

ALTO'S ODYSSEY

GAME DESIGN REVIEW

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Alto's Odyssey is the inspiration for our game titled "Chicken Flock".



Source: http://www.altosodyssey.com/resources/screenshots/01_ChasmJump.png

Alto's Odyssey, the sequel to the critically acclaimed "Alto's Adventure", is an endless runner mobile game that is known because of its beautiful graphic and music. Alto's Odyssey is created by Team Alto which is the collaboration of Snowman (the original Alto's Adventure team) and Harry Nesbitt. Alto's Odyssey uses similar mechanics from Alto's Adventure to make players feel familiar with the game. Alto's Odyssey is released on App Store (paid game) and Google Play Store (freemium). Since its' release, Alto's Odyssey has achieved a lot of prestigious awards such as winning the Apple Design Award for 2018, being nominated as the GDCA finalist in the best mobile game category, being nominated as best game of the year by Apple TV, and much more. You can visit Alto's Odyssey website at <http://www.altosodyssey.com/>.

Game Design Breakdown of Alto's Odyssey:

1. World Design

World Design is related to the creation of a backstory, setting, and theme of the game. Alto's Odyssey backstory is related to Alto's Adventure where in Alto's Adventure, Alto's friends and family encouraged Alto to explore his home mountain

and grow his love for exploration. In Alto's Odyssey, where Alto began to explore the outside world, far from his comfort zone, he realizes that home is not a place, but it is defined by the people who are close to you. This is symbolized through the setting of the game where in Alto's Adventure, Alto explores the snowy mountains of his home, and in Alto's Odyssey, it is symbolized through 3 different biomes which are the desert dunes, temple city ruins, and the canyons where each biome symbolizes new place to explore.

The theme "Stepping out of your comfort zone and realizing that "home" is defined by the people close to you" are what the developers trying to pour into the game. These are all based on the developers' experiences and this is what makes players able to relate to the game.

2. System Design

System Design is related to the game rules and creation of mathematical patterns. In Alto's Odyssey, the game rules are simple. Players play as Alto, or his friends which can be unlock by levelling up, and try to achieve the highest score possible, completing missions, and exploring different biomes. Each biome has a different core mechanic attached to it such as wall riding (canyons), tornados (dunes), and rushing water (temples). The mathematical patterns can be seen through the application of the stage's random generation and the calculation of Alto's speed in various situations such as slower speed when going up hills or faster speed when going down a slope.



Source: http://www.altosodyssey.com/resources/screenshots/05_WaterDive.png

3. Content Design

Content design is related to the creation of characters, puzzles, and missions. There are 6 different characters which can be played, each with their own strength and weaknesses. These characters can be unlocked by getting your level to a certain amount.

These enables the player to use characters that suit their playstyle. Players can also use coins collected to buy items which can help them to achieve higher score, coins, or even unlocking a new game mechanic (the wingsuit that enables players to glide through the air). There are also missions which the players must complete to increase their level. The missions vary among one another and increase its difficulty the higher the levels are.

4. Level Design

Level design is related to the construction of the world levels and features. Alto's Odyssey is popular because of its level design and beautiful graphics. The graphics used are so relaxing to the eyes and the world levels are constructed in a way that keeps the player engaged and have fun while also feeling relaxed playing the game. The ability of the time change (from day to night and vice versa) presents a new feeling and dimension to the game where at day, you can see a colorful world, while at night you can see the beauty of the night sky and light.

5. Gameplay Mechanics Design

Gameplay mechanics design is related to the design of the game mechanic. The core gameplay mechanic in Alto's Odyssey is its' movement which is automatic. The player can make Alto and his friends jump, or doing skills, or interacting with objects with a simple one finger touch or hold on the screen. All the controls in Alto's Odyssey can be done with just one hand. This eases the player and it provides simplicity and doesn't overload the player with information as the main focus in Alto's Odyssey is its ability to make players relax. There are 2 modes available which is the classic one where players try to reach the highest score possible and completing missions, and the other is the zen mode where players wouldn't find chasms and don't have to worry about dying. The zen mode's main objective is to make the player enter his / her zen mode or in other words, to be extremely relaxed and to enjoy the beautiful graphics.

6. UI Design



UI design is related to the user interface of the game. As you can see from the picture on the previous page, there are not a lot of information presented to the players and the color schemes used are pleasing to the eye as it provides a really nice contrast between each other. At night time, the objects are all shown in black color with the light of the moon brightening the entire level in a beautiful way which can be seen from the first picture in the first page. There is no arguing that the UI design in Alto's Odyssey is pleasing and beautiful.

7. Audio Design

Audio Design is related to the audio used in the game. In Alto's Odyssey, the audio used is the sound of the environment you are in along with the background music that helps players to relax with its slow tempo yet relaxing melody. This helps the player to feel relaxed with the game and enjoy it more which suits the focus of Alto's Odyssey.

8. UX design

UX design is related to the overall experience of the player when playing the game. Being nominated as a GDCA finalist for the best mobile game category and being nominated as the best game of the year by Apple TV has said enough about what the players think about the user experience. There are also cases where players were able to relieve their stress by playing Alto's Odyssey. These are proves that the UX design in Alto's Odyssey is excellent.

Source:

1. <http://www.altosodyssey.com/>
2. <https://www.businessinsider.sg/altos-odyssey-team-alto-story-2018-2/?r=US&IR=T>
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