# Game Design Prototype 2

Lauren Walter

Ash Jurisich

Calvin Van Der Merwe 2331287

## Group Process

When we started planning, we were very unsure of what to make and how to approach everything within the build, so we started by talking about the recent games that we’ve been playing. I (Calvin) was listening to a song from the game Five Nights at Freddie’s (<https://youtu.be/YB2VDBCg2Xs>) and so decided to suggest a horror game I was also at the time playing the game true fear: Forsaken souls part 1([True Fear: Forsaken Souls 1 – Apps on Google Play](https://play.google.com/store/apps/details?id=com.Goblinz.TrueFear&hl=en_ZA&gl=US)) which was a game similar to an escape room game where there are puzzles. We all talked about it and gave our different inputs and so ultimately decided to go with a horror-themed game that had escape room elements.

## Calvin’s Process

For me, this was a very interesting process as I wasn’t the main coder this time but rather played a support role in the game design process helping where I could and trying to do what I could in terms of giving ideas and thought on certain processes and ideas. For this game, I oversaw designing the puzzles and the UI of the game I managed the game’s main menu system and gave it a cool-looking design.

For the main menu, I decided that I wanted to make it creepy and as a team agreed to the game’s name being these four walls. I decided something akin to a room would be perfect is demonstrating this in the game. So, I searched for images of broken-down old houses and looked for wallpapers that suited this design. The image I had in my head was like that of resident evil 7 biohazards as the house the player travels through in the game is similar in style and theme. I found the image that is currently up and then decided that I need to use more terrifying fonts to suit the theme of the game and I found some on the website called FontSpace (<https://www.fontspace.com/category/horror>) it was cool being in charge of design and creative things like this it was a very different experience for me.

Lastly with puzzle design I wanted something a lot different than what I ended up with. I think I over-scoped on a personal level as I wanted the puzzles to be a lot more intricate and I wanted to make the player struggle a lot more in terms of finding out what to do with certain objects and how they fit within the room. I had plans of including crossword puzzles and jigsaw puzzles that would all have a sequence that needed to be discovered to unveil the clue to open the box with the key to escape. In the end, I went with a much more tamed version of puzzles that were a find and use type situation where the player would just find the object and use them elsewhere to reveal the code needed to open the box.

I loved playing with the ideas of this game, and I will admit if I gain another shot at a game of this type it would be a lot more intricate and require a lot more thinking. I also decided to add a little riddle at the end of the game for the players to figure out the order of the code as when doing puzzles, the player only receives numbers.

I loved working with Lauren and Ashley they are very good teammates my only wish is that I did a little more work in aiding the two of them, but they are very independent and greatly suited for teamwork. Each of them is more than capable of doing more than what was scoped, and I enjoyed talking to them and working with them.