

Digital Art Design Project WSOA2006A: Exam Reflection Document

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Initially the pitch idea was to develop a point-and-click adventure puzzle game that had the theme based on an escape room but with an abandoned asylum. After much consideration with our pitch idea, my group and I decided to change the storyline and how the flow of the game would be presented. Especially related to the puzzles and how we wanted to clearly present the level design, system design, interface, etc. The goal of the game is to survive long enough to obtain the antidote and to exit the asylum on a time limit. Each level is represented by the different rooms except for the exit room.

As a member of exam group 16, my role was based on creating some art and overall game manager, my intentions for this concept idea were to create a game that had both the aspects of a point-and-click adventure game as well as to include puzzles which were similar to the among us tasks. The feedback, balance and communication are presented in an effective way. Player's experiencing this game will be able to clearly see and understand why certain actions made an impact on the player through sound, text or art as well as how the level design incorporated these three in the game with the time limit aspect.

Interesting aspects of our game include the puzzles that contribute to the level design, the clear interface regarding the newspaper which gives the player some information on the game and the feedback that appears to the player when they pick correct or incorrect objects. Based on the theme we decided that the storyline would be about a kidnapping with being drugged, allowing for the main elements of the game, the antidote and exit. This gave us the idea of how we wanted to build our levels and the amount of difficulty in each level.

There are three levels. The first level is based on an electrical room to turn on the lights, the asylum is a neglected place so the electricity wouldn't be on all the time. The puzzles are very simple with connecting the wires and switching on switches to signify that it is level one. The player is drugged so they have to explore the available doors to find information about the antidote and the escape passcode. This is where the Doctor's office comes in. We decided to make this level a little more difficult as this is level two. With finding the password to achieve the antidote ingredients on the desktop. Level three is supposedly the most difficult because the player is given two options which will lead to the same outcome but requires time management with the puzzles. We decided to add a back button in the puzzles so that if the player gets frustrated from doing one puzzle, they have the opportunity to complete the other puzzle. The last part of the game is to finally exit the asylum but to make the player more stressed we decided to decrease the time as it's just putting in a passcode to leave. The passcode is based on components throughout the game.

Initially for the last level we decided to do the shelf ingredients puzzle only but to make the player feel less stressed due to the time we added another puzzle so that players wouldn't feel like they didn't have a choice in the game. From playtesting feedback, we were having problems with the time and communication between the player and the game which are key concepts especially since this game is based on fast movement and stress, although too much time would allow players to be at an advantage, while having less time would cause the player to die before reaching the end. This was also related to finding the passwords, reading texts, completing the puzzle times, increasing the time with painkillers, and decreasing the time with incorrect choices.

With reference to the readings assigned and the playtesting feedback we received. We managed to make the necessary improvements which made the game better. I was happy with the fact that there was a storyline to this game and how the player was affected, an indirect significance to why they

ended up at the asylum in the first place. I was also happy with the fact that the player could return to the rooms to remind themselves about what the passcode could be. The artwork was done by the members of the group through Krita and added a great addition to the mysterious dark and creepy theme of the game including the background music. The sound effects play a major role in communicating feedback to the player.

There is more in-depth information about the game in the technical document. This game requires improvement so for future iterations I hope to improve on aspects that would make this game better in design, appearance, and mechanics. Overall, I hope that the system design was effective in this game as the main elements of a point-and-click adventure game are presented along with the level design, user interface, feedback and communication, while also providing some balance throughout the game. A huge thank you to the Lecturers, TA's and my group members for all their hard work.