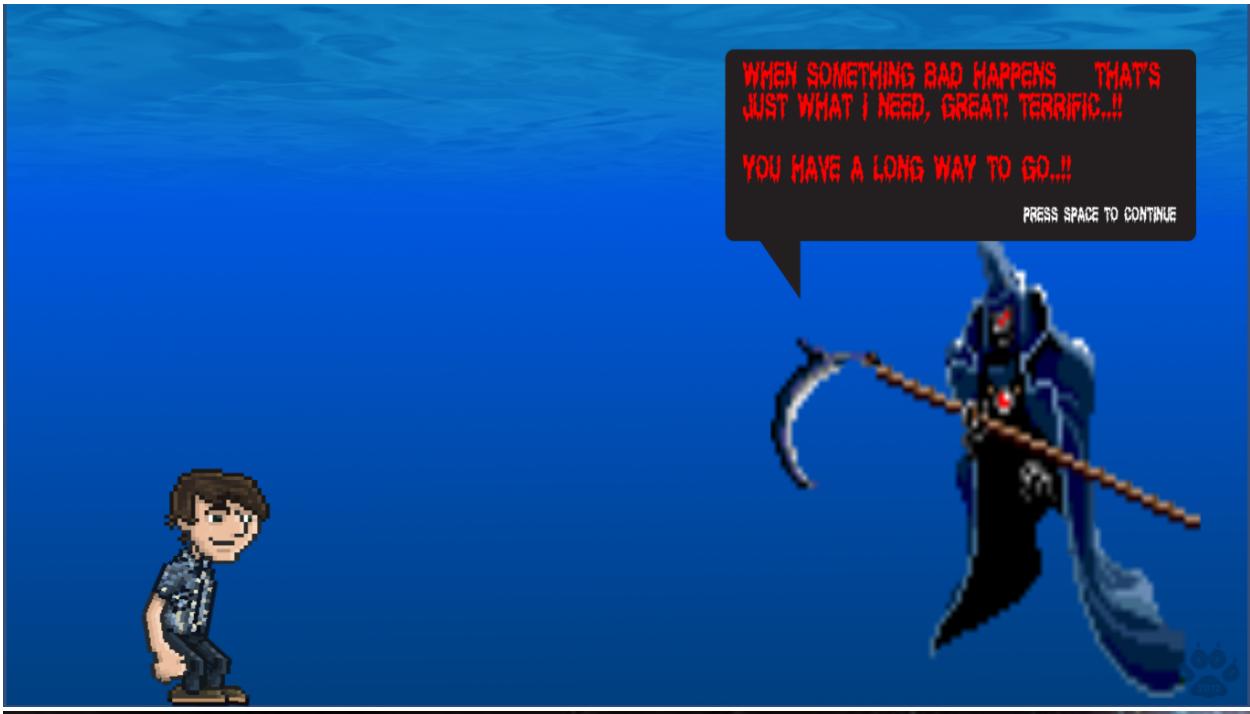
We would have planned to develop a power-packed action game.

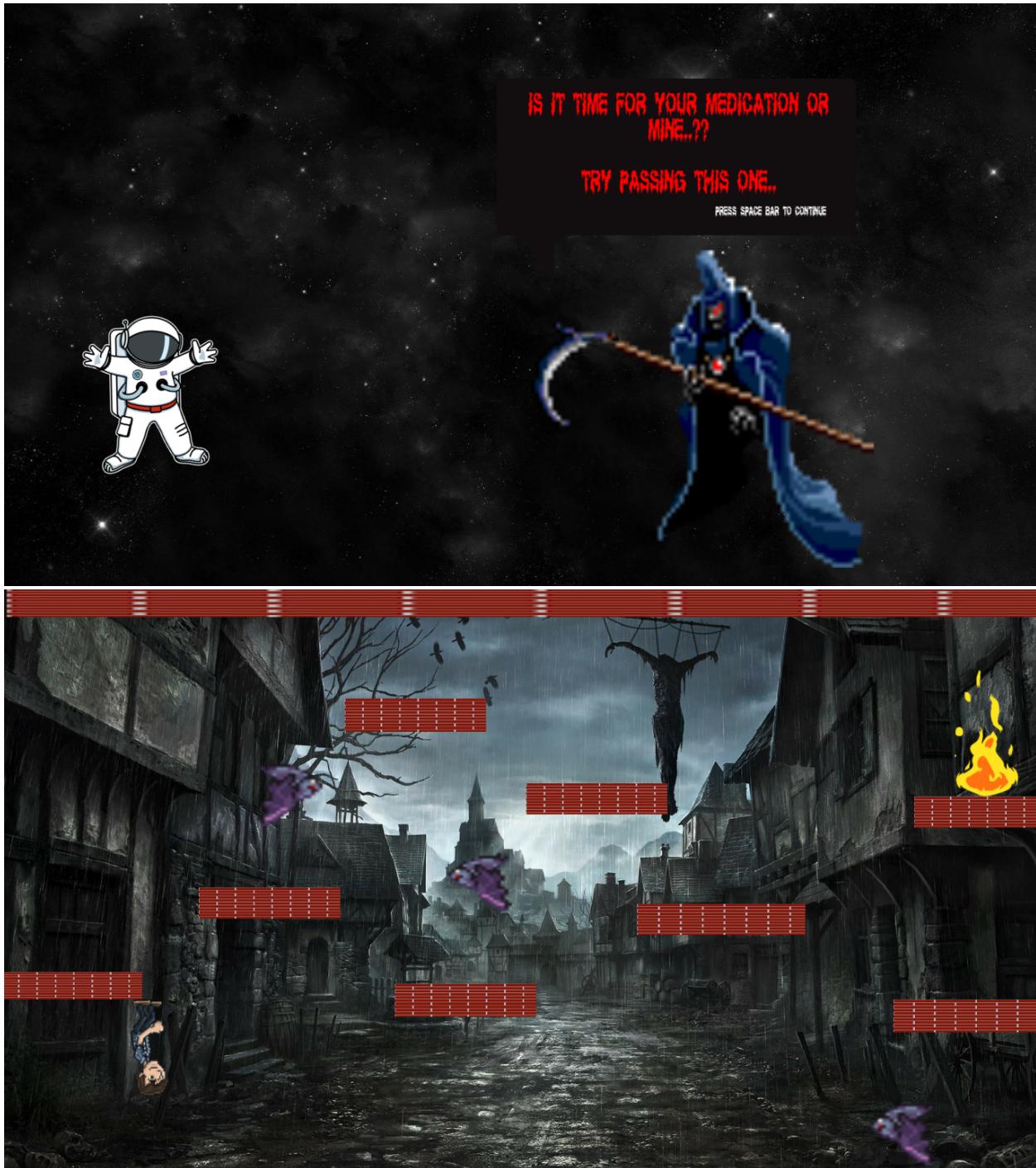
Game Screenshots:















**Website URL:**

<http://ec2-52-90-79-130.compute-1.amazonaws.com:8080/GameOfSouls/>

**NOTE:** The video of the game has been shared with the Professor as mentioned in the class.

## **References:**

- Unity lecture 4 for animation.
- Unity lecture 2 for adding bounciness to the player.
- For audio clips: <https://www.youtube.com/watch?v=FezUGIk-4C4>
- For adding health bar:  
[https://www.youtube.com/watch?v=1lrkgdENfqM&list=PLX-uZVK\\_0K\\_402gTvjaP5mIE8p5PFI1HD&index=1](https://www.youtube.com/watch?v=1lrkgdENfqM&list=PLX-uZVK_0K_402gTvjaP5mIE8p5PFI1HD&index=1)
- For prefabs: <https://www.raywenderlich.com/69544/make-game-like-jetpack-joyride-unity-2d-part-2>