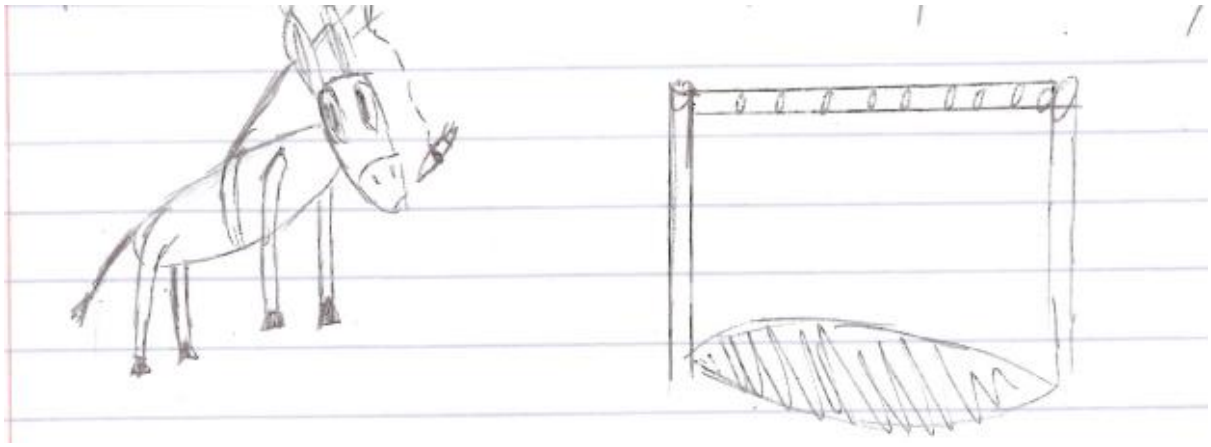
Design: The Levels- Introduction

With the character and story designed, we now know that we will have the player take control of a robot to gather batteries. This is a nice science based idea that doesn't require a long introduction or tutorial.

Of course, this than comes up with a problem that I briefly explained in the mechanics section: How is gathering batteries entertaining and fun? Let's use two examples to develop an answer for this question:



In these two doodles we have a donkey chasing a carrot and an obstacle course. In the first doodle the reason is clear. The donkey is chasing the carrot as it is the physical rewards, much like the user will gather the batteries in our case. This shows that one way of getting someone to do something is to make an incentive- but this doesn't mean that they will enjoy the process or convey any type of engagement.

On the other hand, the second doodle is an obstacle. this specific obstacle also features a risk- there is muddy water at the bottom. This is a real obstacle; it exists with a few others in a park close to my house. I often see people using it on my way to school. There is no clear reward for them doing it, they could walk around it if they wanted to. There reason they do this (beside any type of health benefits it may offer) is based on the idea that the challenge of getting past the obstacle and the 'danger' associated with it offers some kind of mental reward or entertainment worthy of their time and efforts.

Bringing it back to the exact problem; I have three sciences I need to promote, therefore I will need to create levels that will use a theme(s) of each science to block the user from getting the battery and progressing. I will have to then design these puzzles to not also be creative in the way they impede the user' progress, but also how they are solved, leading to the creation of science based obstacles.