



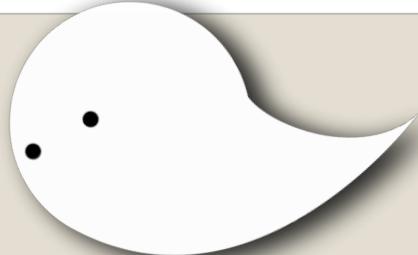
ITCS 5230: Game Designing

# Play testing & Final Presentation

# GAME OF SOULS



# Design Revisions



The reaper (antagonist) takes the protagonist's soul away from him in his dream, which puts him in the imaginary world. The only way back to the real world is to get back his soul.

The protagonist now starts searching for his soul, but it's not that easy. Reaper has divided his soul into 5 parts and has hidden them in five different worlds. Protagonist has to collect all the parts of his soul in five levels else he is stuck there for eternity.

This part of his soul is also a portal or entry point to the next world where another part of soul is hidden. Once he collects a part of soul, he enters the next level.

If he succeeds to get first 4 parts, then he will fight the Reaper himself in the game of souls which is the last stage to get his soul back.

Once he collects all the 5 parts (one in each level) the soul re-enters his body and the Protagonist returns to the real world.

# Proposed Development Schedule

Developing a Story plan and mock-ups

Designing and developing the screens

10/10/2016

Gameplay, controls & kinematics

10/25/2016

Character interaction

11/05/2016

Testing

11/15/2016

Game prototype & Improvements

11/30/2016

**Functional minimum:** At least 3 scenes with all the described functionalities.

**Low target:** At least 3 scenes with all the functionalities and things in place.

**Desirable target:** 4 fully working scenes.

**High target:** All the 5 scenes in tight and working.

**Extras:** Cross platform integration.



# PLAYTESTING

## What have we learnt.??

From the suggestions play testers gave us, we learnt:

- What new features could be added
- How to improve game controls
- What could be done to increase the game difficulty?

## Design Revisions:

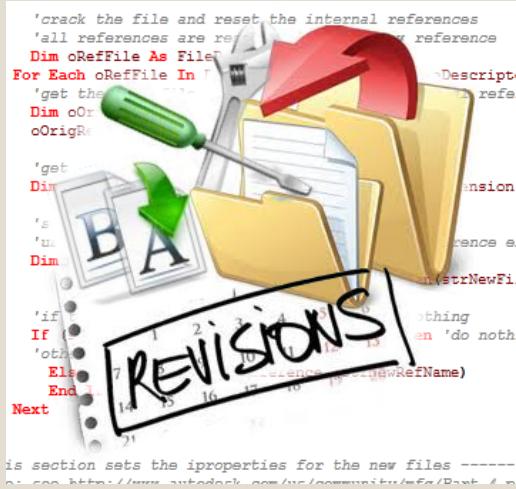
Technically:

- Bug Fixers

Playability:

- Game is more user friendly
- Increased the difficulty in increasing order of levels
- Incorporated all the suggested revisions.

# Design revisions



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 has proved to be harder (or easier) than expected ?**

- Converting the hand drawn characters into sprite sheets.
- Generating Prefabs in all directions and controlling the camera movement.
- The final fight between the reaper and the protagonist.
- Increasing the difficulty as the game progresses.



- Creating the level designs.
- Animations were pretty easy to accomplish.
- Integrating and loading scenes.





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

- Improve the final fight
- Use our own sprites
- Give the player more powers
- Add videos in between levels

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

Will plan to develop a power-packed action game.

# *Team Enigma*



*Team Members:*

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thank you!