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 CS 1010 – Intro to Interactive Entertainment  
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 09/24/2024

### **Module 3 - TIO: Design Discussion - Understanding Your Player**

I am still interested in building out a 2D platformer metroidvania-type game. I would want this game to be primarily survival and exploration based, with a goal of making it to the end of a stage by collecting skill enhancing pick-ups. Certain areas of the stage could only be accessed by acquiring new skills such as a double-jump to reach a higher platform.

1. Which of the domains of play do you think you will be offering, and what will that say about the audience that you hope to attract? – When it comes to the domains of play, the idea for the game I have seems to fall into the Novelty domain as it requires exploration and gathering of new resources/abilities to progress the story. There could also be a bit of overlap with the Threat domain, as I would want the exploration to be challenged by skill based enemies that could provide a sense of danger to the player.
2. What age range is your game aimed at? Why? The answer to this question will strongly influence many things about the game: its challenges, its user interface design, its pacing, its aesthetics, and so on. – The gameplay that I would ideally be able to bring to life would be for a more dedicated gamer who is more tolerant of frustration. As such, I would imagine that would likely be a slightly more mature audience of players older than teens. I would want the pacing to be fast, the aesthetics to be dark and gory, and the challenges to require patience and skill.
3. Do you want to be gender inclusive, or do you want to appeal to one particular sex, bearing in mind that this may limit your game's appeal to the other? If the latter, what content and features do you plan to include that you think will appeal specifically to your chosen audience? – No, I don't want there to be gender inclusivity to my game. I imagine characters wearing full robes or armor, where their sex isn't discernable to the player. I don't see an allure to choosing a gender in this type of game.
4. How dedicated will you want your target audience to be? Requiring long play sessions, for example, will exclude some players who don't have the time for it. Go through the list of factors that make up the player dedication and ask yourself if you are expecting them from your players-and if so, how you plan to meet their expectations of your game. – I want the game to have difficult boss fights and difficult paths to navigate to make it to the desired checkpoint on the map. As such, the target audience should be dedicated to the challenge, but should be able to play in 15-minute increments between checkpoints, if desired. Higher skilled players would be able to make it through these checkpoints faster, which will unlock areas/skills to further explore, but the checkpoints will also allow the player to step away from the game to pick-up at a later time.