

Design Journal - Prototype 1

Design hypothesis

My game attempts to recreate the feeling of a nightmare. The player will have to make their way through a tricky obstacle course while being pressured by an expanding, ominous, red sphere. I want the player to feel pressured and hopeless to a certain extent.

Questions for the player

Is your objective clear?

How does the movement feel?

How difficult do you find the game?

What emotions arise when playing?

Of all things, what did you dislike the most?

Of all things, what did you like the most?

OPTIONAL: Any other thoughts & suggestions would be appreciated!

Reflections on the playtests

Good points:

- The skybox!
- The challenge level.
- Clear objective.

Bad points:

- Unclear challenges / solutions to getting past obstacles.
- Obstacles that don't hinder properly. They won't push player off the map.
- Wonky movement.

How I could improve:

- Create more intuitive traps and obstacles.
- Improve the transition period the player has between the tutorial and actual run.
- Fix the obstacle's physics so that they push the player like they should.
- Add more visual elements that simulate a dream / nightmare.