Game Design Document

GAME's Name: Path of Yigit

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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 are health points, it determines whether the player is alive or not. Other than that the game doesn't have resources instead there are critical choices. 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 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.

Design

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.

The story is about a guy who lives in a village, Yiğit. One day the village turns dark and winds stop. Yiğit goes to the shaman of the village and asks what's happening. "The Mother of Fire" talks with Yiğit through Shaman and tells him to save the fire spirit from Erlik, the god of destruction. She temporarily gives him fire powers. Yiğit goes for an adventure.
After he saves the fire spirit, the world begins to look warmer and cosy. But now after he talks with Shaman again he finds out that he needs to save wind spirit too. "The Mother of Winds" temporarily gives him wind powers then he goes again. After saving all the spirits and saving his village The Mothers bless him with power and let him keep them. He becomes a well known hero.

The game is suitable for Killers, Achievers, Explorers. There is no dynamic for socializing. Killer types might enjoy killing enemies, Explorers might enjoy finding new places and Achievers might enjoy finishing puzzles or the game fastest.

Path of Yiğit is a Single Player Versus game. The objective of the game is finding solutions to puzzles and advancing without dying to enemies. The player has to think creatively about how to use their power and solve the puzzles.

Game Challenge Selection

The primary challenge of *Path of Yiğit* is solving spatial reasoning puzzles while navigating combat scenarios with körmezler (enemies). This challenge was chosen for its ability to intertwine the themes of Turkish mythology with engaging gameplay mechanics. The combination of combat and puzzle-solving aligns with the game's goal of providing a balanced experience for different player archetypes—Killers, Achievers, and Explorers.

Formal Elements

- **Players**: Single-player experience.
- **Objectives**: Solve puzzles, defeat körmezler, and rescue the elemental spirits (fire and wind).
- **Procedures**: Players use elemental powers to interact with pre-selected objects and solve puzzles, advancing through levels.
- **Rules**:
    1. Players can only use powers in designated areas or objects.
    2. Health points determine survival against körmezler.
    3. Puzzle progression unlocks new areas and powers.
- **Conflict**: Players face challenges from körmezler and the complexity of the puzzles.
- **Outcome**: Success involves rescuing the spirits and restoring balance to the world.

Final Design Idea

This section documents the refined version of *Path of Yiğit*, including its dynamics, mechanics, and rules, along with a summary of how it functions.

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.

Rules

1. Powers consume limited energy, encouraging strategic use.
2. Körmezler patrol predefined areas, adding stealth elements.
3. Players must combine powers creatively to solve multi-layered puzzles.

Implementation

This section covers how the game is structured, from its core mechanics to its user interface, and explains the game flow in depth.

Game Structure

1. **Start: Village and Shaman Interaction**
   - **Introduction**: The game begins in a small village where players control Yiğit. The environment is dark and somber, reflecting the loss of fire and wind spirits.
   - **Objective**: Players interact with the village shaman, triggering the narrative. The shaman explains the plight and introduces the spirits and Erlik, the antagonist.
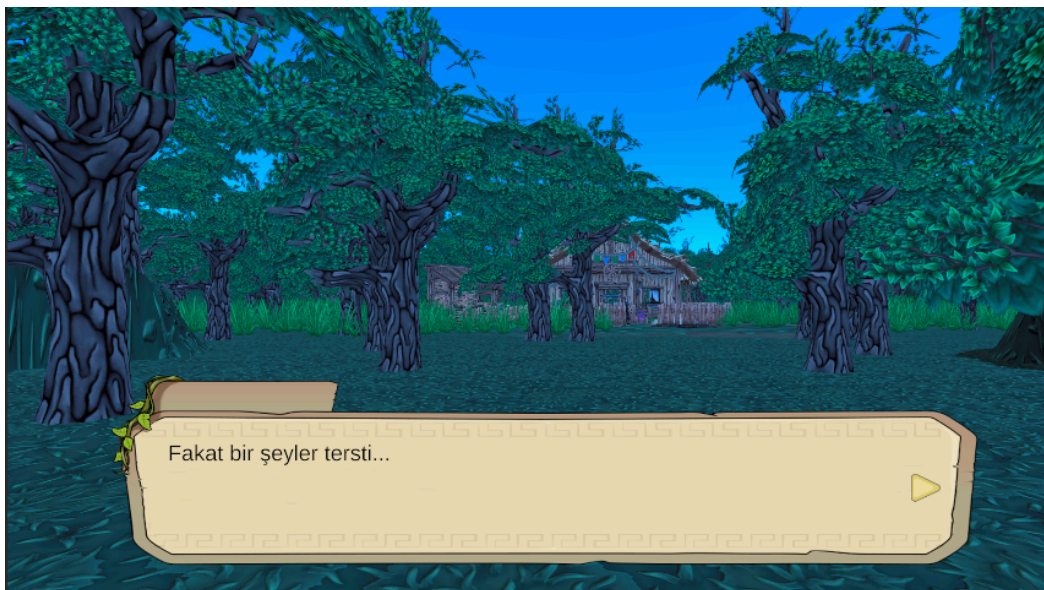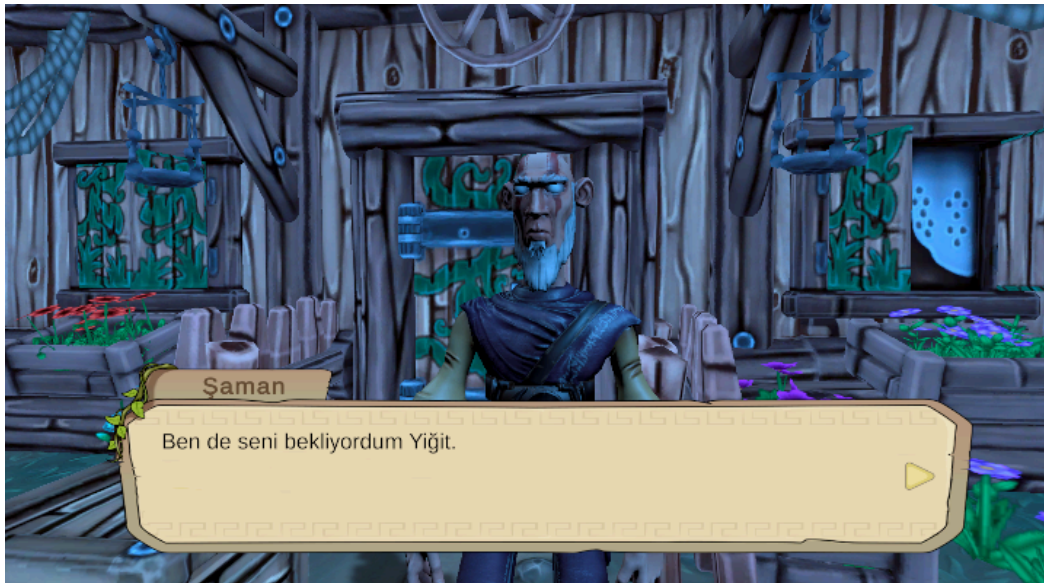
2. **Fire Puzzles and Combat**
   - **Puzzle Interaction**:

- Players encounter obstacles like frozen doors, wooden barriers, or unlit braziers. Fire powers are used to progress.
- Example: A puzzle might require lighting a series of torches in the correct order to open a door.
  - **Combat**: Körmezler appears as enemies who try to block progress. Players must strategically use fire powers to damage them or burn their weapons.
3. **Rescuing the Fire Spirit**
   - **Challenge**: Combines puzzle-solving and combat, culminating in a boss fight against a körmezler leader.
   - **Reward**: Upon rescuing the fire spirit, the world warms up, and the narrative advances.
4. **Transition to Wind Powers**
   - **Mechanics**: After consulting the shaman again, Yiğit receives wind powers from the "Mother of Winds."
5. **Wind Puzzles and Combat**
   - **Puzzle Interaction**:
     - Wind powers are used to manipulate objects, activate mechanisms, or neutralize airborne threats.
     - Example: Redirecting wind to rotate a windmill, powering a mechanism to open a gate.
   - **Combat**: Körmezler wields ranged weapons that require strategic wind power use to deflect or evade.
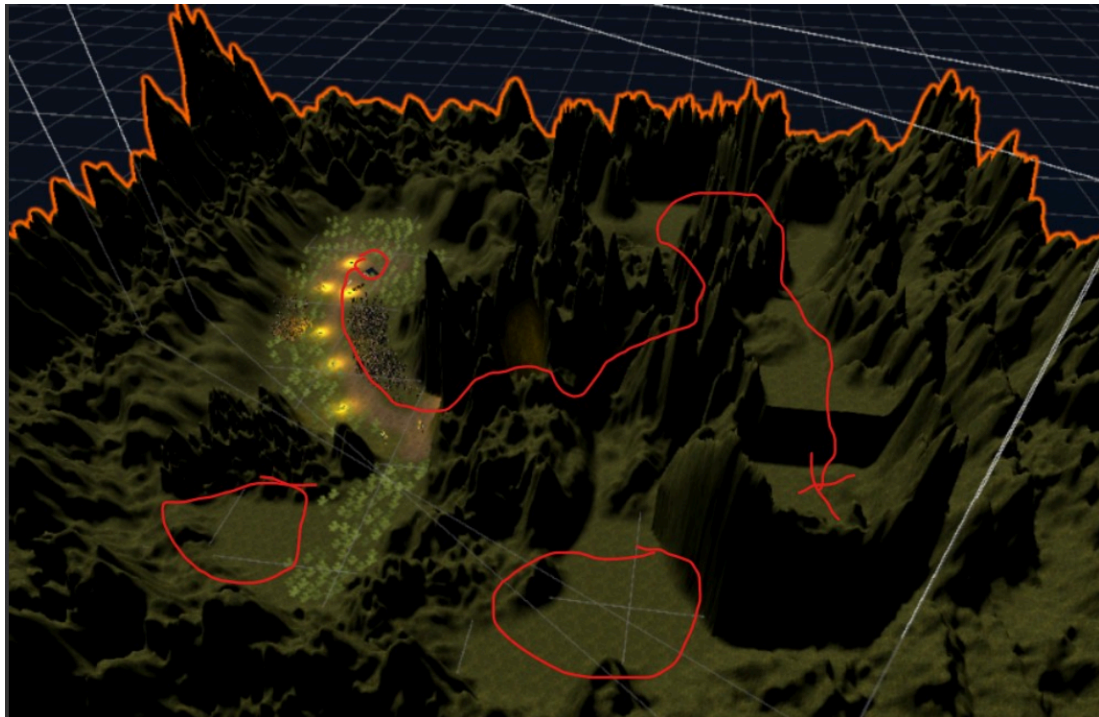
6. **Rescuing the Wind Spirit**
   - **Challenge**: Combines advanced wind puzzles with körmezler combat, requiring mastery of powers.

- ○ **Reward**: The world regains its natural balance, and Yiğit is blessed with permanent powers.

Evaluation

Focus Group Study

A focus group of diverse players was selected to test the prototype. These players included:

1. **Casual Gamers**: To gauge accessibility and intuitive design.
2. **Puzzle Enthusiasts**: To evaluate the challenge and complexity of the puzzles.
3. **Fans of Mythology**: To ensure the thematic elements were compelling and well-integrated.

The study followed this structure:

1. **Pre-Test Survey**: Participants were asked about their experience with similar games, expectations, and familiarity with Turkish mythology.
2. **Prototype Testing**: Players completed a hands-on session where they explored one fire-themed level and one wind-themed level.
3. **Post-Test Feedback**: A questionnaire gathered feedback on difficulty, enjoyment, narrative engagement, and any frustrations faced.

Key Findings

1. **Strengths**:
   - ○ Players appreciated the unique use of Turkish mythology, which many found fresh and engaging.
   - ○ The elemental powers were intuitive and enjoyable, particularly the visual effects of fire and wind interactions.
   - ○ Puzzle design was praised for encouraging creative problem-solving.
2. **Challenges**:
   - ○ Some players struggled with the timing-based mechanics in combat with körmezler.
   - ○ A few puzzles were considered too obscure or lacked sufficient guidance.
   - ○ Movement mechanics were described as slightly stiff, particularly when transitioning between combat and puzzle-solving.
3. **Suggestions**:
   - ○ Add an optional hint system for players stuck on puzzles.
   - ○ Include a tutorial level that better integrates combat mechanics.
   - ○ Adjust körmezler's attack patterns to allow for more strategic counterplay.

Results of Your Play Testing Session

Play Testing Session Results

1. **Metrics Collected**:
    - **Puzzle Completion Rates**: 66% of testers solved all puzzles, but 33% required external hints.
    - **Combat Success Rates**: Players succeeded 66% of the time on their first attempt; the remaining required multiple retries.
    - **Time to Complete Levels**: Average time per level was 5 minutes, with a range of 2–8 minutes.
    - **Narrative Engagement**: 100% of players found the storyline motivating and connected to gameplay.
2. **Behavioral Observations**:
    - Explorers spent extra time searching for hidden objects, enhancing replay value.
    - Achievers attempted to complete levels quickly, highlighting the need for speed-run-friendly mechanics.
    - Killers focused on optimizing combat strategies, often retrying to perfect encounters.

Insights for Improvement

- **Accessibility**: Simplify early puzzles and gradually increase complexity to ease new players into the mechanics.
- **Tutorial**: Adding tutorials to introduce game mechanics.
- **Combat Balance**: Introduce körmezler with varied difficulty levels to cater to both casual and hardcore players.
- **Narrative Integration**: Add more environmental storytelling (e.g., murals, carvings) to deepen immersion in Turkish mythology.

Recommendations & Conclusions

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.

Links

Github: https://github.com/CodeTristan/GameDev-Ders-Proje

Trailer: https://www.youtube.com/watch?v=TNmUrTIESNg