

Reconsidering the Core-mechanic.

After a lot of consideration and tens of hours of research on games like Celeste, Castlevania, Leg Breaker, One Trick Mage, Witchway, Electrohead and Braid I have come up with a few things that might help us steer in the right direction.

I believe we made the following mistakes.

Mistake 1 → Complicating the Core mechanic

Mistake 2 → Taking a Long term approach Instead of a Sprint approach

Mistake 3 → Not establishing design pillars

We focused too much on just the Core-mechanic on its own and lost the **Simplistic** nature of it.

I believe to consider our game as a jungle gym would help us better present our idea.

The fun of a jungle gym comes from the dynamic play allowed by the **varied individual parts** of the entire structure each with their own **unique mechanic**.

With this kind of playground approach we can create a modular jungle gym essentially a **level design kit** which has always been one of the core concepts for our development.

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29.04 - 5.04

Sprint

6:15 pm

Meeting 10

Design Pillars

Game Juice

Modular Design

Sprints

- Iterate on the Core mechanic
- Iterate on aesthetic template.

We have decided to iterate more on the basic functionality of the core mechanic i.e the Boomerang/axe.

Tong proposed a more fluid tracing type boomerang which works really great.

This new iteration feels playful and is much more compact and individually complete regardless of what more could or would be added to the core mechanic.

We established three design pillars to better help us guide our development.

One of them is Sprints, working in these weekly iterative Sprints means I have to make sure that we are not just shooting in the dark each week.

I must anticipate the requirements, break down elements of the game, then turn them into attainable tasks and goals and then work towards completing these week plans.

To work in an even more of an iterative loop I should create these week plans as a collection of daily plans. Each daily plan adding playable elements or parts of one.