

# Intruders at the Castle! Reflection on prototype2

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## ***Purpose***

In this prototype we not only focus on data design but also communication and how it affects the whole game system. Movement, control, speed and attacking system have a huge impact on this interactive game therefore the aim of this game is to establish those systems in any way possible to observe the player's emotions and their strategy, as well as how the information on the game communicates with the player.

## ***Description of the prototype***

This is a single player with 6 enemies enemy invading in a king's territory (*castle*) to attack, the player as the "guard" needs to protect the castle by attacking the enemies and destroy them. The player also needs to be strategic on movement to avoid being attacked and at the same be able to shoot without getting killed, keeping track of the speed because moving slowly could be risky. In the end the aim is to destroy all the enemies and keep the castle protected.

## ***Process***

### ***Design of the game***

Focusing on data design, the player moves in four directions using the cursor keys to have more control of the space that is being protected and to move around while attacking to avoid bullets from the enemies meanwhile the enemies move up and down to detract the player however the main direction is towards the player.

Communication is also vital for this game therefore a health system is introduced in this second prototype. In the menu scene a sound audio is used to communicate with player on how to play the game and what the player is supposed to do and that is to avoid confusion when the player gets to the game world. When the player attacks the intruders, the health "lives" of the player increase however when the player gets attacked the lives decrease. This element is used because the player moves with the camera so sometimes it is not that clear to see if the player was hit by a bullet or the enemies were killed, therefore when the health goes down we will know the player was attacked and when the health increase then it means the enemy/enemies where executed.

### ***Mechanics***

To attack, the player has to press a space key to fire towards the obstacle, however the enemy move and attack through a script. The enemies move in the direction of the player while attacking while also moving in upward and downward direction and that is to bring balance in mechanics of the game, just the game is not too simple.

After play testing the balance between the player's movement and enemy movement is not balanced for the game is still easy to complete and does not bring out more of the player's strategies on movement and attacking skills.

## Interaction

Communication is important when interacting with the game world or other players if its multiplayer game. In this game the attack system is balanced with HP, when the player gets shot the HP level decreases and when the player destroys opponents the HP level increases. In the beginning of the player is directed on what how to play in form of audio, the instructions are provided in the beginning with the idea of communication on game play, how the game is played. The game is also improved with a screen shake that whenever the player shoots there is movement in the whole game in that to convey a message that "now" the player is attacking just to spice up the game and to get good feedback.

## Reflection

### *Prototype 1*

Throughout the process of designing this game I learnt that It is very important for a game designer to have balance on the game, The other fancy things can be added once the game is working and has good mechanic. To be able to achieve based on requirements of the prototype one needs to manage time and be flexible regardless of the time constraints.

### *Prototype 2*

On the process of improving the game, focusing on creativity was the main goal because the basics were already covered in the first prototype and the game was improved with health system and screen shake and a sound audio in the beginning of the game (in menu scene) to convey a message to the player on what the game is about.

## References

- [https://www.youtube.com/watch?v=jPd6RU3IRIE&ab\\_channel=BetsyMacDonald](https://www.youtube.com/watch?v=jPd6RU3IRIE&ab_channel=BetsyMacDonald)
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