

Kamogelo Maimela

2103503

Data 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 turn based combat prototype. The main goal of the project was to not just create a playable prototype, but to mainly focus on the iterative design, design goals and analysing the core aspects of the prototyping process.

As I began the process of making this game, I had to make sure that I established some design goals for myself. My design goals for this project were to have a prototype that uses game mechanics similar to those found in *Gwent* – have units which contain their own individual abilities and can affect the game in a variety of ways. However, my initial intention was to not have an intricate web of multiple systems running at the same time, but a clear and concise system which met the required outcome of the project.

Process

The procedure began with a session of brainstorming in which the basic concepts for the goals of the game were determined. Upon conceptualizing the vision for the game into a

digital prototype, I decided that there should be a tilemap on which units could make use of grid movement. This was because I wanted to create a strategy turn based combat game in which players were confined to the grid.

I created 3 units for each player with each of them consisting of 5 health points. Every unit is independent from the other – they do not share abilities, health, or movement. This is because I wanted the manipulation of data to be clear as possible to the player without being complicated.

Lastly, I added a score to keep track of which player was in the lead during the course of the game. By so doing, players would know when and how to tweak their approach to the game in order to preserve their lead or to fight back to win.

Reflection

I approached the task of creating a turn based combat system with multiple ideas. Whilst many of them were implemented but failed on the way, the core concept of using a grid movement mechanic was present from the onset. The grid movement mechanic was essential to the strategic element of the game because it played out at a slower speed than what “free movement” would have offered.

My prototype’s focus was on data and its manipulation and my system displayed data being manipulated through the drop of health and also by the increasing of the score.