

# 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 as the main key. 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***

In the gameplay we have one player and an enemy invading in a king's territory (*castle*) to attack, this is where 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 for 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 prototype however there is not much communication conveyed in terms of the design, when the player gets attacked they should be damage control so that the player has more than life, also to make the game a bit longer and to have more interaction and that could not be implemented because of time management.

### ***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.

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

## ***Interaction***

Communication is important when interaction 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 destroy an enemy the HP level increases. In the beginning of the the player as directed on what to play in form of audio, the instructions are provided to begin the game with the idea of the game play or the action in the game. 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.

## 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.

## References

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