

## **Prototype analysis for Turn-based combat game (3)**

2281696, Robert Johannsen-Hanes 09/04/21

### **Intention**

This is an analysis for a micro project iteration.

### **Concept**

The prototype explores a turn-based combat system where stats effect everything. This is third iteration of the prototype focusing on level design as well as improving/iterating on concepts touched on in the previous iterations (communication design, data design).

### **Process**

After reviewing the previous iterations a few key issues presented themselves which would hinder the prototypes' ability to effectively experiment with level design namely game breaking bugs, poor communication feedback so these were prioritised.

### **Bugs**

The prototype contained bugs which hindered the data design systems from working properly (limb crippling was broken, action points not being debited, armour not working, etc). A bug in the animations system and unity shenanigans caused the previous iterations build to crash on start up. The critical hit animation system did not play correctly. Fixing these bugs limited the focus on level design due to the time constraint.

### **Communication Feedback fixing**

The player was given an attack animation and UI was redesigned to reduce clutter and increase legibility - The player attack UI was given a black background and text was made white. A remove attacks from the attack queue button was added. More flavour text was added to the combat log to communicate.

### **Level Design**

The aim was to achieve some kind of flow through the combat and enemy behaviour - the player should feel struggle while fighting the enemy. The player was given the ability to heal small amounts at a high AP cost. The enemy was given some amount of AI and multiple attacks to use – where it can use the same attacks as the player and has the desire for self-preservation (if below a 3<sup>rd</sup> health it will prioritise healing), the enemy must also rest at times to regain its AP pool and if it has no AP it can't attack.

### **Reflection**

This iteration of the prototype completely missed the intention for the week it was made in, instead focusing on future proofing the project so work could be completed faster in newer iterations. The little level design work that was done was mostly built as a framework for future enemy archetypes and behaviour patterns – while experimenting with how the combat should feel.

The new animations provided more feedback as after reviewing the previous iteration it felt like combat stood still and the player would not know how many attacks were left or if they were attacking at all.

Fixing the limb crippling system allowed for making the enemy more dynamic and gave the player more combat options (if they are struggling they can focus on certain parts which will eventually affect

the enemy behaviour). More than 1 enemy was planned but due to time constraints have yet to be implemented

Overall, the goal this week with level design was to make the combat feel like a back-and-forth until a combatant dies.

Lastly due to time constraints these issues have not been fixed

- Death animations don't play
- Combat can get stuck on the players turn resulting in a soft lock for the game
- Animations playing multiple times due to unity shenanigans