

Digital Technology

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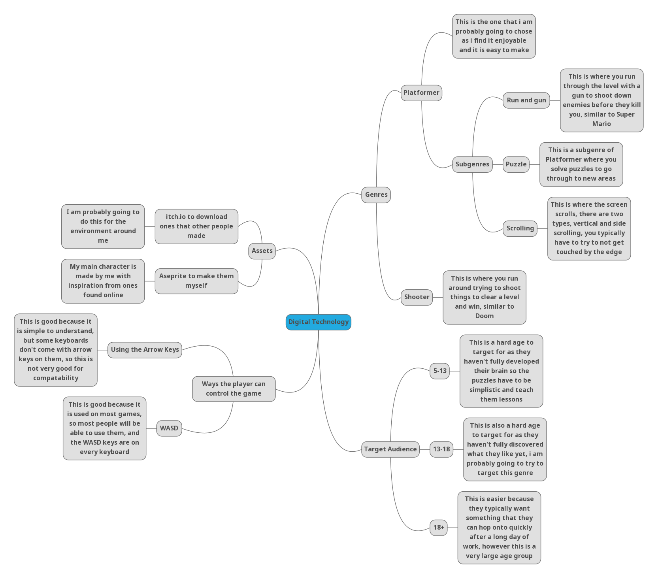
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# Explore

## Summary

My task is to create a python game using python with pygame. The goal of this game is to take the player on a journey, which can be any journey whether that be to travel the world or just to get home, but this journey should keep the reader entertained and should be engaging.

## Brainstorming Mind Map



## Criteria

I am going to develop some criteria to ensure that my game has a certain level of entertainment and look to it, these criteria are going to be:

|  |  |  |
| --- | --- | --- |
| Must Have | Should Have | Must Not Have |
| The player must be able to control the character for at least 70% of the game | The game should have good assets (art) | The game must not have many game breaking bugs (This would ruin the players immersion and experience) |
| The game must have the theme of Journey | The game should be intuitive and easy to use with little to no text | The game must not include anything that would break the players immersion |
| The game must include challenges that the player must overcome | Should be targeted to an audience between 18-22 | Must not **TODO** |

## Research

Through my research I have found that there are multiple different genres of games (Contributors, List of Video Game Genres, 2025), I have chosen to make a platformer game, specifically the subgenres of run-and-gun, and puzzle platformers (Contributors, Platformer, 2025). This genre has been picked as it is a simple game that can be very fun, take, for example, Ori and the Will of the Wisps, this is an Action/adventure platformer (Ori and the Will of the Wisps, n/d) that is a very fun and easy to play game that has kept me entertained for hours, some of the puzzles are hard but once you get them you get an amazing feeling. Through my research I have found that people aged 13-22 make up 66.7% of the people who like 2D Platformers and 72.73% of people rate Platformers a 4 or a 5 with an average rating of 4.05 (Demographics of Players of Platformer Games (2D and 3D), 2023).

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# Develop

## Rules

|  |  |  |
| --- | --- | --- |
| Must Have | Should Have | Must Not Have |
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| The game must have the theme of Journey | The game should be intuitive and easy to use with little to no text | The game must not include anything that would break the players immersion |
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## Algorithm

## Storyboards

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# Generate

[Link to the code](https://github.com/Ghostboo124/school-game-t1/tree/main/assesment/code)

## Assets

I will be gathering my assets from itch.io, which is a website for distributing games and assets for game developers, and I will be making some of my own assets in a program called Aseprite.

## Screenshots of code

# Evaluate

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