COVER PAGE

Course code: WSOA3003A

Student number: 2152594

Name: Jodi Chapson

Assignment: Reflection and Analysis on Assignment 1

Due: 03/26 at 14:00

For this assignment, we were required to build a turn-based combat game prototype that focused largely on the concept of data and how data/numbers and figures would directly affect the combat and gameplay – how our project would be shaped by the data we assigned to it, and furthermore, how the data would dictate the experience of players in the future. We were given approximately a week for this microproject and hence, I present to you, Into the Dark – prototype 1.

As per our brief, I intended to make a simple, turn-based combat game that would feature not only 1v1 combat, but later grow into team vs team combat, such as in games like Fire Emblem: Three Houses, Lost Sphear, AFK Arena and, in a sense, Child of Light. I wanted to include many means of customization for the players – such as a wide variety of weapons and armour to equipped and use, potentially an inventory for holding special items, or a shop for buying upgrades. I played around with the idea of different types of characters such as the protagonist swordsman and perhaps, a future healer/ranger or tank. While these ideas did not have place in such an early prototype, all that have been mentioned above would bring different things to the table and add more layers of strategy and complexity to the combat through the affecting of different stats be it damage bonuses, health bonuses, the option of healing or defence. One other idea I had considered was playing around with elements, which is included in this first prototype in which certain elemental attacks/skills will have special affects when they come into contact with enemies of certain elemental attunements – such as how a water attack (Water Blade) would get a 2x damage bonus against a Fire elemental enemy (though I was unable to communicate this special perk clearly in a tutorial or text for the prototype.) This was largely inspired by Genshin Impact, a game that makes use of varying damage bonuses, elemental reactions and effects in its combat.

* Demonstration of Intent - 30%
* Demonstration of Process - 30%
* Demonstration of Reflection - 40%