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Game Design

WSOA3003A

Analysis/Reflection

Intention

The brief required that a prototype game that focusses on communication design and feedback. There was a time constraint of a week for this micro-project. The first idea that popped into my head when I thought about communication and feedback was UI (User-Interface). It is normally something that I would leave close to the end of development because the focus was always on making a fully functional game system.

My intention for this prototype was to make the player understand what was happening within the system through visual clues so they would never be confused or misunderstand.

Process

As mentioned above, the time constraint for this project was a week therefore a first few days were dedicated to learning what good communication design involves and how to implement it into systems. I decided to create a plan for what elements that I wanted to add to my previous prototype. It made more sense to make a another iteration of the previous micro project as I knew that the prototype had more opportunities to create a better system that players could understand. The list included elements like creating new sprites, different effects for when the player and the enemy were attacking as well as when the player chose to heal or defend. I also wanted to add other elements that I wanted to add to the UI and the player HUDs to make everything more cohesive.

After I had created all the sprites that I needed, I started working on the different effects that were going on player based off the different actions that the player and enemy could do. Those included effects for when the player and enemy got hit as well as when they attacked each other. Another effect included when the player chose to heal or defend. When the player clicked on the defend button, a cloud like barrier would appear and which causes the player to only take half the amount of the initial damage. After speaking with other students, I was asked as to why I instantiate the effects instead of just playing them in the scene which led to me changing the code. This code was easier to write as well as made more sense because I did not make the system create the effect every time. I did have an issue at the beginning as the particle effects did not play but it was because they were prefabs, therefore they could

not play. An element that was already in the prototype from the previous micro project was the health bars for the characters, which I think was one of the more essential feedback elements that was needed.

The player's heal effect plays when the heal button is clicked and it triggers a multitude of small green crosses to float across the screen. Something that I decided to add, was having some sort of projectile that both the enemy and player shoot. This was added on top of the effect that plays when either one of the characters are attack, showing that they have been hit. Changing the layout of the scene and indicating when the game was over was one of the last things that I changed just to make sure that everything on the screen was clear to see.

Reflection

The process for this prototype was relatively quicker than the previous prototype and I think it was due to the fact that I had a clearer idea of what I wanted to add in this one. I did end up balancing the game a little bit because I found out that there was a very big imbalance in the player's heal and the enemy attacks. I did enjoy this process more because it felt like things were becoming more cohesive even though the prototype is nowhere near complete.

There were elements that I wanted to add but I didn't have the mental capacity to figure it out at the time and I never went back to. These included creating a screen shake that played when the player was hit because I wanted to have layered feedback which I think would have added more impact on the player. I also thought that I could add animations for when the characters died, which I did create but decided not to add them. There are more elements that I could add into this prototype that add to communication design but I did think that I would be crossing into polishing and juicing, hence why I decided to prioritise the elements I did create. These elements can be added in future iterations of the game.