

# Assignment 2

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## Focus Sentence

Grog is a very picky eater, yet he is always hungry. Help Grog get his meal by merging his favorite colored food together until his meal is ready.

## Gameplay Overview

In grog, the player controls a series of balls of various colours by changing their types with the right mouse click and making them merge with the left mouse click.

The game is divided in rounds where the immediate goal is to feed the titular monster Grog with three very specific balls. Grog is a very picky eater and will only eat when his meal contains the three ball he wants. His demands are randomly generated within specific boundaries, so the player always must adapt their strategy to the current demands.

During each round, the field is covered in small randomly generated balls of various colours with numbers in them. By clicking the right mouse button, the player can change any ball's colour on the field. By clicking the left mouse button, the player can make all balls of the same colour move toward the clicked ball. If a ball hits one of the same colors, they merge, adding their two numbers together. If a ball hits a ball of another colour, both balls reduce their number with the number of the other ball and disappear if that number goes below 0.

The player can choose to either merge balls of the same type or make balls hit other types to reduce the values. Using these two properties, the player has all the tools they need to complete Grog's demands. However, players may end up having not enough balls to complete the round. When this happens, the player can hit the "r" key to generate new balls on the field without removing the balls they already have created.

When Grog's demands are fulfilled, the player loses control over the balls while Grog eats, clearing the screen. This ends the round and a new set of demands are generated in addition to new balls on the field. Score is calculated in clicks, the less clicks, the better.

## Fun

While they play, some visual tricks are used to give sense pleasure to the player. For example, Grog's eyes will keep looking towards the cursor to remind the player that he is watching them. Furthermore, the balls will be slightly animated to make the game more visually enjoyable. They will not pop into existence, but rather grow quickly using some cheap animation.

Another trick used will be to make each ball's size relative to the ball with the highest number. The highest ball will have a size ratio of 1 and other balls will have a ratio dependent on their number relative to the highest number on the field. To make sure the visual are consistent and balls don't become so small they disappear, this will be done in steps with a minimum ratio of

1/5. This small visual trick will also enable the player to more easily evade smaller balls if they need to.

The game will require some thinking from the player to make sure they filled the demands quickly and get a high score. While there will not be leaderboards or any end to the game, the score mechanic will make sure to reward players who master the game's mechanics and quirks. This should fill the Challenge type of fun.

Players will be able to share their scores and techniques with other players to create a sense of fellowship around the game. While the game does not support multiplayer, players could swap the mouse to play with multiple players and compete for score.

Similarly, while the game itself has very few mechanics, it gives a sense of free expression thanks to its mechanics and quirks. Player will quickly discover that some methods are better than others to complete the game, but that experimentation and coming up with your own methods can lead to a higher score. For example, a player could try to build bigger balls in the corner while another could try to build some in the middle.

Finally, the game definitely falls under the "Mindless Pastime" – or submission – type of fun. The game has no end and the only type of reward you gain from completing a round is a constantly climbing score. Players could lose themselves in the simplistic gameplay and just try to beat their past score. In that sense the game could work very well as a mobile game where the player simply plays for a few rounds on the bus.