

Prototype Analysis

Intent:

My intent behind the design of this prototype was level design, specifically mechanical level design, this provides the means to make it so players can further understand the game system. From my understanding mechanical level design is the curation of game elements such as enemies, power ups, platforms, etc. to make it so the player can make use of and better understand the game mechanics. This game is an endless platformer runner (or jumper?), the longer the player can keep climbing the higher their score climbs, there is a black platform on the ground that follows the player and when it catches up to them, they die and restart. The player can move the avatar left and right, jump, gain and use extra jumps, and kill enemies by jumping on their heads.

Process:

The following are the steps and techniques the designer used in the process of designing this system:

- At the beginning of the game a tutorial begins where the player is greeted by three platforms, each higher and harder to reach than the last. To curate the players ability, or rather the mechanic of jumping onto platforms, in the tutorial scene there is an arrow pointing towards the 1st platform next to the avatar to tell the player they can jump on it (See fig 1). Continuing to the next platform, there is a yellow powerup that gives players an extra jump so now they can double jump (See fig 2), this level element is placed next to a platform that would otherwise be difficult to reach without the double jump and thus it is curated in such a way that the player knows it is meant to help them get to that platform. In the tutorial, to communicate how this power up works there are two arrows leading up to the next platform, showing the need to double jump to get there (See fig 2).
- By jumping on the enemy's heads, the player can both eliminate the enemy and gain two extra jumps, this is serving the same purpose as the power up: To curate the mechanics of jumping and gaining extra jumps. In the tutorial this is again communicated through arrows (See fig 3).
- For the movement mechanic the platforms take up the role of curating it, as they are placed spaces apart from each other, the player can instinctively tell that they need to move from one side of

Another component of level design I believe to be important is the players ability to feel a sense of progression throughout the game, in this prototype this is achieved in the following way:

- Using a high score, the longer the player can stay alive the higher the score climbs, to give the player a reason to keep playing and give them a sense of progression within the game.
- The killing of enemies not only provides a satisfying sound and explosion particle effect, it gives players an extra jump to literally progress in the game, it also provides a sense of accomplishment.

Reflection:

In retrospect I could have coded for the level generation to be less clutter than it is, in future I plan to make it so the game starts off relatively easy and slow then progresses faster and harder the more the player climbs to further reinforce the sense of progression in players.

Appendices

Figure 1:

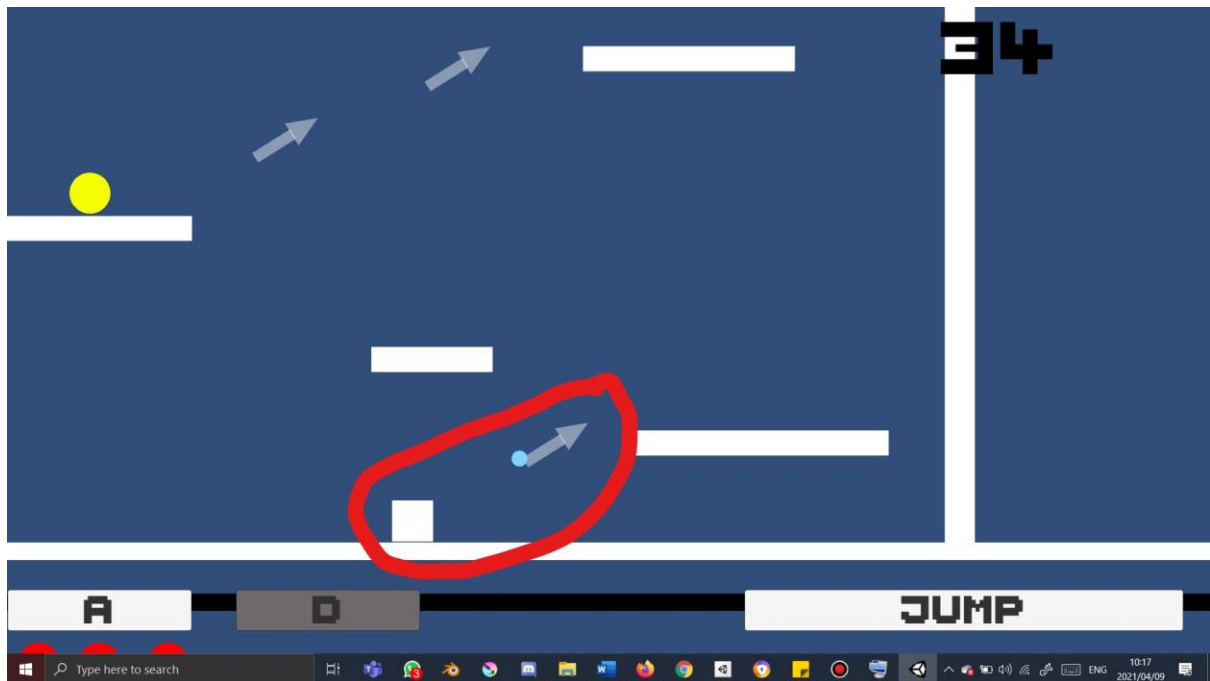


Figure 2:

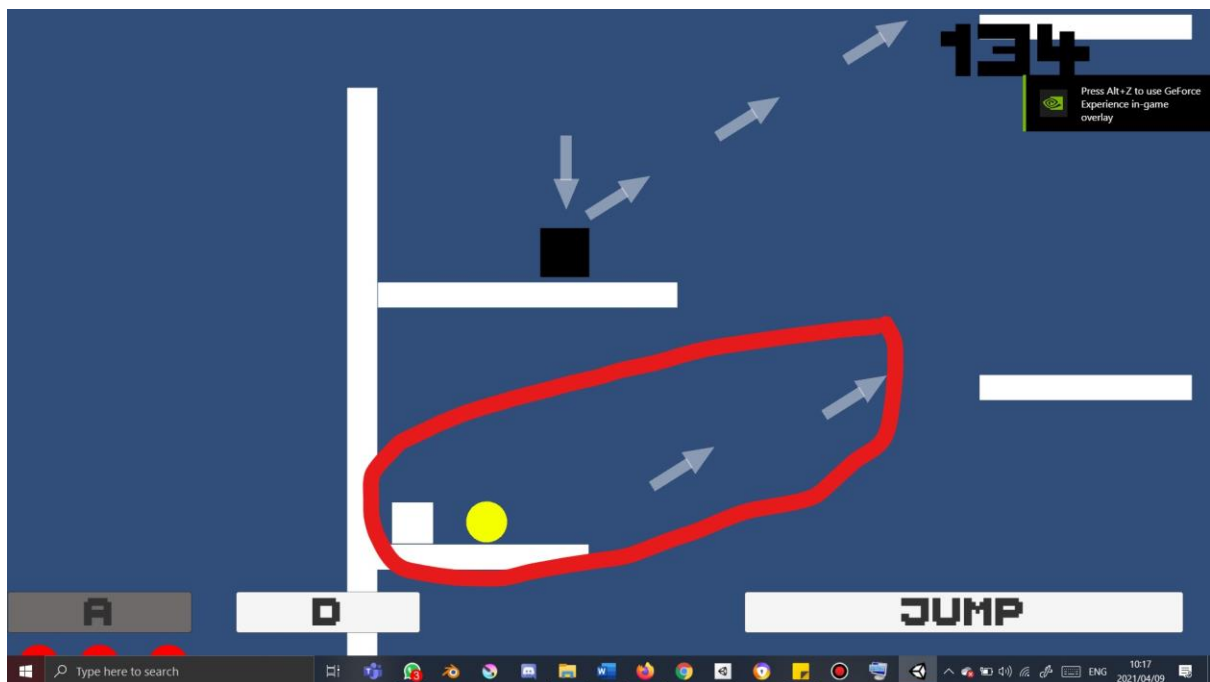


Figure 3:

