

Prototype analysis for Turn-based combat game (2)

2281696, Robert Johannsen-Hanes 01/04/21

Intention

This is a analysis for a micro project focusing specifically on the communication design of the prototype.

Concept

The prototype explores a turn-based combat system where stats effect everything. The combat system in the game is inspired by the 1st 2 Fallout games combat system where the player can queue attacks and target individual parts of an enemy – this prototype simplifies this system. This is the second iteration of the prototype focusing communication and feedback.

Communication Design

The previous iteration display system was rebuilt for this iteration from the ground up to actually give time to display information before it is processed and applied.

UI: The problem was that in the previous iteration the UI did not explicitly tell the player what was being shown and what it meant, which would lead to the player not knowing where the attacks the queued up were going a what attack was being executed in the queue – this was the main thing to address in the new iteration. The main method to address this was adding new UI elements that updated faster and had more information in them; above the enemy an element was added to show what part the player was aiming at. In the original prototype the combat log displayed the last 3 moves in combat - this was changed to displaying the current action in combat and updating it as combat goes on. Lastly the attack queue UI was changed to display more than 3 attacks

UX: The controls remained the same but an exit button was added, combat log descriptions were made more detailed

Art: A crit animation was added for when the player hits a critical hit, a death animation for each object was also added to help communicate feedback

Reflection

Learning from the previous prototype the combat system was rewritten to allow for the adding of a visual communication system – this allowed for a better combat log display, telling the player the information of the attack and enabling animations to play.

Not entirely sure where the project lands in terms matching the communication design assignment brief, while in terms of how many bugs and robustness the project has undergone an improvement through adding animations, new UI and a better UX - more work could have been done but was not due to time constraints (like adding attack animations, sound effects, skinning the UI).