

# Statement of Purpose Document

## Game Name

Sniper Operation

## Introduction

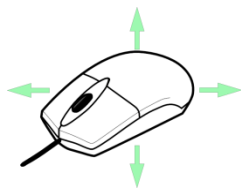
This report introduce what game I have designed, what changes in this final prototype, what feedbacks I got and these feedbacks how to impact my prototype. This report will focus on the feedbacks from previous tests, because the feedback can help me to improve this game in final prototype and make me know how the players think of this game. Moreover, this report describes some changes response to feedback.

## Game Rule

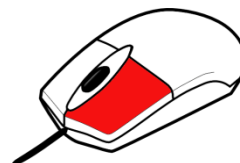
1. Shoot the enemies who will appear from window and door randomly. If you shoot the enemy, you will get 10 points, but if you got shot by enemy, you will lose one red heart.
2. Don't shoot the hostages, because if you kill one, you will lose 20 points (the score always is a positive integer, so the mix score is 0).
3. You will have 3 red hearts at the beginning and heal yourself if you can shoot the red heart which appear form window and door randomly. When you lose all red heart, you will game over (the red hearts cannot more then 3).
4. Upper right corner is a timer, when the timer count down to 0, you can go to next level. The higher level your enemies will appear faster and this game has total 10 levels.

## How to play

**Move mouse to control your gun**



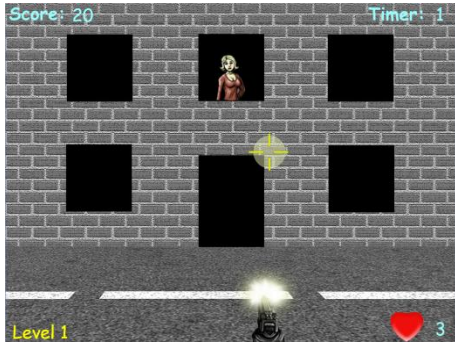
**Left click to shoot**



## Interactions

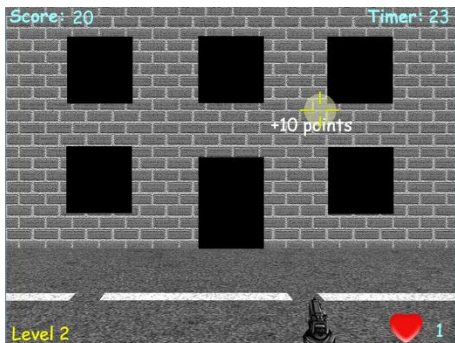
In the final prototype, there are some additions or changes to original prototypes.

### 1. Add gunshot effect



In order to make more interesting of game, I add gunshot effect (gun fire and gun sound) into final prototype. But if most of players think the effect is not good enough, I will improve this gunshot effect in future.

### 2. Add game text in the middle of screen



In order to reduce player's control difficult and make them know changing score and heart easier, so I add game text in the middle of screen. For example, if player shoot the enemy, it will display "+10 points" in the middle of screen.

Game text list:

Hit enemy -> "+10 points"

Hit people -> "-20 points"

Hit people -> "Your score is less than 20", if your score is less than 20, so the score will be 0 (never be minus).

Hit red heart -> "+1 heart"

Hit red heart -> "Your heart is full", if your heart is 3, so the heart will be not more than 3.

### 3. The gun can move with mouse moving

In order to make this game more real, I make the gun can move horizontally following the mouse. But if most of players think it is bad, I will rewrite or improve the function based on their feedbacks.

### 4. Complete 5 levels

In order to make this game more interesting and challenging, I design 5 levels for this game. Each level has a timer, if you want to go to next level, so you should

still alive until the timer count to 0. Also, the time of timer is more 5s than the previous level. But, I want to test that the number of enemy is too much or not, the refresh time of the enemy is too fast or not, the frequency of the enemy is too much or not and the time of timer is too long for player or not. If most of players think one or some of them are unreasonable, so I will alter them in future.

## **Feedback an Alteration**

There are some feedbacks from my first and second prototype test.

### **UI:**

1. Feedback: Add gunshot effect into your gun.

Alteration: According to feedback, players want to have gunshot effect in this game. Thus, the final prototype adds gun sound and gun fire. These effects will show when players mouse down and hide when players mouse up.

2. Feedback: The gun should move if moving mouse.

Alteration: The gun was static in previous prototype, but in the final prototype, the gun can move horizontally following the mouse.

3. Feedback: The gun should display the number of bullets, and player may need to load bullets when the bullet is 0.

Alteration: This is good idea and it can make this game more interesting and difficult, because players not only need to shoot enemy, but also they need to think about the number of bullets. But due to time, this feature is still unavailable so far. And I will add this feature in future.

### **UX:**

1. Feedback: Add keyboard control into this game.

Alteration: Actually, I did not adopt this recommendation, because when I design this game, I have thought about using the keyboard to control. But finally I think that less player operation is an important thing for a game.

2. Feedback: It should reflect the score has changed if hit the enemy.

Alteration: In previous prototype, if players hit the object, the score will change or the heard will change. But players may ignore the score and heard number has changed easily. Therefore, the final prototype can display score and red heard changing

3. Feedback: The timer sometimes goes to minus value and some issue may be raised as the cursor is disabled.

Alteration: This timer issue will happen in players play the game again, because the timer does not reset. Also, the cursor issue is the same as the timer issue. So in final prototype, these issues have been fixed.

### **Game Play:**

1. Feedback: It is not enough time to hit enemy.

Alteration: At the beginning, new object refresh time in set new object function is too low, so in the final prototype will give enough time to players to react.

2. Feedback: The enemy is too much, hostages and red hearts may too little.

Alteration: According to this feedback, I found that the unreasonable proportion of enemy, hostages and red hearts, it causes this game play hard. Thus, through several tests, I set a more reasonable proportion of enemy, people and hearts.