

Mint Pitassy

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A Horrifying Playground Game!

The goal of the game is to collect the three lanterns before all the eyeballs close in on the player and kill them. The horror elements and being zapped into a hellish landscape and needing to escape allure players into interacting with the lamp, hoping for salvation. The lamps add to their score, and once they collect enough, the game is over. The challenge comes from the eyes all coming at the player in different speeds and sizes, creating some challenges if they dilly dally too long collecting the lamps. Once all lamps are collected, their hell is over. They no longer need to exist for entertainment. They can return to the void where they once were. If given more time, there would be even more horrifying monsters, more horrifying levels, and dialogue that expresses the nightmarish situation we are in.

Personally, I had a fairly easy time with this assignment. I remember Unity Playground very fondly, and I'm hoping I can still find the game I made with it all the way back in MART 220 Creative Coding II. As such, I didn't use any AI for this project because the tutorials provided were easy to navigate. However, I do think back on where I started and how I used AI to help save my bacon so many times, and to be honest, it still saves my bacon. I do think it's a great tool, especially for a programmer who needs to fix something super quickly in a short amount of time. However, I try to do my best and parse what's going on and use it as a last resort. I'm worried about becoming reliant on it, and I wouldn't want to use it for huge slices of code. Things could get messy fast! That's why I would implore newbies to use it when they can, but also try and figure it out themselves first.