Evaluation – Maria Grech

When we were assigned this assignment, we were unsure of what we wanted to do since we were a group of four we had several arguments regarding what was the best game to do and what everyone wanted to do in the process. We finally managed to combine everyone's idea into one. I initially had the idea to make a black and white game with an old thorn teddy bear going through the levels. When the bear would have picked up a drop the colour on the game would have increased.

We finally managed to combine mine and Melvin's idea on what the game should be about. We came up with a Gravity running game where the teddy bear could jump from top to bottom of the game. This aspect of the game is when the gravity is switched off and the bear could walk on the ceiling of them game. We were going to leave it like that but we all agreed the game had something missing in it. After researching of a mechanic, we could add I gave them the idea to incorporate the colour changing in the game. We managed to incorporate it with the colour drops where 10% hue is added every time a player picks up a colour drop. After picking up 10 drops the colour would reset but this time the screen would shrink. When the game was finished we wanted to give a meaning to the game and why we used what we used so we decided to add a storyline in the beginning of the game to help immerse the player furthermore.

I think that Flow was used quite well throughout the game as the players who tested our game all seemed to be lost in what they were doing. I think the aspect that immersed the players the most was the fact that when they were getting a reward they were also getting sort of punished. The drops added 10% hue to the colour which made it harder for the players to see so they had to focus more on what they were doing. After they could get 10 drops the level would restart but unfortunately this time the screen would shrink from the sides so it made it would make it harder for the user as the enemies would be coming at a shorter distance towards the player.

For our game I was the main designer for all the sprites which were used. I knew that I would have been a better contributor if I helped them out with the designs rather than in the code. For the main character I chose a bear to symbolise childhood and innocence. I initially wanted to do a creepy old teddy bear but with the timeframe which we had I wasn't going to be able to finish it off for them to use it in the game. I managed to find a free to use character online which had a walking and movement sprite to make the bear more realistic when walking rather than a floating image. I then started to design the drops where I wanted to make one which was colourful to represent happiness and that's the one that gives you the point. In the game there is also the enemy which I represented with a black dot with an evil face on it to make it look scary and so I gave it a black colour to also represent darkness and sadness. I also made the floor and ceiling platforms for the game with which I represented with a moon texture as the bear is dreaming.

I managed to get some feedback from two friends regarding the game. They thought that the game was well executed. What they mentioned was that we should add more colour to the game but after I explained the story of it they understood so I think we should have added more information regarding our colour choice. They also commented on the fact that when the game is reset they would have to go through the screens in the beginning all over again instead of being able to go to the game itself. I think this would be an improvement for the future for our game. One thing that I would improve is that I would add a short clip instead of the fixed screens with a next button in the beginning of the game, this would help to immerse the player furthermore. I think another improvement which could be added would have been the black and white filter which decreases with the drops. The screen would have started black and white and the player would get the drops to add colour to the screen and decrease the black and white filter rather than just adding the bright

colours. Overall, I think we worked well as a team, we could have communicated more to be able to help each other out rather than ignoring each other but in the end, we managed to present a functioning game.