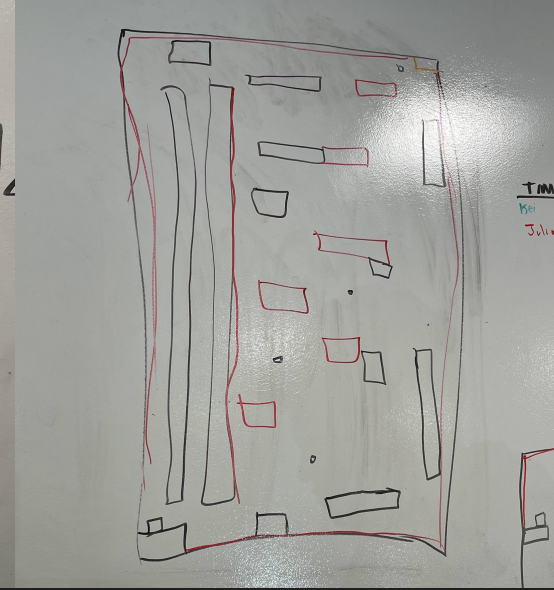# Untitled Box Game 2: The Sequel
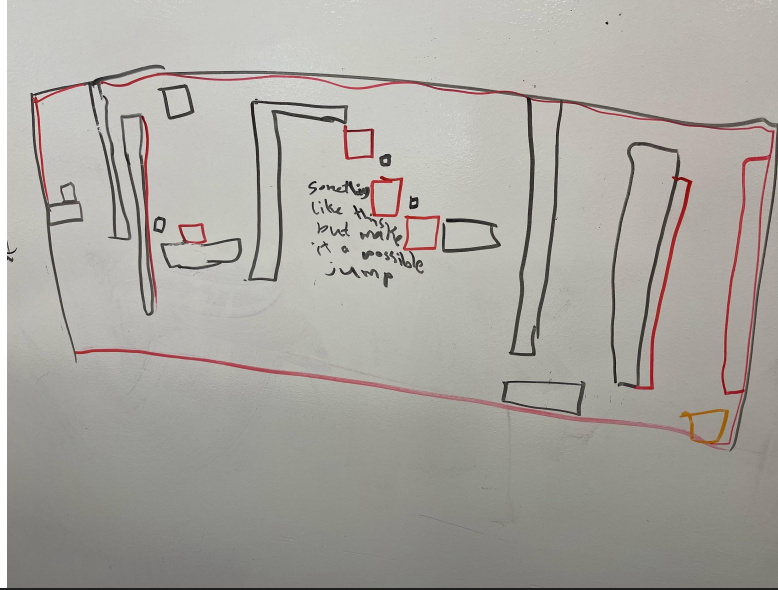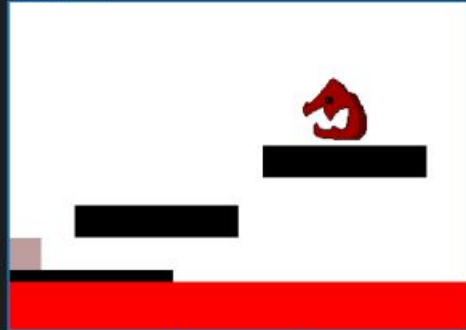
To be made by Om

Figma/Design

Here is a design on Figma, as well as unused level designs from the first game

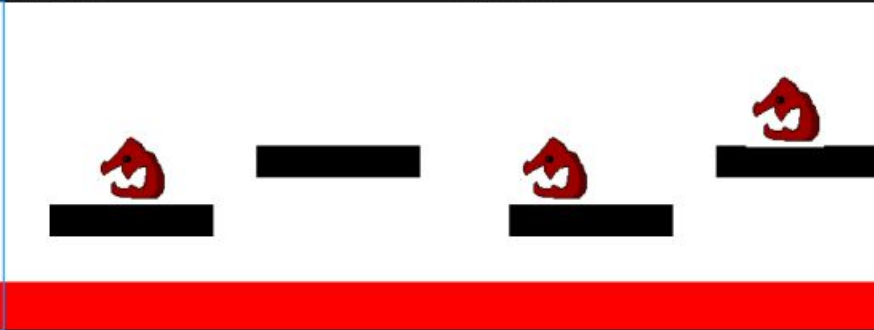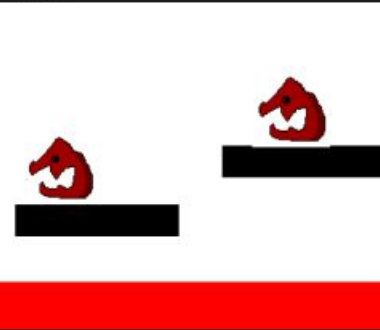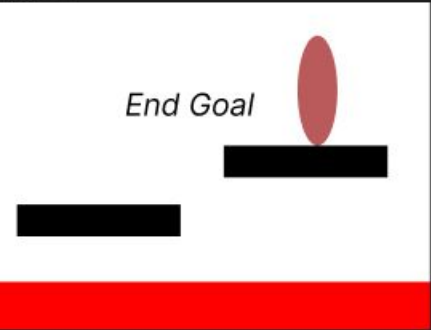# Empathy Map and Problem statement

I want to make a challenging game for bored gamers that has continuously increasing level difficulty.

Empathy map   Playing the Game

SAY
Criticism
Game Bad
Good Game
Hard Game
Easy Game
Leave Reviews
Tell others

THINK
Bad Game
Won't play
Good Game
Would play again
Add things?
Fix things?

User

DO
Need good computer
Find out about game either verbally or through site
Game Crash
Win Game
Rage quit
Rage but no quit
No rage but quit

FEEL
Discouraged
Enjoyment
Rage
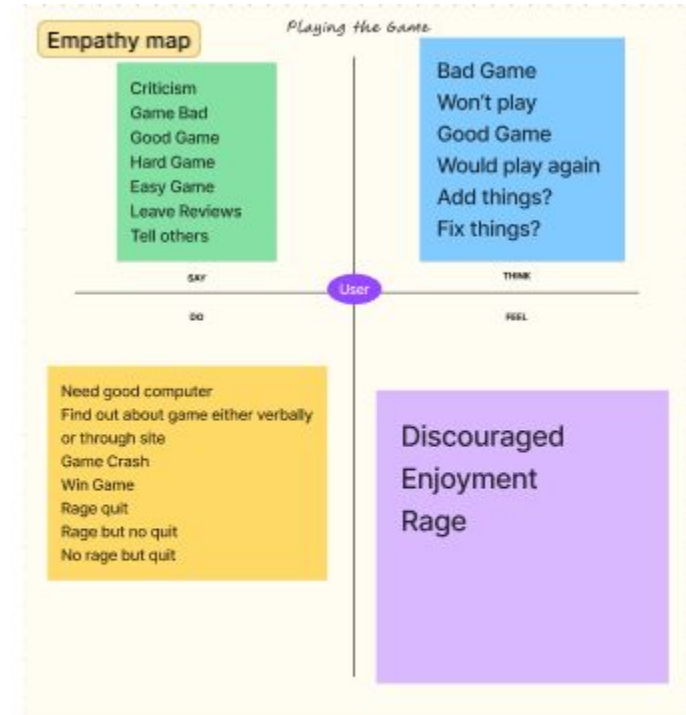
For all Ages
Use Social Media
Access to Product (site)
Needs Kind of Hard Game to entertain self
Looking to make a challenging platformer for bored gamers

Market Research

1. **What do you think makes a good platformer game?**
   - Appropriate difficulty curve
   - Unique and intuitive gameplay
   - Constant switches in camera angles (3D to 2D in segments of the game)
   - Good graphics to make the game enjoyable
   - Unique features
   - Costumes/Skins
2. **How crucial are power-ups and special abilities to your enjoyment of a 2D platformer?**
   - Go the route of Mario, not needed but appreciated
   - It makes them unique
   - Power-ups make the game more fun because you have different styles of play rather than basic jumping and dashing.
   - They are not crucial but they make the game more fun and add more possibilities of what might happen that level.
   - They are not crucial for every game if you have something else to keep it unique
   - Different items every level
3. **What are your favorite 2D platformer games and what makes them your favorite?**
   - Mario, because of the secrets and game mechanics
   - Hollow Knight
   - Papa Louie Trilogy, because of the Lore

Brainstormed Ideas

Features:

Already existing features in the first game, including

- Death Plane/Enemies
- Checkpoints
- Sticky Floors
- Wall jumping
- Tutorial

Things I may add:

- Items
- Slippery floor
- Find out how to do a title page and/or cutscenes