Starting Point – Gameplay

When creating a game it is a good idea to focus on a starting point. The three starting points are gameplay, technology and story. Story and gameplay can be closely related each adding to the other. In the case of my game I chose to start with gameplay. I wanted to focus on what the game would be like for the user, what features give the most enjoyment and what will the user will take away from the game.

The first thing to decide on was the type of game to make which was a platformer style game. Platformers have a liner path finding and limited storytelling however platformers allow for very interesting level designs that will challenge the user and hopeful leave them with a sense of accomplishment.

From this starting point I could also focus on the theme of the levels which later helped with the story of the game.