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Game Design Journals

Journal 1

My first prototype did go as expected, through playtesting, it was quickly realized that I had many changes in design and programming. My first change was to be the table, where the table was too large for the number of items or things to do. I also needed an objective because, as it stood, my game did not have an objective yet. The flippers were also too far apart, but this was also due to the board being to large. Lastly, my colors needed to be changed, as the player could not see the ball since it was too dark. A feature that was good but needed improvement was my plunger, the player had to press space twice in order to use the plunger, all players though it should be a hold and release.

Journal 2

The second playtest went better than the first, as I had more things included but there were still critiques. I did not change the table, as I kept it the same size, but I had added more items to it, notably bumpers and black hole obstacles. The problem still persisted of my paddles however, while I did increase their size, the board was too long for them to actually do anything, the game did not feel like the player was interacting all that much with it. My plan for future playtests however, was to change the paddles into fans, where the ball would be blown upward, so while I did not really change the paddles other than the size, I intended on implementing a new design. From the first playtest, I changed the background to for something more luminous, to help with the contrast against the ball. In my second level, I added portals in which the player must pass through in order to continue, however it was quickly realized that they were too small and hidden to see the objective. The objectives were not clear for my games, it was not understood that the player needed to hit the rocket in order for the doors to open. Lastly, I had multiple issues with colliders being out of place, where the objects would collide with nonexistent items or would go out of bounds.

Journal 3

For my last playtest, I improved significantly from the second. For the first level, I changed the paddles into the fans and added one on the top and the other at the

bottom, the player controlled both of them giving them command of the whole board. I added text next to the level, describing how to play and what the objective was so that the player could not have been unsure as what to do. The plunger was also fixed, the player needed to only press and hold once for it to release. I added more contrast to the board and ball, so the ball was always visible . I edited the parameters of the black holes to fit their corresponding places, since some of them were too strong, I also added bumpers to where the ball would gravitate to as a way for the player to explore the whole board. In the second level, I upped the contrast of the portals, while that was a temporary fix, I intended to change the model completely. I added back the flippers, but to give the player more control, I also added a fan which moved around, the reasoning for this was to have the player be included more in the gameplay. I fixed the colliders, where the ball no longer went out of bounds or the fan colliders misaligned at some points. In my third level, I added a clearer objective and more paddles for the player, as two was not enough.