Radical Conversion – From Flap Flap to Big Knight's Big Night

<u>Inspiration</u>

For sources of inspiration I looked at the google play store and online flash games, as I was modifying the flappy bird game I wanted to keep it similar in the fact that it is simple yet challenging and games like this are usually most popular on mobile now, however they used to be mostly on flash games websites. I looked at some endless running games on google play and flash games websites and found these inspirations.

<u>Mario run:</u>

One of the selling points of this game is that it's easy to start playing but hard to master yet the game only has one button you can press. The jump button controls how high you jump with how long it's held down and the game allows you to choose different movement methods by letting you choose whether to get powerups or not by either running through them (such as a jump boost) or hitting a block with a power up in it which is a bit more challenging to get. By having just the one button to press it allows a wide audience for the game and can be quite relaxing to play.
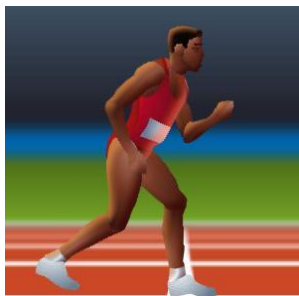
<u>QWOP:</u>

This game inspired me as the game is very simple but it's incredibly difficult because of the controls. The premise of the game is that the controls are not good, the controls being bad is what makes the game so difficult, but that's where the challenge comes from and this is what makes it fun.

<u>Concept of my game:</u>

For my gameplay I have used the idea of only have one button needed to control the character while still being challenging. I have also incorporated difficulty coming from the controls and not the obstacles in the game.

The theme of the game is that there is a very round large knight who is in love with a princess who is in a highly defended castle, however there are towers placed everywhere blocking his path in defence of this castle. Big knight, the player character uses his ability to roll and jump very high to get achieve his goal of seeing his princess.

Development Process

I began with the Flappy Bird clone code in atom. I started with removing the top pipes completely from the code. I knew that the code of the bottom pipes would come in handy later on so I used double forward slashes on the bottom pipe code so that I could just remove it for now but bring it back later when I wanted it.

I then added a ground sprite it and added collision with the bird so that when it landed on the floor it would stay there as if it was running along the ground. However, I then had remove the ability to jump infinitely like in Flappy Bird so I took where the top of the ground sprite was and told the bird it can only jump when it is at that height, this may not be the best way of coding this but it was the way I already knew how to do. I found this worked quite well. At this point the ground was a static object constantly at the bottom of the screen so I had to try and make the ground scroll along. To do this I just looked a the code used in the pipe function already there and reused what I needed from it in my ground function which worked just as I needed it to.

Next, I brought back the bottom half of the pipes while giving it a new sprite that I had made. I then had the game at a point where it was playable but much too easy. I also had the problem that the character was constantly being pushed against the back of the screen, so I decided to add forward momentum to the character when jumping. I found that this added a lot of difficulty to the game as it was a lot harder to judge the jumps.

Finally, I wanted to add some 'game feel' that we had learnt about previously. For this I decided to add screen shake to when Big Knight lands to give the player a sense of weight when he comes crashing down. I think this works quite well along with the sounds I gave it.

Problems and Insights/Future Upgrades:

One of the biggest problems with my game is that when the player gets a hang of the controls it gets way too easy and a good player could easily play the game infinitely without fail. To fix that I think having it get more difficult as it goes on would benefit the game hugely, such as the obstacles starting to move or adding extra obstacles in for the player to navigate around. I think having extra difficulty to be added in after 20 of the original obstacles would be best because it would allow lower skill player to get some progression and build towards playing the higher difficulty sections. I would like to carry on with this project after the assignment and play around with this.

Another problem is that the game isn't hugely visually appealing, with time constraints I focused much more on the gameplay than the art, while the game is fully my own original assets they aren't as good as I could make them if I had put more time into creating them. I would like to add parallax backgrounds using similar code to the pipes just having it behind everything in the foreground and making it move slowly to make it seem distanced far away in the background. I'd also just like to re create every sprite in the game adding more detail.

I'd also like to create a music track for the game to add to the game feel and even do a better job at all of the sound effects in the game, I feel like using the phaser engine and not understanding how to implement the sound effects in the way I want to held me back from how I wanted the game, however this is something that would just come from experience of using phaser.

I also feel like my game is lacking a menu screen and a high score counter. If I were to carry on working on the game in my own time I would make sure these are included, as well as a game over screen so the game isn't so bare.

Github Link:

https://github.com/DouglasKellett/GAD-405-2#gad-405-2