

Assignment 1

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Chosen game

Spyro the Dragon

Goals

- Reach the end of the level
- Collect gems
- Defeat the enemies
- Collect lives
- Keep spark alive
- Collect butterflies from roaming wildlife
- Collect new lives
- Save the frozen dragons
- Collect dragon eggs

Clarity

- Getting hit changes spark's color and it disappears after three hits
- Gems, lives and dragon eggs are shown as counters all when the player stops moving
- Gems sparkles and frozen dragons can be seen from a distance
- Thieves taunt you during the whole level and can be heard for a long distance
- NPCs identify the goal for each level when it is started
- New levels can only be unlocked after a certain number of gems and eggs are collected
- Sparks points to gems when the player starts moving
- Frozen dragons give hints when rescued

Choices

- The player can move around the level
- The player can charge using the charge button, this makes Spyro go faster and can defeat enemies
- The player can spit fire using the fire button
- The player can jump using the jump button
- Jumping twice makes Spyro glide slowly to reach platforms
- The player can end the level early by going into the level end portal
- The player can go back to frozen dragon platforms to save his progress
- Keep Spyro alive.
- Get 100% completion

Progression

- The player gains gems to unlock various levels
- The player progresses into the story and unlock more difficult levels
- Spyro does not grow nor does he gain new abilities

Resources

- Sparks changes colors when the player is hit and disappears after three hits. He can be brought back to life by collecting butterflies. His presence makes sure gems are collected from a distance. If sparks is gone, the player dies on the next hit.
- Gems are collected and can be used to unlock levels
- Dragon eggs and frozen dragons can be rescued for to get the 100% completion
- Collecting all the gems, eggs and dragons take much more time than completing the game

Variety of Encounter

- Enemies appear during the game, most enemies can be beaten in one hit
- Some enemies are invulnerable to fire or the charge and the other attack must be used to defeat them
- Some enemies can only be defeated with specific environment elements
- Bosses appear in a few levels and are quickly defeated after a chase; most bosses encounters are boring and could be improved.
- The levels themselves get more complex in difficulty as the game advances
- The difficulty is not that well distributed, Tree tops is well known to be very difficult to complete 100% and it appears at the middle of the game.