

Further Developments

The first and easiest point for improvements would be the levels. Of these, the first thing to talk about would be more levels. This is a bad idea, as each level will increase the playtime of the game, making it impossible to play during break (the current playtime of around 25 minutes already make it risky to play outside of lunch break). The next step would be bigger levels or variable spawn points. By changing the size of some levels or starting you in different points, it would increase the variation of the levels and help to alleviate some of the monotony of the game.

Another aspect that could be worked on is the ending. Currently, there is no way to halt the game and stop, you have to exit it. The ability to reset a level would have been very useful for the alpha and beta builds (rather than having to close the game and start again). The ending not only just abandons you in a level, but for some reason you can phase through the wall and crash the game due to no level after stage 21. An ending that halts the game (maybe after some text on screen mentions how your actions saved the day) would go a long way.

There are also some interaction mechanics that could have been better. Firstly, I should split objects into two classes, talking and not-talking. This would save users from the dreaded double enter key press. Ideally, increased interactions and therefore complex puzzles would do the game a lot of good in terms of increasing the complexity and therefore the enjoyment as it would become a lot less repetitive. It would also allow for greater examples of science, increasing user understanding.