# Level 2 Game (Bounce Avoid) Worksheet

Starting with the basic BounceAvoid game, follow this process and fill out this worksheet as you go.

## Modification 1

1. Identify a player experience to create or avoid.

The designs are to simplistic and no real theme, adding more design can improve it.

1. Identify the feeling that experience caused and speculate as to why.

It got boring quite quickly looking at the just a red circle and a weasel dodging, most games are dropped because of how simplistic it might look.

*e.g. It felt claustrophobic and frustrating because I don't think I could do better.*

1. Propose a simple change to rules, mechanics, and/or aesthetics to create or avoid that experience.

The general simple change would be an aesthetic, I added a dungeon background, a character place which has a hitbox within the realms of a circle, and whenever the circle is moving from left or right, the character will be looking depending on the direction the circle is going. Lastly I added spike decorations with the hitbox of a circle inside the sprite. Adding a more of a dungeon look since the character is a rogue.

*e.g. Make all the circles smaller.*

1. Implement and test.

While running the test, I wanted to see if the character itself can be the hitbox, but I was sadly mistaken and would crash the game immediately, so I added a circle hitbox behind the character and hit the sprite so no pixels will be showing, similar process to the spike. Character flipsX every time it turns from left to right.

*e.g. Try* ***several different sizes*** *to see how the experience changes.*

1. Reflect and report.

The different tests have made me reflect that a sprite size and shape matters, such as the speed, and more. Overall it was a mayor success on implementing the design.

*e.g. Log the different tests and how size related to the experience and feeling goals above.*

For this exercise, unless it’s truly game-breaking, keep the change. For each subsequent modification, take the previous alterations into account when you identify experiences and so on.

## Modification 2

1. Identify a player experience to create or avoid.

Sometimes I get stuck inside a corner or between two walls, its very slow and hard to move by.

1. Identify the feeling that experience caused and speculate as to why.

Its frustrating not being able to move as fast to dodge the spikes, as they slowly approach you and see your character just get hit by it.

1. Propose a simple change to rules, mechanics, and/or aesthetics to create or avoid that experience.

The proposition would be adding a mechanic that will allow the user to move at a fast speed using a single press of a button to avoid the spikes at a quicker pace making the game last longer.

1. Implement and test.

The implementation was to use the space bar commonly used for dashes or rolls in many videogames, as a run button. I was thinking of adding a time limit, but it was quite fun just zooming around the max avoiding the spikes. By pressing space the speed would multiply by 3x its original speed.

1. Reflect and report.

Overall the implementation was quite good. Some key things I would enjoy implementing would be adding an animation to the sprint button or a gust of air. It made the game last more longer than a couple seconds.

## Modification 3

1. Identify a player experience to create or avoid.

The game is to easy, their no real challenge within the game.

1. Identify the feeling that experience caused and speculate as to why.

Makes the game boring just seeing the spikes bounce around, add a challenge similar to Dark Souls, or a more.

1. Propose a simple change to rules, mechanics, and/or aesthetics to create or avoid that experience.

Adding a mechanic that given a certain amount of time the spikes will start teleporting. This will allow us to have some challenge into the game.

1. Implement and test.

While implementing the code, I used the spawnTimer as the key to check how long has these spikes been bouncing for. Once it hits a total of 8 seconds or more then they will start teleporting. And by teleporting they will change their position to a random location in the world by using a Random Range function on a vector2. Then I will also do the same with the direction it will be going to, reset the timer and give the timer a 3 seconds to teleport again.

1. Reflect and report

I noticed that the game its quite more challenging and will cause errors such as a spike teleporting within the player itself. I just want to see the world burn so il leave it there. Another thing I dislike is how the object are teleporting. It doesn’t look clean enough and looks choppy. I would like more feedback on this by Tuesday when live players will be testing.