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CS 583 3D Video Game Programming

10/29/2025

Flash Point vs Fire Station #33

The outcome of the game, as I now realize, was very different from the intended game design. This is primarily due to the lack of resources I was able to find online that fit the theme I needed, particularly firefighter assets in 2D pixel art. So looking endlessly I decided to instead go with the theme that I was able to find the most, and that was dungeon tilesets and fantasy sprites. I decided to make the character a goblin, trying to make sense out of why a goblin or troll would be putting out fires in a dungeon. It eventually occurred to me that this might be the continuation of the various hero stories we have been playing all these years, now in the perspective of the evil troll that lives in caves. From his eyes, he had come back to his home and found everything burning and in ruins. The game now puts the player in this position, where the only logical reason that occurred to me was that he was trying to save anything that he is able to. From any riches he might have, to even those other trolls that lived there and are still able to be saved. He attempts to save as much as possible, to the point that it takes his life as well, but not before he was able to save the others and give them a chance in life. Teaching us to be more conscious of the harm we can cause to others, not in games, but in real life.