Week 6 Lab Task Evaluation

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# What creates makes a easier or harder experience for the player?

* Different enemy variants. New players may witness the most basic enemy in it’s most basic state, whereas experienced players may come across the same enemy again but with new upgrades or tools.
* Wiser enemies. Carefully developed enemy mechanics can create very adjustable difficulty systems in the game. Features such as eye-sight and pathfinding make enemies less predictable compared to simple AI behaviour which heavily risks boredom.
* Quantity of enemies. Depending on what enemies are like in a game, even the easiest ones can prove a challenge when a large quantity of them are attacking the player.
* ~~Level design plays a role in the experience of difficulty. Level designers will keep in mind whether they’re making a level targeted towards a new player, one who is getting the hang of mechanics, and one who has mastered much of the game.~~
* ~~Time limits may put the player under pressure to keep on their feet and complete the level before it’s too late.~~