

WSOA3003A

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### Micro-game 3: Analysis and Reflection

## INTENT

This task prioritised level design. The goal was to improve on the level design of the currently existing turn-based game. Various factors had to be considered, such as good progression, difficulty and placements. To allow for broader and more impactful level design, a large new component was added to the game, in the form of a traversable map.

To add a sense of progression to the current game would require implementing things such as XP systems, to allow the player to level up. Having the ability to consistently progress would encourage the player to play further.

Then there's the difficulty of enemies. There needed to be an increase in enemy difficulty as the player progressed, so that there was a reason for the XP system. Increasing the enemy's damage and health would increase the threat to the player, ultimately building a need to kill certain enemies multiple times to progress.

Placement is extremely important in guiding the player, as well as allowing for good progression. Exploration would be encouraged, hence having a camera that reveals objects through walls would spur the player to attempt and discover these. Doors can also halt progression and force the player to explore the current area more, while also keeping the player from going off track, or accidentally wandering into a max level boss while at level 1. These would essentially allow for the flow of the game to be more controlled, providing for a smoother experience as the game difficulty escalates.

## PROCESS

First the character movement was designed, using simple rigidbody manipulation to traverse the map. The game appears almost like a top down game as it is 2D and there is no gravity applied to the player. The movement was tuned till it allowed the player to traverse at a fast enough rate that the map did not feel tediously large.

The first enemy was placed nearby to the spawn, ensuring that the player would notice it upon traveling anywhere. Hitting a target like icon activates the battle, which then transitions to the battle screen from the original turn based game, that mimics a Pokémon style.

The player now operates with global variables that are carried across all battles, and improved by them. Defeating the enemy now increases the max health(+2), ultimate damage(+1), standard damage(+1), and increases the players level(+1), however health is carried throughout battles, so damage remains.

This addition of global variables brought in the healing factor. Players can heal in 2 ways, either by pickups on the map which provide +8hp, or by purchasing them with UP in the store before a battle ends. The heal bottles were placed across the map, the first being in

view from the spawn point, but not reachable, so that it is immediately recognisable that exploration could have benefits .

Doors were added, each marked red, so that there would be a clear connection to the enemy colours. These doors open upon defeating the highest level boss in the area, and opens up new paths for the player to progress through. In addition this gives the player more access to health potions which can be very valuable against higher enemies.

The initial game only had a single enemy, however this game incorporates multiple enemies of varying strengths sizes. Each enemy is equipped with unique visual effects to differentiate them, as well as indicate their power to the player.

When it came to the map design, objects were placed to be just visible by the player, but in many cases, not accessible without first opening doors. This encourage the player to explore, which not only is beneficial but also helps create a sense of progression as the map passes by previous areas, hopefully making the player eventually feel as if they have explored to completion once defeating the final boss.

## REFLECTION

Due to various uncontrollable interruptions, the game is clearly unfinished, however, a large amount was done that greatly adds to the flow of the game, and creates a smooth sense of progression.

The most prominent issue is the final boss has not yet been added, as such there is a big "X" after the appropriate red door. There is however still enough enemies to show progression, and enemies can be re-defeated to level up, so there is replayability value in some sense.

The enemies could each have been set to patrol, this would allow them to feel more lively on the map, as well as draw more intrigue to the player.

The heal potions currently do not detect whether or not the player is damaged, meaning they are sometimes used up while on full HP, however this is meaningless as they also do not currently stop spawning on each map load. The future iteration of the game will have to have controlled spawn rates, or changing spawn points, to prevent the player from always being able to max out their HP.

The system for saving player info used was "PlayerPrefs" which is not very secure, creating another more secure system for storing information is definitely needed , as the player can currently navigate to the file and change variables as they please.

Overall, this new iteration of the game is definitely an improvement, and there is now a clear sense of progression, and an actual flow to the game.