CS 347 Project 1

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Ravenfield is a single player, bullet time first person shooter. Bullet time is a feature that is becoming more popular in some single player games where the player has some control over the time in the game. The way this is implemented in Ravenfield is that any moment the player can press the caps lock button to significantly slow down the movement of time in the game. This can be used to dodge bullets, shoot more accurately, or to escape tricky situations.

As a game, the mechanics are simple. Outside of the bullet time feature, Ravenfield has most of the standard mechanics of a first person shooter. The player can take aim, and shoot enemies they encounter on the battlefield. The player can also select from a variety of different weapons and utilities that have their own unique properties.

The combination of these individual features into the games dynamics is where Ravenfield begins to become interesting. By choosing different weapons and using the bullet time features, the player can develop a variety of unique playstyles. For example, the player may choose a faster shooting weapon and choose to play in really close quarters combat. In these situations, the player would normally get swarmed by a large number of enemies, but when combined with the bullet time mode, the player can nail every single shot, meaning they are capable of completing this difficult situation. Alternatively, the player could choose to use a sniper rifle instead, and take shots from across the map. When this is combined with the bullet time feature, the player can land nearly impossible shots and defeat enemies before they can ever reach an objective.

These features help to provide for an aesthetic of exhilaration as the user can complete nearly impossible situations. The player gets to experience what it feels like to be the master of the battlefield. In many first person shooters, you frequently will get several kills before you die, however in Ravenfield, it is realistic that you can get hundreds before one of the enemies manages to hit you. This makes the player feel more like they are in a movie than a first person shooters, as they take on the role of a protagonist who can land every shot and wipe out hoards of enemies without ever getting touched.

Overall, Ravenfield is a great experience for it's players. One feature that I feel could use some improvement is the bullet time feature. When I play this game, I often find that being in the bullet time mode can frequently slow down the pacing of the game. While the experience of bullet time is sometimes incredible, it can also get a little boring after a while as it can take away the challenge of the game when it gets over used. To resolve this problem, I implemented a feature where you have a limited amount of bullet time that is available to be used. If the player is in the bullet time mode, they are using up this time, however if they are not in the bullet time mode, the amount of bullet time remaining will regenerate. This feature comes with a couple of benefits. First, it forces the player to increase the pacing of the game. This can help make the game more interesting and increases the difficulty for the player. Second, this forces the player to make more important decisions. If your only objective is to win the game, then the obvious choice is to always be in the bullet time mode. This gives you more time to react and allows you to perform better however it significantly diminishes the challenge of the game. By introducing a limited amount of bullet time, the player now needs to strategically decide when to use the bullet time. This will help develop a greater sense of achievement upon completing the game,

especially when the player inevitably encounters situations where they have work without access to the bullet time feature.

Ravenfield is an excellent game, however I believe that the addition of this new feature adds a new level of interest and complexity to the game that makes it more intriguing to the user.