

## COMP313 A1 Game Description:

For my game I made a simple first-person platformer game, with falling platforms. The main action is to move a first-person character and jump between platforms, without falling off the edge. The goal of this game is to hit as many of the platforms as possible (as they increase your score) whilst also reaching the end in the fastest time possible.

The most difficult part of the game to get working in Unreal was the player character. It was quite easy to start from a template character and get something that worked, but creating the character in C++ from scratch was more difficult. I dabbled with trying to get the physics of the character to behave from template defaults, allowing the player to strafe the character whilst mid-air, and making the character's movement feel more fluid. I struggled implementing changes to the physics of the character, and ultimately ran out of time to commit any changes to it.

Whilst the game I created isn't awfully interesting and I mostly used the time working on the assignment to play around in Unreal, I believe the most interesting part is the falling platforms mechanic in tandem with the scoring system. Having the platforms fall from below the player forces the player to think quickly when deciding where to jump to next. Additionally, having the score be based on number of platforms stood on encourages the player to plot their route more strategically. I believe this could create quite an interesting gameplay loop if fully developed – by forcing the player to balance speed and platforms hit to maximise score. This implementation is very barebones, but it could be quite easily expanded upon with powerups, branching paths, more platform types (e.g. my “quick platforms” that score double and fall sooner), etc.