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Communication Design Analysis

How to play

The prototype's core mechanic is shooting (vertically). Each player starts with three units which they control and move around the map. Player 1 – bottom of the screen – starts with the grey units, while Player 2 starts with the red. Players need to click on any of their units in order for their turn to be registered and only one unit can be clicked at a time. Once clicked, a player can either shoot or move, and not both. When a player's turn has passed, the following player can click on any of their units and play. The basic premise of the prototype is to destroy all of the opponent's units.

Player 1 moves with the WSAD keys and Player 2 moves with Control Arrows. Both players shoot with the Space bar. Each unit of a player consists of five health points (5 HP) and each shot destroys one health point when it comes into contact with the opposing player. Lastly, bullets travel the distance of 5 blocks.

Intention

My task with this project was to design and build a game which provides effective communication feedback towards the player and to create an analysis analysing the core aspects of the prototyping process.

My overall goal with this task was to start off and create a basic feedback system and then gradually improve it as I continued with the project. The goal was to make the feedback system concise and relevant to the type of game I have, i.e., having sound effects that work in concord with what is happening in the game.

Process

The process began with brainstorming the basic concepts for the goals of the game. Upon conceptualizing the vision of the game into a digital prototype, I decided that there should be a

variety of ways in which the player should receive feedback from their inputs, such as sound, colour, screen shake and particle effects.

I started off by creating a blood splatter particle system for when the player damages an enemy as well as for when a bullet collides with the wall. I also included a screen shake effect for whenever a player tries to shoot a wall, to indicate that walls cannot be removed or shot down.

I then browsed the web for free sound effects that I could use each time the player moves and came across a “bloop” sound and implemented it into my prototype.

Lastly, I added a turn based colour system for players to recognise when their turn is – in case they are not sure. Whenever a player’s turn is up, their respective player names will be in green to indicate when they should play.

Reflection

I approached the task of creating an effective communication feedback system with various ideas. Some were implemented while others did not necessarily provide the type of effect that I had envisioned.

The prototype’s focus was on communication design and my system provided feedback through the use of particle systems representing damage, a colour system representing player turns as well as sound representing movement.

Credits

Name: A small bloop sound by andersmmg

Link: <https://freesound.org/people/andersmmg/sounds/523423/>

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