**Game Creation ICA2:** Progress Analysis

Use the prompts below to help plan an appropriate response to the module’s 2nd ICA.

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| **Looking back at ICA1, what did you do well?** |
| E.g.   1. I was able to get all of the tasks done. 2. I was able to efficiently code all of the tasks I needed to. 3. I was able to improve my modelling skills to create models that conveyed what they were. |

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| **Which skills and development techniques would you like to work on further?** |
| E.g.   1. Better models. 2. Fixing smaller issues |

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| **Which genres and gameplay features immediately appeal to you for ICA2?** |
| E.g.   1. A first-person game 2. Arcade shooter 3. Horror |

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| **From the above, identify feasible, beneficial genre and feature combinations:** | |
| First-person arcade shooter | This game will feature a series of enemies and targets that the player will have to navigate and shoot down. |
| Third-person horror | This will be set in a dark environment where the player must hide in lockers to avoid detection. |
| Top-down RPG | The player will control a character as they traverse a mystic land collecting EXP. |

Use the prompts below to plot your game suggestions against some of the main content challenges in the ICA. Duplicate the box to address more than 1 game idea.

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| **ICA Element:** | **How it could be addressed:** |
| The player must take direct control of a suitable pawn during play | This will be a first-person creation that I will design based on the enemies. |
| There must be a clear purpose, such as beating the story or high score | The aim will be to achieve the highest score possible. This can be done by either finding collectables, killing enemies or shooting targets. |
| A safe starter/tutorial section that introduces the core mechanic(s) | This will be done by creating a short walking sequence where the player can’t die. There will be enemies to teach the player, but they will not move or deal damage. There will be something that can damage the player but only to teach them. |
| A main section that develops mechanics and challenges the player | This will be a series of rooms and corridors that the player will have to navigate in order to find the most points/exit. |
| A final section to resolve the story or present a score/time | This will be a boss fight that will reward the player with a large amount of points, an exit and then a results screen. |
| The main section must present enemies or other threats to the player | There will be enemies based of the cores from portal. With weapons to deal damage. |
| There must be collectible or consumable objects | These will look like the chaos drives from Sonic Adventure 2 as well as health and ammo pickups. |
| A hero asset must play a key role in the game | There will be a cork gun that can be used to break the targets and kill the enemies. |
| One or more objects must be spawned during play | Enemies will be spawned with certain triggers. Such as entering a certain room or over time as a distraction. |