

## Prototype #1 Design Journal

### Design hypothesis

Can players intuitively understand the intended mechanics just by how the level is designed?

I would say the answer to my hypothesis is yes, but only under certain requirements. The level design of the game must be rich enough in visual communication for the player to be adequately guided towards the intended direction. For example, colour indications and restricted navigation through the map are ideal visual cues. If the necessary requirements are in place, once the player is faced with a potentially familiar mechanic in order to keep progressing, he is likely to intuitively try it out.

I have come to learn that the opposite is also true. Indeed, if players are left to wonder and are not well visually guided they we almost never consider to execute a non basic function. I can also relate to this that may seem obvious to me may not be for another player.

On a positive note, I have noticed that once players caught on to the core gameplay mechanics and understood the path of the level they were highly motivated to get it done, This points out that the game's difficulty can be an incentive for players to keep playing, resulting in a "hook" type behavior. The players want to prove themselves capable of accomplishing the challenge; especially when there's some sort of tracker that will indicate their game state as visual feedback.

If i were to change my prototype I would start by making a move streamlined and cohesive level design with many visual cues such as, text, colour codes, blocking and symbols. Then, I would introduce the possibility for failure in a context that is obvious for the player letting him restart the game with a clearer understanding of the game's path and mechanics. Afterwards, I would introduce a tracking system for the score; whether in TIME or in TRIALS. Lastly, I would focus on creating a game aesthetic that appropriately conveys an atmosphere and the feel of the game. I would also, of course, include sound design as a support mechanism for the prior goals.