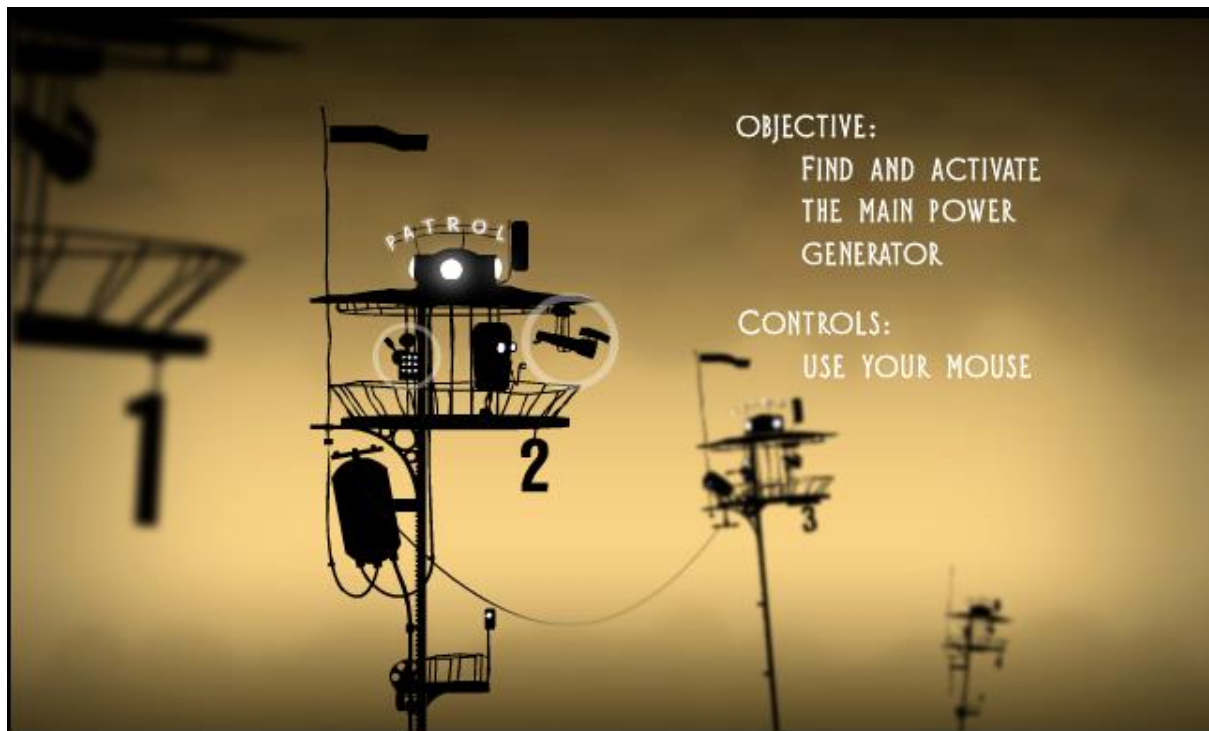


Research the Problem: Little Wheel

This is a non-educational point and click game. I picked Little Wheel as an example of a point and click that has low complexity.



This game takes more of a theatrical approach to entertainment. Rather than having a full set of controls, the game uses stunning visuals and impressive background music (smooth jazz was chosen instead of what could have been electronic to try fit the theme).



While I honestly did pick this game as it was the first on the list of point and click, I am surprised to see how many themes it shares with my game, even though they are completely different. I mean different in terms of gameplay. Little Wheel using the mouse only, this offers no freedom as you are given limited interactions through the whole game.

On the other hand, my game offers the illusion of freedom, the user can walk and jump around unrestricted, as I force the user to do what I want by restricting their space and removing the option to move backwards after a puzzles.



As you can see, every interaction is highlighted with a white circle. This removes a lot of thinking that is associated with point and click games, as you could generally brute force your way through the game. I am aware that this comment doesn't really point at a flaw in the game, as it focuses a lot more on the story aspect rather than the gameplay to hook the player.



The most shocking thing about this game is that the core objective of both the player in my game and the robot in Little Wheels are both trying to power a device of some sort. They both also focus a lot more on the interactions of objects as the main aspect of the game. It gets to the point where I could completely take this game and just change the levels to make the perfect solution to my problem.



Of course, as my game is a platformer, and that I boast freedom of movement in my gameplay. Rather than forcing the user to only interact with the objects, I'd rather give them the ability to take their time walking up to it and having the option to fiddle around when bringing objects, just to give it a heightened sense of control.

The art style, while interesting, does not offer enough detail as just silhouettes, everything should be clear in my game, each object should try to mimic the real thing as much as possible, allowing it to be a good model to mimic the content that is covered in GCSE.

This doesn't mean that Little Wheel was a waste of time though. By researching this game, I have seen the logical endpoint that my solution could play out as. This justifies that you can make a game that focuses on the interactions of objects via minimal input offset with detailed animations. The only problem is that I'm sure that this game was made in Flash, therefore I have no idea how I would make similar interactions and animations in Java.