

Rapid Prototyping
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Assignment 1

Research:

Game: It's treasure

- Good:
 - Colored enemies factor into scoring system (red, yellow, blue) - if you hit 3 of the same color in a row you get a bonus
 - Music is dramatic
 - Instead of powerups you have 7 weapons available at all times and its upto player to decide when the best time to use them is.
- Bad:
 - 7 weapons is a lot to handle

Geometry Wars galaxies

- Good:
 - Ships are geometric shapes
 - Player is in a shape and enemies appear inside of it
 - Pick up geoms to get powerups
 - colorful
- Bad:
 - In some levels there is too much going on so it is overwhelming

Galaga

- Simple 2d player at the bottom of screen moving upwards
- Good:
 - A lot of enemies, a lot of powerups
 - Nice backgrounds
 - Challenging levels turn side to side

Axelay

- Good
 - Game doesn't restrict you to width/height of the screen - player moves and camera follows it
 - Has both side scrolling and top down levels in one game
 - 3 types of weapons: main gun, side gun and missiles
 - If you get hit by enemy you lose current weapon you are holding

Notes:

- 3 different types of weapons(not too much not too little)
- Colorful game
- Not too easy and not too hard
- Combos to win points(hit 3 green in a row and you get a combo score)
- Have different types of enemies
- Dont close in the player too much

- When you die you lose powerups(but don't restart the entire level)
- Dont have too much going on
- Powerups
 - Pick them up(spawn randomly)
 - Temporary boost(shooting speed, shooting width, shooting type)
- Audio is important

Prototype 1

Emphasise (1)

Says:

- This game lacks nuance
- Cursing
- This is nostalgic/outdated
- How can I improve my high score?
- How can I get more points?
- Do I have to restart the level or the whole game?
- What did I do wrong?
- How did that kill me?
- Are there more ships to use?
- Can I customize my stuff?
- Is there something else besides shooting?

Thinks:

- I want more diversity on enemies, obstacles, gameplay
- I should destroy this
- Is this a better weapon/item?
- When will this be over
- Is this boss gonna be hard?
- What is the punishment for dying?
- Is there more lives I can collect?
- What do the points do?

Does:

- Shoot
- Move
- Pickup powerups
- Dodge
- Dies/get hit
- Boost
- Try not to miss/try not to get hit
- Play more aggressively
- Increase/decrease difficulty

Feels:

- Frustration when you're outnumbered
- Powerful when you're fully upgraded
- Overwhelmed
- Bored - repetitive content/lack of choice
- Frustration with control scheme
- Unfairness when dying/getting hit
- Confident when you're experienced

Define

- Too repetitive/want more diversity
 - Players want more to do in the game that's not repetitive
 - Players want different elements in a game to stay interested
- Game is overwhelming
 - Too much going on at once on the screen so sometime it is inevitable to die
- Control scheme too complex
 - Gameplay is already overwhelming enough without a complicated control scheme to remember and get even more overwhelmed
- Unfairness when dying
 - Players think they made it but they die uncontrollably

Ideate

- Too repetitive
 - Different types of enemies
 - 3 different colored enemies with different attacks and health amounts
 - Randomize the spawn of enemies so every game is different every time you play
 - There will be even more randomization since there are more types of enemies and they will spawn randomly
- Game is overwhelming
 - Make more challenging enemies so you don't have to have too many on the screen at once
 - Make enemies not move too fast since
- Control scheme too complex
 - Keep controls scheme extremely simple
 - WASD to move/click to shoot
- Unfairness when dying
 - Make sure colliders are correct to not make the game unfair
 - Don't make hitboxes too sensitive to trigger player death
- Player can shoot, move with WASD
- Three different colored enemies with different attacks
- Score counts up - more challenging enemies give you more points

- Enemy 1: Enemy that follows player, does not shoot, if player touches it they die - 5 points
- Enemy 2: Enemy that shoots towards player every few seconds and follows player as well - 10 points
- Enemy 3: Enemy that shoots in all directions but moves slower towards player - 20 points

Prototype 2

Tester: Halleigh Fonseca

Emphasise (2)

Says:

- Enemies feel too slow
- Bullets for red enemy could be bigger to make it more difficult
- Red enemies should also shoot more
- To add more diversity to enemies add health bar to them and give them all different amount of hitpoints
- Maybe when you get a certain score you get a powerup in your next shot

Thinks:

- I don't want to die in one hit
- I want to hold down left click to shoot without stopping
- I want the score to do more than give me a final score at the end

Does:

- Shoot
- Tries to hold for shoot
- Move
- Dodge
- Dies/get hit
- Try not to miss/try not to get hit

Feels:

- Enjoyed different enemy types
- Really likes that enemies have different attacks
- Frustrated with one hit kill
- Confused when bullet hits an enemy but does not disappear
- Annoyed when bullet hits them and barely notices

Define

- One hit kill was too harsh and sudden when killed and was not enjoyable
- The enemies felt like they died too fast and it got boring to kill them all the same way

- Clicking every time you want to shoot was too much
- Lack of powerup was disappointing and made gameplay boring
- Bullets not disappearing made it confusing

Ideate

- Add a health bar to player
 - Prototype 1 felt too challenging for player and health bar would make it easier
 - Add 3 health to the player and show it on the UI for player to see
- Give enemies health bars(not one hit)
 - This can be different for each enemy, they can have different amounts of health
 - Enemy 1: 1 health
 - Enemy 2: 2 health
 - Enemy 3: 3 health
- Hold for shoot with cooldown so you don't have to click every time for shooting
- Add powerup when you get certain amount of points
 - A bar that fills up and when it's full you can use it up to get a special type of attack
 - When you get to 100 score you use up the powerup on next shoot that will shoot all around you and insta kill all the enemies
- Make bullets from player disappear when hit an enemy

Prototype 3

Tester: Ana Julia Albernaz Mazzochin

Emphasise (3)

Says:

- I want feedback when I get hit, sometimes I dont notice
- I die too fast
- I want to cooldown to be shorter when I hold left click, feels too slow to be useful
- I can't quit the game at the end screen
- I want more strategy behind my shooting
- I want some feedback when I hit an enemy and it loses health. It looks like im not hitting it when I am
- It's not forgiving enough
- This is too hard
- I don't like that the enemies can push me around

Thinks:

- I don't like the delay when enemies spawn and they dont shoot, feels strange
- I don't like that the powerup gets used automatically
- I want to be able to save up my powerup for when there is more enemies
- I want to regenerate my health somehow
- I can't tell when i'm hitting an enemy

- I wish there was a cooldown on the damage I take from the enemies

Does:

- Shoot
- Move
- Dodge
- Dies/get hit
- Try not to miss/try not to get hit
- Uses special attack/powerup

Feels:

- Did not feel very powerful with only 1 attack type
- Feels frustrated when gets hit and loses health but does not notice
- Annoyed when powerup gets used with no enemies around
- Frustrated when cannot quit the game
- Felt frustrated that there was a health bar when you can't regenerate it
- Felt bored with the lack of strategy involved
- Felt frustrated when they hit an enemy and there was no feedback
- Frustrated when they take too much damage at the same time
- Annoyed when enemies are pushing them

Define

- Powerup getting used automatically felt like a waste most of the time
- There was not enough strategy in the gameplay and got too repetitive at some point
- It was not obvious when the player got hit and was sometimes not even noticed
- Also not enough feedback when an enemy gets hit, especially the ones with more than 1 health
- Enemies should not be able to move player around the screen
- Player cannot quit after game is over

Ideate

- Add different combos to attack enemies
 - This will add strategy to the game
 - If you hit different colors for three hits in a row, you get bonus points
 - Restarts when you hit the same color twice in the middle of a combo
 - If you hit 3 different colors in a row, you get 50 bonus points
- Powerup sometimes felt like a waste
 - Since it was used automatically when powerup bar was full
 - Add button to use special attack instead of automatic on click
 - On spacebar click use up powerup when powerup bar filled
 - This will at to player strategizing on when to use powerup
- Add player effect when hit to make it more obvious when they get hit
 - There was no feedback when the player got hit

- Adding a player flash when gets hit to give player feedback that they got damaged
- Add feedback when hitting an enemy and it loses health but doesn't die
 - Make enemy smaller to show you hit it to show that it got hit
 - Also will add an extra challenge to hit the enemies
- Add cooldown to damage taken by player
 - When player gets hit there will be a cooldown to when they can get damaged again
 - This will make the game more forgiving and easier to play and possibly more fun and less frustrating
- Remove collider from enemies so they can't push the player around
 - Make the enemies just a trigger so they don't push the player around the screen
- Add quit button in end screen for player to leave the game