

Nov 8, 2023

Decide to make a 2D platformer game.

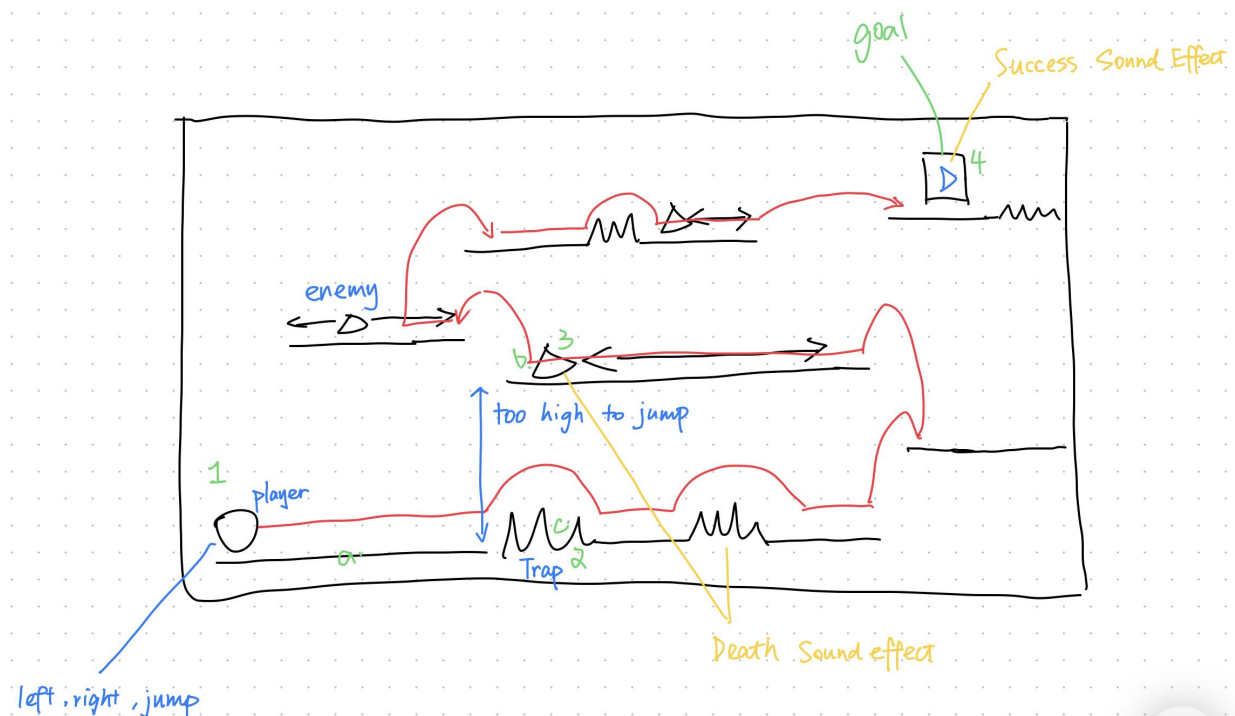
Aesthetic goals:

1. Challenge: The first goal is to make the game slightly challenging but still playable. Success indicators include the game isn't too easy but still requires some effort to win. Failure indicators include the game is too simple or overly complex.
2. Engagement: The second goal is to maintain the player's focus and encourage them to keep trying even if they fail at first. This goal is accomplished when players are immersed in games without feeling bored or distracted. Failure can be represented by players losing interest and abandoning the game.

Core loop:

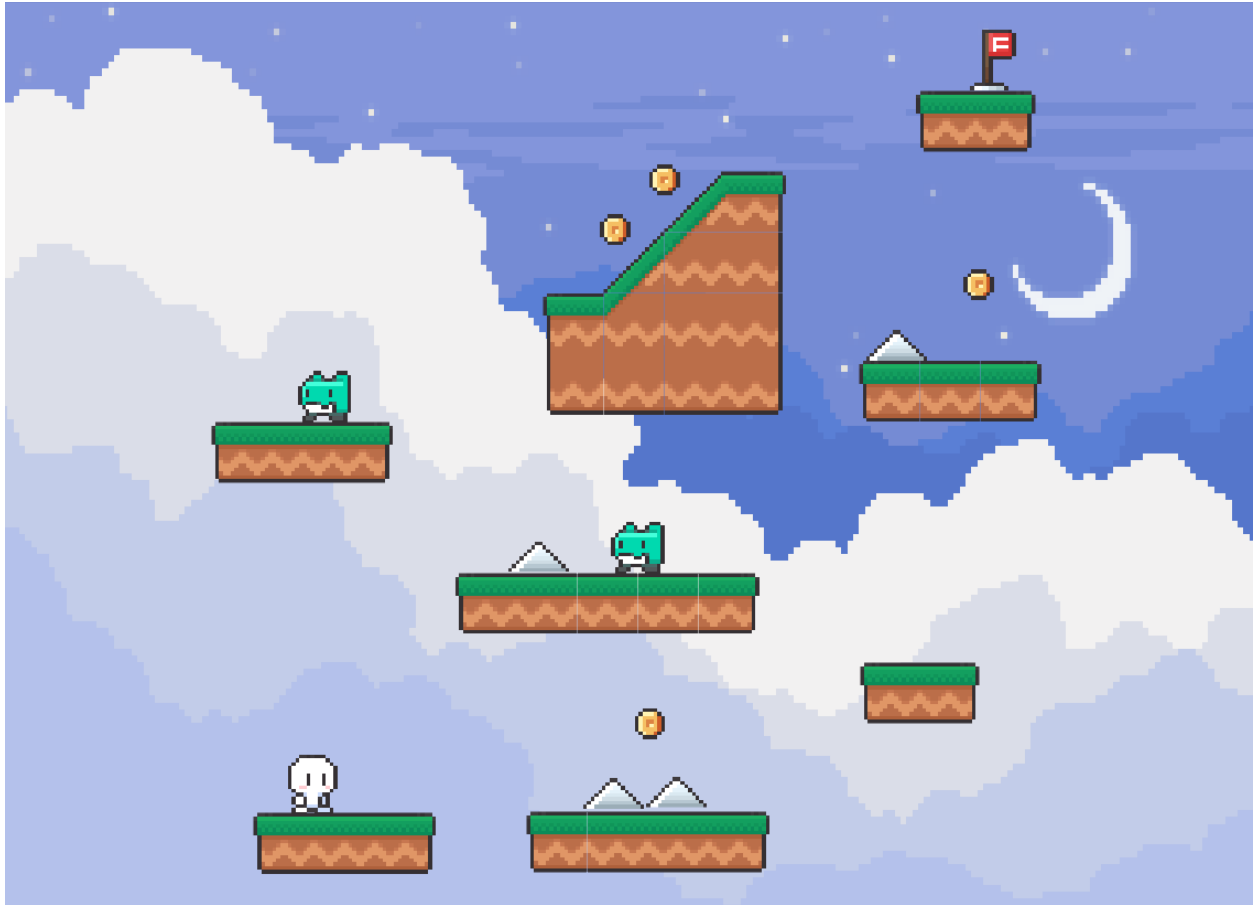
The player avoids traps and enemies on the way and moves toward the destination.

Draw the rough layout.



Get the sprites from the Unity Asset Store.

Import packages for sprites and sound effects and set up the game scene.



Implement player control: move left and right and jump.

Fix the mid-air jumping of the player.

Make enemies patrol.

Let the player detect collisions with spikes, enemies, and the flag.

Add sound effects to player death and win.

Add coin components: sprite, collision detection, and sound effects.

Add UI: game over scene.

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Add scorekeeping: UI and sound effects.

After-action report:

- Original Intent: I initially planned to develop a 2D platformer with a primary focus on challenges and player engagement.
- Evolved Goals: Despite unforeseen challenges, my goals remained consistent by emphasizing challenging gameplay and player engagement throughout the development process.

- Goal Accomplishments: I successfully implemented challenging gameplay by designing a path with obstacles and enemies, requiring players to invest effort to overcome them. The engagement goal was somewhat met by strategically placing coins, especially the challenging last coin that entices players to replay the game.
- What Went Right: The successful implementation of challenging gameplay and the strategic placement of coins contributed positively to player engagement. I successfully transformed the prototype into a real game and utilized online resources to fix bugs.
- What Went Wrong: Challenges arose in detecting whether the player was on the ground to prevent mid-air jumps. I had to do some online research and tried multiple times to solve the issue.
- Initial Knowledge Gap: At the project's outset, I wish I knew the importance of focusing on fundamental gameplay first before considering more complex enhancements. Underestimating the difficulty of certain design elements like flying enemies resulted in some waste of time.
- Learnings from the Process: Through this project, I learned the general process of designing and implementing a simple game. I learned the significance of prioritizing fundamental gameplay elements, transforming a prototype into a real game, and effectively using online resources for issue resolution.