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Game Design

WSOA3003A

Analysis/Reflection

Intent

The brief required that a prototype turn-based combat game must be made that focused on data design and the manipulation of data in that specific system. The constraints of the brief were that the build had to be created within a week. When thinking about turn-based combat games, the first game that popped in my head was *Pokémon*, although I had not played the game much. I liked the idea of the player being allowed to choose between defending/healing and attacking as well as the player having different types of attacks.

The is to make a game that allows the player to choose between defending, attacking, and healing. I also wanted to player to have the option to have different attacks, which deal different amounts of damage.

Process

As mentioned above, the time constraint for this project was a week, but I had only given myself five days to work on this project. Research was one of the main tasks done as it allowed for a further understanding of what turn-based combat is and how to implement turn-based combat in different systems as well as inspiration for the prototype. Also mentioned before, that is where the inspiration from *Pokémon* came from.

There is another game that was brought to my attention when thinking about turn based combat which was a game that I had made in first year called *Dr Zombie.* The game was a deck building game where the players had basic attack cards and energy cards, which allowed them to purchase any other attack, defence, or energy cards from the centre draw pile, in their beginning deck. This game crossed my mind because it gave me a better understanding of turn-based combat games as it was familiar.

The first aspect that was added was creating the basic system where the game moves between two different states, the player's turn and the enemy's turn. From there on, more states were added such as a start, a win and a lose state. All the state changes are shown through a block of text on the screen. This was done because it was the basis to a turn-based system. The second element that was added to the game was allowing the player to choose between attack and heal, using buttons. The health of the

player would increase when heal was clicked and the enemy's health would decrease when the attack button was clicked. The combat system was done in this way as it is similar to *Pokémon* and how the game's system makes use of different buttons which are allocated to different abilities.

The player has access to different buttons. The buttons and their values are mentioned in the following table.

Button Name	**Button Values**
High Attack	15
Medium Attack	10
Low Attack	5
Heal	12
Defend	Half the damage done by the enemy

The enemy attacks at random values between 5 and 15 instead of a constant value so that the player is not too overpowering.

Another aspect that I had decided to add was a limit to the number of times that the player could use a high attack and a medium attack. These values were constant, and the buttons would disappear after the player had reached the limit. This too was set as to not make the player too overpowering. When either the player or enemy's HP reaches zero, the text box declares that the player has either lost or won the game before the game restarts.

Reflection

In the first development of this game, the enemy attacked at a constant, but this idea did not work out in as the enemy would die easily as the player's attacks were stronger and more varied. That is when I had decided to randomise the values of the enemy's attacks. While creating this game, I was very focussed on making sure to incorporate data design that I had not realised that I had already done so right at the beginning. This made me get a better understanding of what data design is.

Although the system works as intended, there are a few aspects that I would have liked to add to the system. The first aspect that I had attempted, but failed to complete, was making the enemy attack and defend. The enemy would have alternated between the two different states. I also wanted to make the alternation random. Another aspect that I would like to add different types of attacks, instead having the basic low, medium, and high attacks. This future recommendation is mainly focussed on UI elements. I would like to add more UI elements to make the system more cohesive in future iterations.

Something else that I wanted to add in future recommendations is proper balancing in the system, as the focus for this micro project was data design, thus balancing was something I thought of last. Some

elements that need balancing is the enemy attacks, the player attack values as well as the defend and heal values. These elements need to be balanced as a result of playtesting the game myself.

Something else that I would like to add in future iterations is an over heating system where the player must watch an over-heating bar as well as their health bar. This over-heating bar increased when the player only uses attacks and does not make use of the heal or defends. The bar will increase at different values depending on how high the attack is. When the bar has reached is maximum value, the player freezes which allows the enemy to play twice. I think this would be a good element to add in the system as it gives the player something else to pay attention to and gives the player more agency. This also encourages the player to be more strategic in their choice on actions.