Exam Game Reflection

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Introduction

This report is a reflection on the game Overkill a Top-down bullet hell shooter made over the course of a semester. This report covers the intention behind the project and the plan, the production process, and a short reflection the projects short comings.

Intention

The project was initially a group effort where a project plan was assembled, to be used for solo production. The initial concept the team came up with was a top-down twin stick shooter where the player only killed bosses, we planned to have the boss fights take up to 3 minutes per boss and for around 3 bosses. A project goal was variable weapon generation and safe zone, where weapons could be upgraded.

The planning phase ended of the 24th of May. For the project plan I assembled a simple prototype to show the concept - this game was built using the prototype as a foundation.

To expand on the prototype, I was inspired by stickmen fighting animations particularly the variants where the stickman will constantly switch weapons during the fight. This changed the project direction to make the player feel like a "weapon master."

So, I adjusted the project plan accordingly (removed safe zones, removed weapon upgrades, reduced bosses to 1) to achieve that goal.

Process

The first system that I expanded on was the variable weapon generation as this was the core feature the game. The original system had issues with using random statistics and the guns would break if used. To approach this issue, I opted to use a system of curated generation (this would give me more control for generation – as I get to set the stats and make sure the guns don't break). To not over scope I broke weapons into 5 types – types of guns that handle differently: pistols, shotguns, smgs, launchers, rifles. I then took the Destiny (Bungie) approach and further broke these types into archetypes: fast-fire rate, slow-fire rate, special. Each gun now was unique and could be referred to with an ID (type , archetype)

This system was integrated with weapon pickup system - and ammo economy designed to make the player run out of ammo but make it easy to get new guns and thus ammo. Effectively herding the player to constantly pickup new guns.

In bullet hells the bosses need predictable attack patterns, to approach this I gave the boss 3 phases, each phase having 3 attack patterns, these barrages are designed to be able to be dodge either through movement or using the dodge.

Each new attack was designed to have told and wind ups.

To make the game less noisy all the bosses attacks were made red.

Reflection

Overall, I like the game, but there some issues that I would like to fix

Currently the iframes system does not work

The tutorial is lacking.

Some patterns are confusing.

Some guns are more desirable than others.