

JUEGO STUDIO

(1) Currently, my favorite game is Dead Cells. It is the 2D PC platform permanent death genre game (like Dark Souls), but a lot intense in the death penalty. During the run in the game if a player dies everything starts from zero but the permanent upgrades stay still. The player has to start the run once again from the starting of level 1 with the basic primary weapon and no skills. Each time player dies level's map changes in random order. Though enemies remain the same.

The thing I would like to change about this game is adding a bonus for defeating the boss. As for in-game where ever the player dies player has to start from zero, but the boss can be an exception by giving one of the two updates to the game.

1. After the boss is dead and the next round player dies, the player will return to the first level but with the current primary and secondary weapon with them, but no skills will be available for that specific round.
2. After the boss is dead and the next round player dies, the player will return to the round after the boss but with the basic primary weapon and no skills.

(2)

Destined To Be the King

Asnara used to be under a very different rule, but revolutionaries carried out a coup d-etat planned by the king's younger brother Minos Duras and overthrew the standing government. The kingdom was under a great catastrophe under the new king Minos's rule. The son of the former king Claudius Duras who was the heir of the Asnara kingdom, young and inexperienced, had to bend in front of his uncle. After several months a young man of an unknown origin appears in the king's presence declares to be the rightful heir of the kingdom, proving his identity using the royal family emblem and the royal family mark. The Duras family had the tradition of sending the eldest son on a journey for 20 years. The eldest son has to leave the kingdom and study outside the kingdom territory, in an unknown land while keeping his origin and status secret. Whereas the other child of the king stays in the kingdom and learns from the royal tutors, the king can have only two children. The eldest son has to make his destiny by learning and making connections throughout the journey. After the expedition is complete, the king organizes the inheritance competition. But due to the fall of the former king's rule, the inheritance competition gets canceled. The elder son Arthur Duras of the former king declares the war between him and the present king of the Asnara Minos Duras. The army of the kingdom under the leadership of King Minos versus the connections like friends, tutors, masters under he served, and the royal families Arthur made throughout his journey. Arthur wins the war by killing King Minos. Claudius Duras calmly accepts that he is not worthy of the throne and suggests Arthur inherit the throne. Arthur undertakes the throne and starts serving the kingdom.

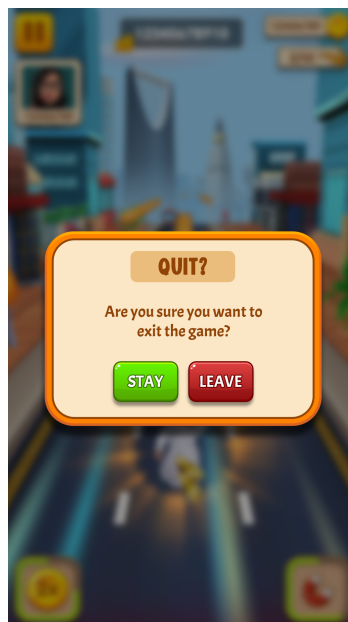
(3) Rightful heir enters a conflict with his uncle who, dethroned the king and claimed the throne for himself.

(4)

1. In this game-over screenshot, the correct elements are the UI and the Monetization. In this variation, the color used for the home and the replay buttons is a good decision. When the game-over screen pops up in front of the player, the green color encourages the player to try playing again, whereas the red home button tells the player that that would not be the wise decision. About the coin multiplier through ads, the UI is a little small but is noticeable. And an adding point to the conclusion is the dialogue box each time the player notices the dialogues in the dialogue box encourages the player to watch ads for multiplying coins received.



2. In this game-quit screenshot, the correct elements are the coloring of the UI. The red color of the LEAVE button gives the impression of a poor decision. Whereas the green color of the STAY button indicates that staying and playing 2-3 rounds would be the wisest decision. It also represents asking the player if they are sure about leaving/quitting the game. This makes players play the game repetitively.



3. In this variant, the correct elements are the pie as the timer and placement of the coins. As the player looks at the timer, which is in red (tells the player that time is running off and is limited) and then look at the coins available in the upper right corner, the small amount of time passes and, the decreasing portion of the pie builds the decision-making tension and player presses one of the two options given for reviving. If the player selects coins, then the player has to play the game repetitively to earn more coins. In the second case, if the player selects the watch ad it will lead to the monetization.

