

GD1 EX e (GAME JAM ANALYSIS)

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(PART 1) GAME 1: Eject Bombin'

Link

<https://laspider45.itch.io/eject-bombin>

Description

It's A spaceship game where the player has 3 lives and faces hordes of enemies. The objective is to reach the final boss by eliminating enemies, collecting modules to strengthen the spaceship. Each module added to the spaceship grants an additional cannon, up to a maximum of 4 cannons. These cannons, along with extra lives, can be ejected throughout the map and can be ejected to be used as a special skill, dealing AoE damage.

Difficulty

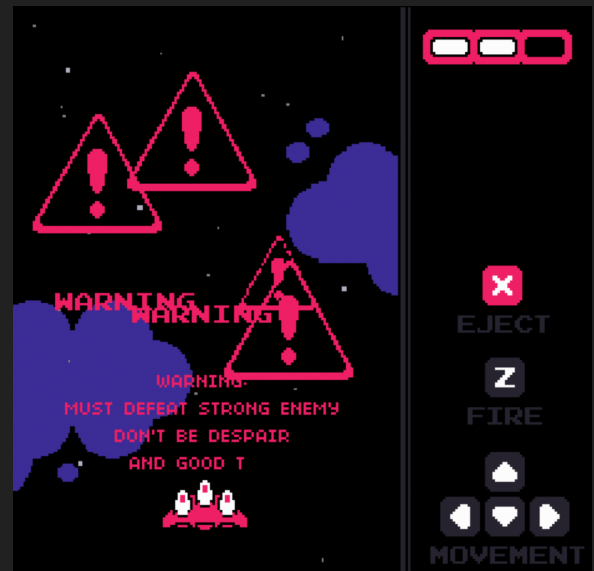
This aspect of the game is directly related to the number of enemies in the scene. The game has moments of respite and more intense moments with more enemies.

Dynamics

- Survivor
- Destruction
- Construir & Crescer
- Resource Management (ship modules)

Dilemma

The player faces a dilemma in deciding whether to save the rocket module to inflict more damage or to use it as a special ability that causes area-of-effect (AoE) damage and grants temporary invulnerability to the player. This decision involves weighing the benefits of dealing increased damage against the potential defensive advantage and utility provided by the special ability.



(PART 1) GAME 2: Fatebreak

Link

<https://cosmiccrystal.itch.io/fatebreak>

Description

The objective of the game is to use cards to engage in battles with opponents until only one player remains. At the start, each player has 5 'hitpoints' and receives a set of 4 cards. The gameplay progresses in a clockwise direction, going through phases such as 'summon,' 'switch,' and 'battle,' until all players, except for one, are eliminated.

Difficulty

This game poses a significant challenge due to its strategic depth, requiring players to make calculated decisions throughout each phase while the player needs to be consistently anticipating opponents' moves.

Dynamics

- Survivor
- Combat

Dilemma

Once all players have summoned their initial cards, each player has the option to perform a 'switch' action or pass their turn. A switch can be executed by exchanging two cards that have already been played, swapping a played card with the remaining card in the band, or, if there are still cards available in the deck, swapping with the top card from the deck.



(PART 2) GAME ANALYSIS

Picked Game

Eject Bombin'

Dynamic Analog Dilemma

The main point of the dilemma is resource management versus survival.

The player will have to deal with the constant choice between using the available resources to strengthen their spaceship by collecting modules or utilizing those resources as special abilities to cause area-of-effect (AoE) damage and gain temporary invulnerability.

Pressures and factors involved in the choice:

- Ship Strengthening: The act of collecting ship modules adds extra cannons to the spaceship, and it's essential to increase firepower and makes it easier to kill enemies. Each added module grants an additional cannon, up to a maximum of 4 cannons, which can be crucial in more intense combat sequences.
- Survival: The fact that the player has only 3 lives to complete the game, makes each life important, so by using a module as a special ability allows causing AoE damage and temporarily becoming invulnerable, which can help escape dangerous situations or quickly defeat groups of enemies. However, by using a module as an ability, the player gives away the potential of a stronger ship.

The player has to find a balance between strengthening their spaceship and utilizing special abilities. Using all modules as special abilities provides immediate advantages but may make future battles more difficult due to the lack of additional firepower. Focusing solely on strengthening the spaceship leaves the player vulnerable to intense encounters and can result in the loss of lives.

Key Factors and Functionalities

The fundamental interaction of the game is resource management and special abilities. The player needs to constantly decide how to use the available resources (modules) between strengthening the spaceship or using them as special abilities. This choice directly affects the balance between firepower, survival, and battle efficiency.

The Factors that lead the player to eject a module are the area control and the damage denying that comes with it in order to keep as many lives as possible.

Prototyping Question

What is the effectiveness of the module collection mechanic in terms of player engagement and the balance between spaceship strengthening and the use of special abilities?