# Inquiry

I wanted to make a computer game so first I looked at all the types of games:

* Action

Platform

Shooter

Fighting

Beat ‘em up

Steath

Survival

Rhythm

Battle Royale

* Action-adventure

Survival horror

Metroidvania

* Advenutre

Text adventures

Graphic adventures

Visual novels

Interactive movie

Real-time 3D adventures

* Puzzle

Breakout clone

Logical

Physics

Coding

Trial-and-error / Exploration

Hidden object

Reveal the picture

Tile-matching

Traditional

Puzzle-platform

* Role-playing

Action RPG

MMORPG

Roguelikes

Tactical RPG

Sandbox RPG

First-person party-based RPG

Monster Tamer

* Simulation

CMS

Life simulation

Vehicle simulation

* Strategy

4X

Artillery

Auto battler

MOBA

RTS

RTT

Tower defense

TBS

TBT

Wargame

Grand strategy wagame

* MMO
* Board/card
* Casino
* Casual
* DCCG
* Gacha
* Horror
* Idle
* Logic
* Party
* Photography
* Programming
* Social deduction
* Trivia
* Typing

Evetually I decided to do a puzzle-platformer game

Why Puzzle-Platform?

I wanted to make a game so I decided on the theme puzzle-platformer bacause I like puzzles and I also like platformer games like Mario.

Other pros and cons:

Pros:

* The player can learn a lot (puzzle solving)
* Increases mental acuity
* Cobines benefits of puzzles and platformers
* fun

Cons:

* Tricky to program
* Lots of games to compete with
* Hard to draw
* all the other cons exist for all games

# Action

## Story writing

I wanted a story that would explain the basic idea of the puzzle in the puzzle-platformer. I wrote the story, but I couln’t decide on a name for my character. I reasearched names that mean ‘strong’. I decided on the name ‘Aaron’, which means ‘mountain of strength’. The story explanains one of the key hame mechanic

## Draw basic textures

First, I wrote a list of textures that my game would need. Then, I drew the tilemap, but realised it would take too long to draw a tilemap that was good. Then, I found an online tutorial to draw the buttons for the UI. Then, I found a good font for my game, that mached with the theme and was also in pixel art. Finally, to make my game look at least OK, I downloaded an asset pack that matched the theme.

## Code prototype game

* + Design one level
  + Code actions:
    - Movement: Arrow keys or WASD
    - Jump with weight: more weight – lower jump height
    - Pick up weight or drop weight: If near weight and can hold it: Pick up weight. Elif holding weight drop it.
  + Splash screens
    - Title screen
    - End screen

## Document post-prototype ideas

# Reflections

* I took too long to choose a project so I had no time to work on it