Cheyenne Peter

2180052

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.

My intention 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. The first day of this project was dedicated to doing research on different types of turn-based combat and brainstorming my idea. 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 rest of the days where dedicated to coding and creating the game. The first aspect that was started 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. 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 enemy would attack at a constant value throughout the beginning phases of creating the prototype whereas the player was given different attack options that had different values as well as could defend from an enemy attack. This was a big imbalance and that is when I had decided to make the enemy attack at random values, adding more to the unpredictability. All the actions that the player chooses are indicated in a text box on the screen, very much an aspect that was adopted from *Pokémon*.

In order to make the player's action less overpowering, I had decided to add a limit to the amount 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. All the alterations were a result of talking to other game design students, after asking for opinions as to what they thought about the different aspects.

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 from the beginning.

Reflection

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 on the 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.

One thing that I noticed while making this game is that it became easier to code all the smaller aspects after I had coded the basics. 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.