Produce a Game Modification Task Sheet document. Identify the following in paragraph form:

● What platform is used to play the game?

The platform that is being used in the game is Pc platform.

● What is the objective of the game?

The games’ objective is to maneuver through temples or ancient buildings collecting green gems and a gold gem using a grappling system to get to the goal.

● What three things do you like about the game?

I enjoyed how in the second level they added whip activated grapple spots which made the level more difficult with the timing and precision needed to make some of the jumps. I thought the levers were also a cool addition as well as the animation they had when you would walk over them, they’d have a small little jiggle but to use them you had to toss the whip at it. The third thing that really caught my eye was the timing platformers in the second level. They made it a challenge and fun to try and get some on the gems.

● What three things did you not like about the game?

I didn’t really like how the grapple system worked; it made the game a little bit annoying with jumping from different grapple spots. The controls were a little uncomfortable with J being to grapple it felt like my hands were to close. The third thing was the aim system for the grapple I would have preferred to aim with the mouse with the grapple button be the left click on the mouse.

● List three reasons why you think this game is popular and successful.

One reason is It’s a fun game that has basic art, clear to look at and doesn’t hurt the eyes with too many bright colors. The animations were also very nice they didn’t have any problems that I could see, the grapples released, and tether animation didn’t have any problems either. The third is the extra added UI. The timer makes the game fun because you can race your friends and or yourself, challenge yourself to see if you can beat the game with a low death counter or if you had grabbed all the green gems.

Based on your own observations, create a written plan for modifying the game. This document will serve as your Game Modification Plan.

Your plan should include the following in paragraph form:

● Re-write the main goal of the game.

I would add a shop so the coins would have more of a use and the shop would sell improvement gear or healing items, then there would also be a few dangerous creatures added to make some more challenging and interesting levels that would lead to a boss fight.

● Describe how you would improve the game. Be as specific as possible!

I would change the aiming system to the mouse instead of WASD.

● List three reasons why your ideas may not have been implemented by the original designers.

One reason they may have not added this function is because it would make the game easier to play with a more pinpoint grappling system. Another reason they may have not maid this change is that it

● List three reasons why you think players would like your changes.

● List three reasons why these changes would be difficult to implement.

Complicated to add mouse aiming and snapping to grapple spots