**LO4: Be able to review the creation of a digital game**

Overall I am quite pleased with how my game turned out, I did everything the brief asked.

The main part of the brief is the sixty second timer which I followed completely and have implemented with full functionality. Every second the variable decreases by one. When the timer reaches 0, the game ends and the player has to restart the level. There are also power ups which the player can collect which are also mentioned in the brief and in my game some of them give the player more time. This introduces a risk for reward strategy which rewards players for going on the harder routes. I also added power ups that slow time, increasing the risk for reward and helping the layer to get past obstacles.

The next part of the brief was the main character sprites. The triangle games specified that the world was set in a world where animals go to work, and the choices for player character were: gorilla, wolf, giraffe and elephant. In my game I chose the gorilla, and since it was one of the most important sprites I spent a long time animating it in Construct 3, incorporating the silhouetted art style that I will explain further on. I implemented different types of animation with the character because it makes it more responsive for the player to make the game more interesting. The animations I added are idle, walk, jump and fall.

I added sounds to make the game more interesting, the sounds I added are: land, jump, splash, an effect for when time is slowed, a buzz of an electrical sign and city ambience for the title screen.

The buzz of the sign only plays when you are in one of the menu screens.

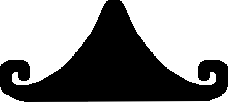
The brief asked for the game to be easy, so I made the bottom route easy and the top part much harder. As I mentioned previously the harder the sections, the more power ups there are. To assist the player, I also made an optional tutorial level. This included each type of obstacle and power up so that the player can learn how to avoid them.

The brief specified that our level(s) had to be one or more of the given types: city (where the player has to dodge cars), tower block (the player has to try not to fall), jungle (the player has to avoid tigers) and finally the river (where the player has to avoid crocodiles). The level theme that I chose was tower block, and the player can fall and dies, as asked by triangle games. The other obstacles I included were: a swinging ball on a chain, spears, and circular spinning saw blades. The variety of these obstacles means that the game is more interesting and apealls to the player more.

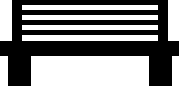
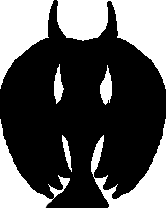
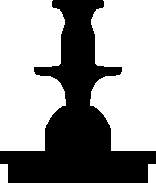
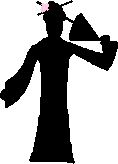
The health system in my game are exactly as triangle games asked: ‘if the player hits more than two obstacles per level they must start again’, this means that on the **third hit**, the player dies. My system means exactly this, and displays this information to the player on the HUD. One hit to any of the obstacles (including falling) subtracts 1 from the player’s health, until eventually they stop respawning back at the last checkpoint and spawn at the start with timer reset. While none of my power ups or collectibles do this, the brief said we should add bonus points, the bonus points that I added increase the players score, and very similar to the power ups they are more common in the harder routes. The main feature of the bonus points I added is that the more the player collects, the more the next one is worth. I used the sequence of numbers known as the triangle numbers to do this. The formula for these is n (n + 1) / 2, where in this case, n is the number of bonus points. This increases the risk for reward and makes the player have more incentive to play the game again to get a higher score. 

I instructions to the game also to make sure it was easy to play like the brief asked. I also added some information regarding who the gorilla character was. This was done in the playable level select screen, which also has a small Easter egg for the player to try and find which makes the game even more interesting. The level select screen informs the player of their job, and what they are trying to do in the level. The player travels back in time to take an ancient artefact for a meeting that is happening soon so they must not get back too late. I also added helpful tips in the tutorial for the player to follow. The final instructions are in the controls screen where the player is told the controls (controller support was implemented to allow maximum accessibility for players) and tells them about the power ups and bonus points and how they work. This means that the player starts playing the game informed, and if they ever forget they can re-read it.

**THEMES AND GAME STYLES**

For my game I chose to use a silhouette art style for the main level. I decided to do this because the gorilla is black, and I wanted to make the character fit well with the game level, which I did in a Japanese theme so the silhouette art worked better as lots of Japanese watercolour art uses that style. I also wanted to make power-ups that stand out, so the player can see them easily to make sure the game is easy and simple to play which is specified by the brief. I made the power-ups one of the only exceptions to the silhouette art theme. The game is also a 2D platformer game, which means the game is easy, as specified by the brief. The title screen is also easy to navigate and has an easy to read font, which again means the game is suitably easy for 10-16 year olds.

In my game I added lots of decoration. This is to further add to the Japanese theme as decoration and details are often featured in ancient Japanese watercolour art. The decorations I included are: lanterns (which feature Japanese for ‘Working time’ on them), figures which bow, a heron, benches fountains and statues.

**Improvements**

There are some things in my game I would change. One of these is the main level theme. While it does fit the theme better, it does not convey the urgency to the player. I would change it to a more fast paced music if I could. This would make the game fit to the brief more as it needed an emphasis on urgency and rushing to work to be on time.

Another improvement I would make is the title screen. I would change it to a more detailed background and make it seem further away to add more detail and realism. I would also add some other animal characters to show the player that, like the brief said, the game is set in a world where animals go to work, and I did not show this enough.

A final improvement I would make is add more sounds. This would make the game more interactive and therefore increase player interest and make triangle games have a bigger player base. This would make the game more successful as a whole. The sounds I would deem more important to add are: a sound for when you collect a power up, a sound when you collect a bonus points and finally a sound for when the player goes past an NPC.

**Developments**

One development I would add is more levels. This mean I could incorporate other level plans set out by the brief like the jungle or the river. I would also add unlockable characters to add some replay-ability so the game would be more interesting. I would also add a story to do with Time Inc. which features in my game.

I would also add split screen multiplayer. This means two people could race to the finish. This would work by adding a separate canvas and draw a different section of the layout in half the screen. I would also have to make this use controllers to gather different inputs from different controller indexes. This would encourage other players to get the game after playing at a friend’s house etcetera. It would encourage Triangle Games message of the importance of getting on work on time to spread and become more popular.

A final development I would add is to add enemies to the game that the player has to attack. This would add a whole new level of difficulty to be available and make the game more interesting to play. This would feature maybe a martial art style combat and mean that the game seems less simple. I would make it so each enemy that the player defeats an enemy it adds to the score. This would also encourage people to replay the game and obtain a higher score each time and introduce competition.