

Reflection Document

A point-and-click game, in my opinion, is the ideal example of a game with strong level design, good feedback and communication, and well-balanced level difficulty (s). We went with this because it is engaging (the artwork establishes the game's tone and introduces the player to its concept), entertaining (it contains challenging tasks), alerts the player when an action has been completed and is a well-balanced game.

The two key questions that needed to be addressed were How and Why. A subject or storyline that would help each of these components. We chose the horror/thriller theme because it would provide us with the artwork necessary to create an entertaining game for our Point and Click, which will have a puzzle game vibe. Additionally, it would enhance that by introducing more mystery. How will the level design convey the atmosphere of the deserted asylum? The first goal we had was to demonstrate rather than describe. Before waking up in the abandoned asylum setting of the game, the player is greeted by a terrifying sound and finds themselves in a creepy chamber with dim lights. We drew a room that had to fit the setting; it has dull colors that create the impression of low light. It has no windows because it is obvious that no "kidnapper" would want their victim to know where they are.

When the player wakes up and leaves the room they were in, they find four more doors. The first door on the left is where the player enters the electric room. The player is made aware that they are in a power room by the room's dim lights, cables, and power boxes. The second door on the left is where the player enters the doctor's office. It was crucial to establish the player's location as an office by setting up books, a computer, a desk, and other furnishings there. The lab is accessible through the third door, which we choose to represent as a room. The assets must also support the theme of the game when taking them into account. The best way to show this is to have syringes stocked with lethal substances or medications, a lab that matches the word "Doctor," abandoned buildings full of kidnappers, and a newspaper that tells the player what the game entails.

Our next task was to communicate with the player through the game. This is like when games lacked directions on how to go and what to do. When the player clicks the metal doors, there is a sound, same applies to the other objects, we did this to show the player that the action was made and to make it seem realistic. The chat text that introduces the game references a newspaper lying on the ground. This was done to create the habit of clicking on items to get clues or information as well as to teach the player how to click on the newspaper. Instructional notes can be found all over the place for the player to find. To let the player, know that an action has been completed, we had to devise a method. For instance, we installed green lights on the switches that only turn on after they are turned, so that the player can see that the cables have been linked in the electric room once they have been connected. We chose to keep things simple and inspire nostalgia by just adding the word "done" to the tasks to let the user know they had been completed. With the second level, the player must choose the proper antidote for the bar to fill up. Once they have finished the level, they can only move on to the following one.

Level balancing was the last fight we fought. The game's timer is set to 15 minutes, so the player has that long to finish all the objectives. The duration, though, may shorten or lengthen. Each level now has green "painkillers" syringes that the player can use to boost their time limit by two minutes. The timer also decrements by one minute for every mistake they make. Each clue is important, and if the player forgets one, they found in a previous level, they are unable to go back until all the levels have been finished. Each room contains notes and hints that will help the player finish the assigned task.

As the game progresses, the tasks become more difficult; for the first level, the player must connect cables and flip switches; for the second level, the player only needs to acquire the necessary ingredients; and for the third level, the player must decide between solving the puzzle and combining the required ingredients to create the antidote. I think the game's balance, the level design, and the way we shared comments were all outstanding. At first, having to work with others was a little scary, but by assigning the team members their respective tasks, it became easy.