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**Samenurai**

Documentatie for the Samurai game Jam from the Rapid prototyping kernmodule

# Theme

**Samenurai** is a game about a samurai that is controlled by two people. The game is played by two people who both control the same samurai, player one controls the samurai itself and player two controls the katana of the samurai.

IMAGE OF SAMURAI

# Mechanic

The mechanic that has been prototyped is the player controller who is controlled by two players rather than one. Each player has a different challenge and should cooperate to reach the goal.

One player has the challenge of platforming and avoiding enemies and the other player has the challenge to protect the player from harm by slashing enemies with the katana.

# Goal

The goal of the game is to collect all three coins without dying to the damage conflicted by the enemies.

# Iterations

The first iteration of the game was simple and abstract version. Where the level is very small and there was no clear goal or challenge, only purely the mechanic. Only the player could kill the enemies not vice versa.

A picture containing icon

Description automatically generated

The second iteration added art and a death condition. The enemies were a bit more complex and could actually kill the player. I also added some UI.

A picture containing graphical user interface

Description automatically generated

This time I playtested the second version and got the feedback that it was too horizontal and that there was no direct challenge for the player who controlled movement. So I added platforming, this way the player 1 was more challenged than just walking around.