

Evaluation – Gravity Runner

Phase 0: The first thing we did was to research what game we wanted to design. This had to be a simple game with simple mechanics, but at the same time we wanted a game which was challenging for the player and that grabs his focus. At first, we were going to do a puzzle game, however we wanted a game where we were more flexible to add a better flow to it, so in the end we decided to do an endless runner game; specifically, *Gravity Runner*.

Phase 1: After deciding on what game we wanted to replicate, Maria and Paul started working on the story and design of the game as well as the theme, while me and Naomi worked on the game mechanics and the code of the game. The mechanics of the game were quite simple, using space bar or left mouse button click to switch gravity to avoid black drops and collect coloured drops.

Phase 2: The story behind the game was that an adventurous bear flew to the moon to colour his world. Maria came with the idea of the colour drops and we decided to increase the colour hue of the screen by 10% for each colour drop collected and also increase point by 1.

Phase 3: After we finished coding the game and was error and bug-free, we did some last-minute adjustments of the game and simply built it for PC, Mac & Linux.

Problem encountered: Coming up with a good idea to make the game more interesting and challenging.

The game worked, however it was not challenging enough. After discussing this with Naomi, we found that the best way to make the game more challenging was to reduce the width of the screen after each 10 consecutive colour drops collected. This in turn made black drops appear more unpredictable and required a faster reaction time from players. Furthermore, the visibility of the screen at each 9th colour drop made it difficult for the player to see the game. The problem though was that the game lacked resources and different game levels to make it more appealing.

A few things which I would like to improve on for next project:

- More resources added in the game, even perhaps a hiscores table.
- Make the game more challenging, perhaps include more levels and make the enemies more challenging as game progresses (increase in quantity or have the ability to shoot black splashes at you). With the addition of stronger enemies, the game becomes harder and therefore it would be fun to include resources in the game to help out the player.