

Game Mechanic or Feature:

What are you making? We are making an terminal concept game where we are writing code on the screen to complete the game (kinda like being a hacker or an virus when writing text on the screen). We are adding scores for the player, adding lives into the game, adding color coding to the different bytes that will be use in game, and etc. Each enemy will have their different function of abilities like the yellow bytes are the default enemies, it will kill the player if not tradjected within 5 seconds but you need an score of 100 to encounter this enemy, the red bytes are the faster version compare to the yellow bytes, they will takeout the player within 3 seconds but you need an score of 150 to encounter this enemy, and the blue bytes are special version compare to the red and the yellow version, it disables the player input for 2 seconds after being inbound for 5 seconds. You can also encounter a special extra life in the game if you run low on hearts but to get this feature, you will need to write an long string of code to get the extra life in your gameplay.

Objective Statement:

What question are you trying to answer with this prototype?

The player is trying to get the highest score in the game to maintain their speed and progression when completing each level. Each of the level in the game get difficult each wave. For example, when you type a code in the game it will show the color coding of that code being red as one of the bytes character but the text of the code would acutally be changed to yellow making it confusing for the person to beat the wave of the game. It also adds to the following question, what is your experience when you start playing the game? Do you feel really intense to keep playing the game? Do you find the game is easy or hard to complete? It will also showed the game trying to throw off the player by the use of different color coding that is adding with the text, the different bytes that have different abilities in the game, and etc that would make the player have a much better experience in the game.

Detail Design Rationale

- Experience Envisioned: The goal of this design is to make the player feel an sense of immersion, engagement, and satisfaction when playing this game. It does this through the use of challenges and skill that would be mostly required which would show how to control the way you keep playing in each wave level that is show on the screen but it will also add to how fast you can type with your hands to complete the terminal game.
- Innovative/Experimental Aspects:
- Environmental - The challenge aspect of the game will include the enemy bytes, the string code of the text changing in every loop, and the other aspects of things that come along in the game.
- Emotional/Engagement - In the game it is a program to make you think that you are a acutal hacker trying to write a hole bunch of code and anaylsis every data of feature that go along with it. It uses the black texture background to show the player that this game requires control and being serious when dealing with programming and making sure you don't get any mistake in any part of your written code. You got to keep going in the game before the bytes start to attack you and you lose all your progress in the game!

- Innovative - I think it was very innovative because it has the usage to show what bytes could be consider dangerous or not as dangerous than the other bytes to the player. It also shows the score count in the game of how much you progress throughout the game and furthur going into the waves of the game can increase the diffculty of the text that is being written in the string code.

Resource Citation:

- Software Apps: We have use Adobe Photoshop, Adobe Illustrator, ASCII Draw Studio.
- Educational Resources: We use the tools that were provided to us throughout the course. Example; Coding in Visual Studio (String, Console.WriteLine/Console.ReadLine, adding Public Variables, Spaces and Tabs, the use of our Program Coordinator Raph Lessons and Teaching).
- Transformative Resources: There was no usage of AI generation in this game design.