

**2153125**

**WSOA3003A**

**Game Design III**

**Analysis: Micro Assignment 2**

### **Intent**

The intent for this assignment was build on the game made in Micro Assignment 1: The turn-based combat game. This version is to add ways to communicate information to the player outside of data.

### **Process**

For this version, it a focus was made on the UI of the game. Panels were designed to help communicate the genre and overall feel of the game. A mechanical panel was used to communicate a technological and science fiction aesthetic and genre to the game. For a sense of cohesion, the font was also changed to reflect this (referenced in appendices). The terminology for the game was also changed to reflect this, so instead the magic attack was renamed to a hack attack that deals “virus” damage and not “magic” damage. The description of the actions from the player and enemy were changed to reflect this and keep in line with the theme.

To add more to the gameplay aesthetics, increase engagement, some particle effects were added. Two effects were made; a damage particle effect shared between the player and enemy and a hack attack particle effect for the player. The particle effects spawn in the centre of the screen similar to the overlays used in the game *Among Us* whenever a crewmate is killed by an impostor. This was done to add some focus to the effect itself and add a sense of uniqueness as turn based games usually have damage effects on the character and not shared. It was also found out that the wrong scenes were uploaded to the GitHub repository, resulting in a blank screen with no gameplay or loop. The developer would like to apologize for this and the problem has been rectified.

### **Reflection**

More could have been done with the UI pieces to make it more gripping and unique. Different UI Sprites could have been made for each differing aspect, like the text box, the buttons and the HUD plates for the player and enemies. More could have been done to make the particles a lot more enjoyable to view. Sprites could have been added to the character and enemy to make them stand out more. More could be added to the game system but no ideas have come as of yet.

## **Appendices**

- Innersloth. (2018). *Among Us*. [video game]. PC. Washington, US: Innersloth.