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Game Design

The game I taught a classmate to play was Super Smash Brothers Ultimate for the Nintendo Switch. This is a game in the platform fighter genre. This a genre that was essentially founded by the original game and it is different from normal fighting games as it allows players to move around the battlefield and jump on to platforms to navigate the battlefield. The next difference is that in most platform fighters, players do not have health bars meaning that the only way to kill your opponent is to knock them of the stage. This again brings up another big difference, in platform fighters’ aerial mobility is super important, especially to get back to the stage after being hit of.

In the genre I believe that Smash Ultimate is the best game. This is because when big game companies try to make a game in the genre, they always try to put a twist on the game immediately. In the case of Play Station All-Stars: Battle Royale the ability to fall has been removed and instead to kill players you must use a special move. The closest games to Smash Ultimate come in the indie scene. Rivals of Aether and Slap City come to mind however Smash Ultimate beats them out by just being more polished and having more options of stages, game modes and characters Smash Ultimate currently has 69 unique characters with six clone character and six more on the way. One top of the there are three characters that and be customizable meaning that there over 100 character to play as. And every character is viable in causal play, meaning just choosing one character means you have a complete advantage over all characters in causal play like in other games in the genre. This level of balance makes the game extremely enjoyable as you feel that it is your skill that wins games and you’re not facing a huge uphill battle when your friend/rival chooses the best character.

While this game does feature a lengthy single player campaign and other single player the main reason people play is compete with friends. The ability for a friend to be able to play together on one screen makes the game extremely chaotic and because of this skill can go out the window. Sure, you could probably beat most of your friends one on one or one versus two but adding more the equation makes skill matter less and makes the game more reliable on luck. Added to the fact that the better you are the more likely you are to be targeted and you can start to see how it even a simple 4 player free for all there can easily be many different subs matches within the game. This means even if you do not win that one game you can still feel good that the goal you set of making sure that your friend did not win also. Next the visual cues from the red sparks that come from a hit that will likely kill you to the slow-down, and close-up of the potential game winning move where you can see the characters reaction to the hit. Even the way the games starts helps hype the players the players up and during one-on-ones whenever a player dies the score is displayed allowing you to feel the intensity. The only real issue about the way that the game starts is that the GO takes up a portion of the screen for a few seconds and makes it hard to see you go behind it but since it only happens at the beginning of the game it is not too bad. Otherwise none of the graphics every really hurt the game. They mostly just enhance the overall experience. The AI for items such as assists trophies, special items that allow you to have a temporary ally on your team, is great as it can easily put pressure on the best of players and can quickly change the tide of battle.

My classmate thought that the game was confusing at first since there was so much going on the screen, but she said that she enjoyed playing the game. The parts that she did like was that controlled well, and it was fun to being with a group of friends to take out the biggest threats while keeping herself in the battle to not get eliminated. Overall, she gave the game a 7.5/10.

She had fun from the first game, so it shows that the game is easy to get into. She even managed to beat me in her first game when we played one-on-one. However, it did take a few seconds for her to learn the controls on a basic level. The most confusing for her was to learn what each move did and the basics or recovering to stage properly. This can be a challenging task for beginners as each character can recover differently so it takes a while for new players to learn how to recover properly.

Since the games happen fast and unless a player is purposely trying to “time” a player out for the win the game has good flow. The game has the best flow during one-on-one since the game ends as soon as one player is eliminated or when the time runs out. This allows for extremely short downtime and requires you to being engaged completely. During free-for-alls the flow is a little worse as after you are eliminated you can no longer actively participate; however, this can be mitigated as there are modes where you can play until time is up with hallows for better flow. The next part of good flow that the game has is responsive controls. When any of my friends died very rarely did, they did blame the controls or the game no matter how frustrating the death was. Each death was a result of skill of the opponent or a mistake by said player making dying feel fair. This allowed for all players to keep saying “one more game” after each game not just the player winning.