

Prototype Analysis

The intent behind the design of this prototype was to create a system that communicates clearly to the player the processes of the system, resulting in the player knowing and understanding what is happening. There are multiple ways a designer can achieve this; I intend to do this by using different layers of feedback.

One way this was achieved was using placement of player controls on the screen. The player can move the avatar by clicking A or D on a keyboard and can jump by clicking Spacebar, on the bottom left of the screen there are A and D buttons and a Spacebar button on the far right, and these highlight when the inputs are clicked. The buttons are labelled A, D and Spacebar to communicate to the player that use these buttons to do something when clicked on, the highlight then further confirms this communication that indeed players are clicking on the correct buttons when they press down on them.

Below the player avatar there are three red circles that represent player health, I used red for these as red is a conventional colour in video games to represent health and even people outside the gaming world would know it represents health as the colour red is synonymous with blood. One circle disappears every time the avatar touches an enemy, communicating that they are enemies that can cause damage, this is reinforced with the use of a screenshake and a sound effect every time the player avatar collides with an enemy.

To kill enemies the player needs to jump on the enemy's head or on top of them, to communicate to the player that they have killed off an enemy firstly:

- The enemy disappears from the scene.
- A sound effect is played when they do disappear.
- A particle system of an explosion is activated at the spot that they disappeared from.

All of these communicate one thing, that the enemy has died and together they form a layered feedback system.

To communicate that the player has killed all the enemies on the level or that they have run out of health and must restart, when every enemy has died the option to play again pops up and when the player has run out of health the game level disappears and the player falls off-screen and the play again option pops up.

This system clearly communicates to the player the important processes that they need to be aware of. I would have liked to add a way to communicate to the player that they can make use of a double jump to reach high platforms, although the platforms are placed high enough to trigger a person's instinct to double click a button, as of right now I could not see what else could be improved upon in terms of communication and making sure the system is designed in a way that the player understands what is happening, this is mostly due to lack of external playtesting.