



Path Of Yiğit

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Introduction

Path of Yiğit is a singleplayer, Spatial Reasoning puzzle game where the player finds solutions to multiple puzzles with the given skill set. Every map has puzzles based on the skills that the player has such as fire and wind.

Problem

The player has to find ways to achieve the goal which is the spirit of fire and wind. To do that, the player has to use their power and get through challenges. There are enemies called körmezler that fight against the player. They try to prevent the player from taking the spirits. The player needs to fight with them and find a way to solve puzzles.

Analysis

Resources

The player has to choose which skill to use and what to do when it comes to solving puzzles. They have to mix the skills in order to overcome situations. The player can interact with pre-selected objects and change them based on the skill they use.

The Conflict

The Conflict is the player has to find their way around puzzles and enemies and achieve the goal which is the soul. Also the player can roam around to see if anything can help him/her to overcome the challenge.

Rules:

- Players can only use powers in designated areas or objects.
- Health points determine survival against körmezler.
- Puzzle progression unlocks new areas and powers.

Design Idea(s)

The game designs are shown below:

Initial Design Idea

The theme was Turkish Mythology. So first we searched what we could do with it. We've chosen "iyeler" that are guardian spirits of natural stuff, like fire or wind. We thought we could use spirits' power to solve puzzles and fight with enemies. Spatial Reasoning puzzle game with combat.

Final Design Idea

Dynamics

The interplay between puzzles and combat ensures that each level tests both the player's intellect and reflexes. Players can roam freely to explore, strategize, and discover hidden aids for overcoming obstacles.

Mechanics

- **Elemental Powers:** Fire powers to burn obstacles, wind powers to move objects or deflect projectiles.
- **Combat:** Simple attack/defense mechanics against körmezler.
- **Puzzle Interaction:** Powers interact with objects like levers, barriers, and switches to progress through levels.

Evaluation

Game Length: 6-20 min

Game Balance: Körmezler was a little too strong so we had to balance them.

Puzzle Clarity: Puzzle's were not too hard or too easy. But some players still needed some guidance.

Players get lost: Sometimes players got lost. They needed some guidance to get back on the road.

Theme and Story: Players loved the Turkish Mythology theme. They wanted to see more mythological creatures.

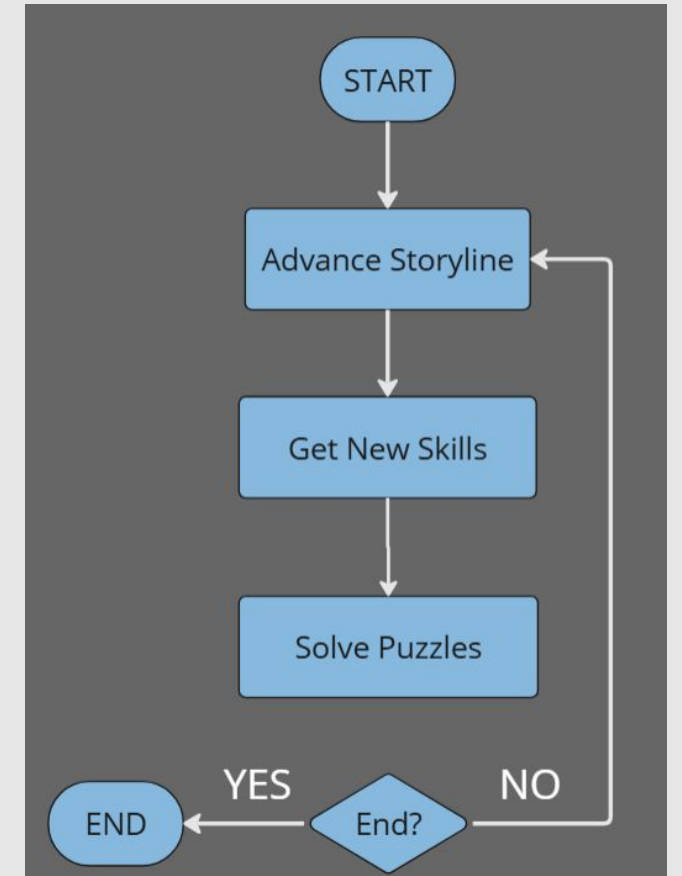


Figure 1 – Game Flow

Recommendations & Conclusion

Recommendations

1. Introduce adjustable difficulty levels for combat.
2. Add an optional hint system for complex puzzles.
3. Incorporate more environmental storytelling to enhance immersion.

Conclusions

The prototype successfully integrates Turkish mythology with spatial reasoning and combat mechanics. While the thematic elements resonated with players, refining the difficulty balance and adding accessibility features will enhance the overall experience.



Figure 2 - In Game View