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WSOA3003A

Game Design III

Analysis: Micro Assignment 2

Intent

The intent for this assignment was to further add and develop on the game made in Micro Assignment 1: The turn-based combat game. This version is to add a form of level design in the game.

Process

The main interactions and experiences of the game come from the turn-based combat system found in the game. UI and other non-data based communicators like text have been added. Now this version seeks to add a form of level design. The way this level is to be designed is to find a way to link these interactions together and form a playable level.

The approach to this would be something similar as seen in the first *Pokemon* game, where players encounter an NPC and battle them. The level view is a 2D field and the player can move across the vertical and horizontal axes. Each enemy sprite has a collider that will be used to initiate battle. So, when the player collides with them it will transfer them to the battle scene and have turn based combat. What has been added to give incentive to the players to battle is that the battle will give the players a point. The game level has a door that cannot be passed through by the player character until the player has enough points to pass. On defeating the enemy, the player is brought back to the game level so that they can battle more and progress to the next level via the door. Only one enemy was used for this as to test out if this mechanic would work.

Reflection

It would be desirable to try this mechanic with more enemies to see how the systems react to the gameplay loops and what checks and balances would be needed. Randomized damage would have also been a nice addition to consider.

Appendices

- Game Freak. (1996). *Pokemon.* [video game]. Gameboy. Kyoto, Japan: Nintendi.