Oratile Tlhabanyane

Assignment 2: Communication

1686967

Intention

The first thing I wanted to show the player was the name of the game by having a main menu. The main menu is going to simply show the button where the game will start if pressed, a button to indicate where they can go to check how the game is played and lastly a button to indicate that they can exit the game at any given moment. The How to Play scene will communicate how the game is played, and the start button will start the game. The start scene will communicate to the players how much time they are given, in this instance it is 1 minute. This countdown timer text will be big and bold at the top of the screen in order for the players to consistently see how much time their left during gameplay. I, then wanted to show how much lives each player has at the middle-top of the screen as they lose and gain their lives.

Process

I started with the main menu, this is a very easy step in communicating to players through the use of UI elements such as the button and texts. After making the menu scene, I went onto making the how to play scene where players can read on how to play the game. Then I moved onto the communication of the actual game. I wanted the player to know when they took damage from the bacteria and see that their lives were decreasing. So, I choose to do a screen shake, so whenever the player's plant collided with the bacteria (enemy) the screen will shake. I moved onto y following step which was the use of a simple camera animation to portray screen shake. Then I moved onto the effect of the raindrop. Whenever the player collided with rain droplets, the rain droplets would explode to indicate that they have been absorbed by the plant. I used a simple particle system to portray this explosion or destruction.

Reflection

I think because my game is quite simple and straightforward that it would be self-explanatory even without the use of screen shake and particle system. However, those additions made the game more clear in its gameplay. I just added the how to play scene just clarify game play because I didn't want player to waste their few seconds trying to figure out how to play the game whereby they can just start with the game knowing how its played from the start.