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Game Design

WSOA3003A

Analysis/Reflection

Intention

This week's microproject focusses on level design and pacing. My intention for this prototype is to make a game where the player encounters the same enemy but every time the enemy respawns it is a little stronger. This alludes that the game and the enemy have different phases, which is like how Dark Souls works. I also want the player to 'unlock' abilities after they defeat an enemy. There was a time constraint of a week for this micro project.

I decided to iterate the previous micro project as it has potential to be expanded and allows for more elements to be added to make the system more complete. I also iterated the previous prototype because the time we had to make this micro project was limited and as well as prevented over-scoping for this project.

Process

One thing I really struggled with when starting this project was how to incorporate level design into the prototype that was interesting enough. The first idea that I had was just having the different levels where there was a new enemy which was relatively stronger than the previous (very similar to how the levels are setup in Angry Birds). I did not end up going with this idea because I wanted to do something different and it felt too simple. As Vuk said, simple games with depth, and this idea was not fitting this statement. I added the element of unlocking abilities to this idea to make it more complex.

I did suggest to Marco if we could do something that like Dark Souls, where the enemy has different phases when you are fighting. The idea is that when the enemy dies, it instantiates but its wearing a hat or something that indicates that it is wearing some sort of armour that tells the player that is it more powerful than before. I chose to do this because I wanted the player to have some sort of challenge but to also ease them into how the game actually works. The last enemy that the player encounters is a battle where the player has access to all their abilities, which is a complete level so far. The enemies in the different fights attack at in different ranges, from a low range to a high range, as to illude to a tutorial of some sorts. I chose this because it allowed for the player to familiarise themselves with the system.

Unlocking different abilities was an element that I thought would add more to the level design aspect as it has a sense of accomplishment. This was done when the player defeats an enemy and 'unlocks' the ability, which is either a high attack or a heal ability. How this is going to happen in the game is that the buttons are going to be disabled and then enabled when the next enemy spawns again. These abilities were already enabled in the earlier iterations of the prototype and the player could use these abilities whenever they wanted. The high attack button has a counter on it as the player has a limited amount of times that they can use this button. I am still thinking about increasing the counter, but I am unsure whether I am going to increase it in this iteration.

I edited the sprites of the enemies just to be explicit as to what happens to the enemy when it respawns. This is just to clarify that the enemy has become stronger after it spawns again.

I found a unity scripting page that was related to how to check what scene the game is currently in because I wanted to use it for the final win condition. As a result of finding this documentation, there was a simple way for the different enemies to instantiate without making the system complicated.

Reflection

This micro project was the one I was dreading the most after we got the brief because an idea did not pop in my head immediately. This made me panic a little more, thus I started over complicating elements that were simple. This project exceeded my expectations in the sense that it took less time than I expected. One thing that can be added in future iterations of this prototype, is that the player's health does not reset when the enemy spawns again, this could also give the player a choice to heal or not before the next fight starts. This was not done in this iteration because of the time limit but it was an idea at the beginning of this project.

There are still issues in this prototype, focussed on balancing all the different elements. Specific elements that need to be altered are the enemy and player attack values. This can be fixed in future iterations of this prototypes.