Game 1 MDA

Even though it is a fairly basic game, I hope that I have successfully implemented many of the core elements of MDS into my *Game 1* whether it be in the game’s mechanics, dynamics, or aesthetics.

In terms of mechanics, the game follows a fairly common set of inputs and rules seen by platforming games. The only input commands are the WASD keys used for lateral movement, and the rest of the mechanics are fairly simple. The goal is to reach the end by navigating through various platforms and enemies. The enemy mechanics are basic, either standing in place in order to block a path or moving along a set pattern. Touching an enemy or falling off the stage will result in a game over, and the player must try again. Another way to lose the game is to choose an incorrect path in the mid stage puzzle.

In terms of dynamics, the primary two that are incorporated inside the game are those o platforming (navigating through terrain) and enemy avoidance. The enemy avoidance can be divided into two categories: pathing and timing. Some enemies require the player to change their path in order to circumvent them, while others require the player to wait for an opportune moment to pass by. Finally, if the player is not great at the timing aspect of the game, an alternate path is provided that requires platforming instead of enemy timing. There is also of course the puzzle mechanic, which requires the player to pay attention to the terrain order to pass through the correct passage.

Due to the elementary nature of the game, the Aesthetic part of MDA is obviously going to be the most lacking, though it still features some of its elements. The primary aesthetic is challenge (I hope it is at a suitable difficulty, the game was revised to make it somewhat more easy at request of a roommate play-tester). Hopefully the game is not overtly difficult, but also requires the player to make and learn from their mistakes in order to reach the finish platform. The puzzle section invokes some sense of discovery, as the player must pay attention to the world in order to solve it. Finally, the game should have some semblance of submission, leaving the player with an initial sense of wanting to complete the game in order to see the finish screen.