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Level Design

Intention

I had made a game previously which I thought was turned based combat, but I recently realised that I had a different idea of a turned based combat game, so I had to make a new game/prototype with the same game concept. The game concept which is the player trying to keep the plant alive, this plant goes against a vicious bacterium. I want to create two levels where the player would have two attack options in the first level and on the second level, they would have two attack options but instead of the battle starting immediately the player has to complete a certain obstacle before proceeding. The level design would show the layout of the new level being a bit different to the previous level. Player would not only see progress through the layout of the game but also through the two new mechanics that would appear in this new level.

Process

I started from the beginning trying to create a simple turned based combat game. I then moved onto making the two attack buttons which was very easy and straight forward. The second level is what gave me a bit of issues. The player would have to unlock the battle in order for game play to proceed. The player would be given three diamond shaped objects which they will use to drag and aim to attack. The enemy would have barriers around them, and player needs to aim and break down those barriers in order for the battle to begin.

So, creating the drag controller would be the new iteration to the level and also adding a destroy script to the barriers. These two scripts were easy to implement. If a player is unable to break the barriers after the third chance, the player loses the battle automatically. However, a problem occurred at some point. Whenever the player uses their last diamond/ last chance to hit the barrier and they end up breaking the barrier, it still shows that the player lost even after battle is unlocked. This glitch is what did not make the gameplay flow properly but however, the unlocking does work at some parts.

Reflection

I feel like if I had my previous assignments marked then I would know which common mistakes I am making on my projects and I was busy building onto a project that did not even meet the criteria of turn-based game. I just need more time to process each project as they come because I am honestly just making and submitting broken games just to meet the due date. I think feedback on previous games would give me good direction and I would iterate and fix past mistakes before building onto the game for a new submission. Level design focuses on the designer's creative skills, this is seen in the way they design the different levels, and this results in different dynamics experiences for each level. This iteration stage of level design had a bit of pressure as I was fixing past mistakes, however, it was an easy feature to implement if we exclude the minor glitches during gameplay.