2153125

WSOA3003A

Game Design III

Analysis

Intent

The intent for this assignment was to make a game with a turn-based system in Unity as seen in games like *Pokemon*, *Shin Megami Tensei* and *Final Fantasy*. The game is done to show how data systems work in games in general, but specifically video game. To specify, how that data is used in the mechanics of the games in gameplay and how that data is used to convey information to the player. It is also used in giving feedback to the player from the game system and vice versa. So, if the player had to use an attack that turn, it will send the data of the attack to the game system and tell the game that the player is attacking in the game system. The game system will then use that to make the attack (or miss if chance involved) and relay that to the player. That can be shown through the player seeing an animation, health points being lost, etc. The game needed to have those data systems in place and communicate it effectively.

Process

The game is made in a 2D space and is made with a simple attack and magic attack. The intent for this is to make a very simple data system used for a turn based combat system.

The player and the enemy have their own health points (referred to from here on out as HP) represented by a slider. There is a very simplistic UI for the player only having the attack and magic attack buttons. There is also a text box used for basic sentences to relay information to the player. There was a script made for the names of the enemy and player objects. This is to give the player the data needed to understand the game view by knowing which player is which and what other valuable data like HP and damage output (which needed more for the game system to so it can measure and monitor the game state and the states of the player and the enemy). The HP for the player and enemy were represented with a slider that would decrease as each character takes damage.

The combat for the game is done through a state machine. The main states used are the start phases, the player and enemy turns and the outcomes for if the player either wins or loses. Through this the player can either melee or magic attack or get attacked. The game system will use this to measure and calculate damage and reflect this on the HP slider for the HP bar. If the player wins with data showing a depleted slider, the text box will represent the game data by commenting on their win and vice versa if they lost to the AI.

Reflection

Looking back there could have been more done for the data system in regards to the game's turn based combat. The game could have worked more with a magic gauge to prevent the magic attack from being overused. What was also concerned was an action points system where multiple actions could be taken in one turn, but the lack of proficiency by the programmer at this point in time.

Appendices

- Brackeys, 2019. *Turn-Based Combat in Unity*. [video] Available at: <https://www.youtube.com/watch?v=_1pz_ohupPs&t=1052s> [Accessed 24 March 2021].