# Feedback and Internal Economy Worksheet and Checklist

**Resources used in the Internal Economy**

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| ***Name of resource*** | ***How it is used in the game*** |
| *Score points* | *Players receive points for eliminating the enemies spawned in-game grid.  Evil clown- 4 points Demon- 3 points Ghost- 2 points Skull- 1 point* |
| *Health (HP)* | *Players can gain additional health by collecting love hearts spawned throughout the game. The player can only collect 5 maximum hearts.* |
| *Count down timer (60 seconds)* | *The player must eliminate enemies within the 60-second time frame.* |
| *Bombs* | *The player can collect these throughout the game to clear(eliminate) all enemies in the current screen. The player can collect a maximum of 3 bombs.* |

**Feedback mechanisms**

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| ***Type of feedback (positive/negative/random)*** | ***Input resources (amount of feedback depends on the quantity of these resources)*** | ***Output resources (resource whose level is changed as a result of this feedback)*** | ***The goal of this feedback mechanism*** |
| *Positive* | *Enemy* | *Score points* | *The player will earn points for each enemy the player eliminates. Points ranging from one to four.* |
| *Negative* | *Enemy* | *Health* | *Allowing the enemy to touch the player’s avatar will decrease their health by a certain amount.* |
| Negative | Timer | Gameplay time | As the timer counts down, the player has less time to clear the stage. |
| Positive | Bomb | Points/Time | While the bomb clears all enemies on the screen, it will add their value to the score in points.  Positively reflecting on the time by clearing out the multiple enemies if used at a certain time. |
| Random | Health | Gameplay | The health will spawn randomly in the game space. |

## Part 2: Economy

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| *The enemy will grant value in points, positive feedback allowing the player to accumulate a score.* |
| *Health and bombs are spawned at a random rate, on a timer. This will balance the game as the difficulty increases, while bombs will allow the player to tactically use them through their gameplay.* |
| The timer feature in the game will ensure the need for the player to continuously eliminate the enemy, to further advance to the next level. |
| The number of enemy spawns at an increasing rate as the level progresses, a mechanism to challenge the players as they progress. |
| The enemy will target the player’s avatar/character to effectively challenge players throughout the game. When the level increases, the speed of the enemy increase as well. |

Nightmare Lord is an arcade based game, hence why the game structure’s pattern is quite simple. The further the player advances through the levels with a full bar of health, and bombs collected gives the player the highest possible point score. The game design can be manipulated by incorporating more internal economy with items spawning, adding more enemy types with different movement patterns, and a mechanic that would positively add to the time.