Team Battletoads

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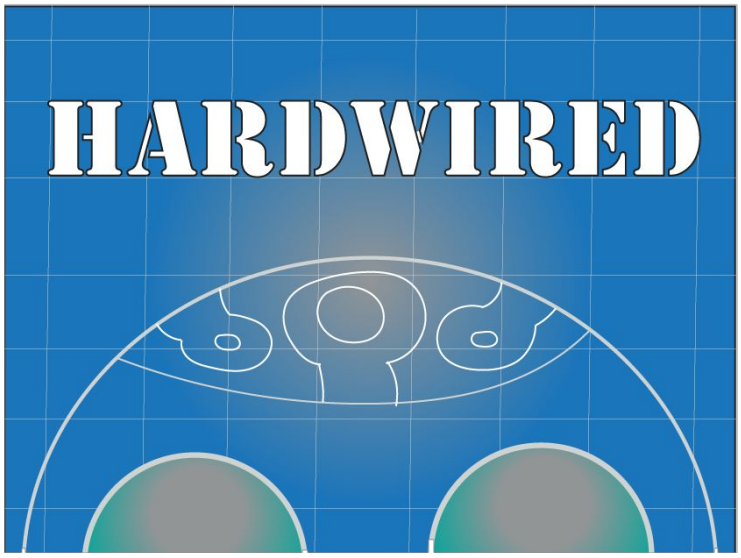
Hardwired - Game Summary



Logline

“We’re not all built the same way.”

Summary

- You awaken after being booted up for the first time. But just who are you? It's time to find out. Socialize with those around you in your newfound home to gain a more complete understanding of who you are and why you were built!
    - Talk to scientists to learn about your surroundings!
    - Learn about yourself from how you interact with others!
    - Develop a personality profile and procedurally generate a character

Game Features

- Interpersonal decision making!
- Personality assessment and profiling!
- 16 possible character outcomes/designs!
- A secret ending for achieving all 16 (or for entering a cheat code, press semicolon on main menu for the submitted build)!

Success of Prototype

Playtest Survey

1. Was the game too short or too long?
    a. Too Short- **50%**
    b. Too Long - **0%**
    c. Good Length- **50%**
2. Would anything have been good to know/should anything have been better explained before playing the game?
    a. Yes -**50%**
    b. No- **50%**

    If yes, please explain briefly:
    - "Yes, I only knew to use the ladder because you demoed it. And i only knew to use the fire extinguisher to because I knew about the ladder."
    - "Yes, when given the robot schematic it's unclear that it's a toggle mechanism"

- “Yes, Make sure the player knows that objects can be interacted with”
- “Yes , The Schematic portion”

3. Was anything confusing?
    a. Yes - **50%**
    b. No- **50%**

    If yes, please explain briefly:
    - “Yes , The puzzle for creating the second robot wasn't very clear”
    - “Yes , The Schematic portion”

4. Did you make choices that accurately reflect your personality?
    a. Yes- **100%**
    b. No- **0%**
5. If you did make choices that reflect your personality, how accurate was the personality type you received?
    a. Not Accurate- **0%**
    b. Somewhat Accurate- **83.33%**
    c. Very Accurate- **16.67%**
    d. N/A- **0%**

    What personality type did you receive?:
    - 2 ENTJ, 1 INTP, 1 ENTP (from those that remembered)
6. Did you notice any art that looked out of place?
    a. Yes- **83.33%**
    b. No- **16.67%**

    If yes, please explain briefly:
    - “Yes, The lab scientist coming in to the screen was weird. The transition was odd and kinda distracting. I felt like it was a bug at first.”
    - “Yes, The interact-able objects looked out of place, but that's a good thing.”

- "Yes, At the start of the game, I was moving the mouse across the screen and highlighted the ladder. I don't know what would have happened if I had clicked it there but it may have lead to an interesting result"

7. Any other comments or suggestions?
    - "I love the idea behind the game and really wish there were more choices to make"
    - "Add more choices, it seems pretty short due to this. Less of a personality test and more of a kinetic novel about a robot in a lab."

Survey Breakdown

We were pleased with our survey results on the whole; people responded that they felt the results of the game were either accurate or very accurate. As such, we took a second pass at tuning the personality values attributed to each decision, in an effort to increase the accuracy further. Beyond that, there were only two major criticisms of the prototype: it being unclear that the interactive objects are actually interactive and the presentation of the schematic puzzle. In response to this feedback, we have implemented a bottlenecked scene in which the player must use an interactive object to proceed, but is also prompted to do so, and have rearranged the schematic puzzle to be more visually clear.

A few playtesters remarked that they felt the experience to be a bit on the short side. We have taken this feedback to mean that we scoped our project well for a three-person team; Instead of producing a sprawling narrative, we designed an experience that we were able to fully realize without having to cut anything mid-production.

Beyond these points, the remaining feedback was mostly in regards to bugs, which have been addressed and fixed for the final prototype submission.

Delivered Goals

Comparing our delivered prototype to our original concept document, we believe that we hit every major point in our original design, without concessions. Our driving experience goals of allowing the player "*To proceed through a personality profiling (think Brigg-Meyers),*

under the guise of a series of interactions with other people in the lab" and "*To interest the user with these findings, or maybe even surprise them!*" were absolutely met, and on the whole, players responded rather well to the experience. As addressed in the Survey Breakdown, we feel that these factors indicate that we scoped our concept well for the purposes of this project.

The only thing of any substance that was cut from concept to completion was the idea of using previous player profiles as characters in future playthroughs. This feature was ultimately cut because we felt as though it offered little benefit towards achieving our experience goals for the player, and may only confuse them. However, the game does still read past profile data and display it from the main menu option of "Endings Unlocked".

Additional Accreditations & Miscellany

Non-Original Assets

- Sound Effects:
  - Electrical Arcing: by Sclolex - http://www.freesound.org
  - Fire Extinguisher: by Partners in Rhyme http://www.freesoundeffects.com
  - UI blips and beeps - Fungus Plugin Team
- Music:
  - Otherworldly Foe from the MOTHER 2 OST
  - As You Wish from the MOTHER 3 OST
- Fonts:
  - PixelMix by Andrew Tyler - http://www.dafont.com
  - Open Sans by Ascender Fonts - http://www.fontsquirrel.com
- Visual Novel Plugin:
  - The Fungus Plugin Team- http://fungusgames.com/
- Based on:
  - The Meyer-Briggs Foundation personality profiles

Using Unity

As mentioned in our previous status report, the decision to switch engines to Unity felt like a smart one, and still feels like a smart one . Fungus is an amazing plugin that allows for a largely visual implementation of a story, with easy hooks for code attachment at any point during a sequence. This ease-of-use allows for quick debugging and flexible implementation of gameplay elements, such as puzzles. Specifically, Unity made it extremely easy to incorporate clickable objects into the game scenes as a form of small puzzle.

Graphically, Unity also offers a lot of nice options. Namely, for this project, Unity's built-in particle emitters were made use of for the title screen effect, as well as for a smoking object in the game. Had we decided to commit to Unity earlier, we could have also made use of Unity's innately 3D engine capabilities, and incorporated parallax into our backgrounds. However, at the time of art asset creation, we were still undecided on asking permission to use Unity, and as such did not design our assets with that capability in mind.

On the whole, we would recommend using Unity and the Fungus Plugin for future iterations of this course, as it allows for a great degree of flexibility in design and gameplay elements, and can be implemented through a visual flowchart, which translates over extremely well from the initial concept document and script.

Production Sketches