Asset References:

Background Images in level 3 are AI generated using **Midjourney** AI.

Construction of Game Systems
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Reflection:

My original **intention** with my game was, to make a simple 2D platformer, with some 3D elements. The game is about a package that delivers itself to customers. I didn't deviate from my original pitch. It is a very simple game to **play,** controls and mechanics are explained to the player on tutorial signs when necessary. The player always has the necessary information to succeed within my game. While playtesting my game, any point that could've confused players and cause stagnation, I made changes to those levels or added visual hints to help the player to progress (like an arrow pointing which way to move or light highlighting where the player needs to go). You move your character (a box / package) left and right and you jump, *however* in one level you can jump infinitely (flying similar to "Flappy Bird") and in another level you are able to move in three dimensions. Each level in the game adds new mechanics to keep the game interesting and to make the player must learn new ways to overcome their current situation.

All extra mechanics make sense within the platformer-genre, since they a*dd upon or change* how the player *sees and traverses* the various *platforming challenges*. Portals allows players to get to the other side of an impassable wall or allows the player to jump higher. The size-changers make the player either small enough to squeeze into small spaces or too big to progress, so the player must seek out the right size for the right situation. The Haiku puzzles are similar to my point-and-click game, but now you have to traverse platforming puzzles while inputting the correct answers, which would have to be repeated if you input the wrong answers.

To **reflect on my final result**, I did achieve my original goal to make a platformer with level-based balancing. I.e., one level increases in difficulty as you progress, then the next level starts out easier than the previous level's ending, then increases in difficulty in its own way. So, to balance the game I implemented a *saw-tooth-wave* distribution of difficulty.

And finally, to reflect on my **growth** as a designer as well as what I've **learned** while making this game. While I still am best at the coding-aspect of game design, I did improve is some other areas, such as planning ahead. In previous assignments I made mechanics and ideas up as I went along (only having a theme and mechanical genre in mind), but in this assignment I thought about each level, its mechanics beforehand since I needed to consider the level-to-level difficulty and the overall balance of the game. My level design has also improved, for example sometimes the player can see parts of puzzles before they are able get to them, so they can plan ahead. Also, in the final level there is a hole that would've been difficult to see due to the camera angle, but I placed it in a way where light is passing through the hole so that the player can clearly see what to do next. I learned more about balancing the difficulty of a multi-level linear game in order to keep the player invested and ensure the player is never too bored or too anxious.