

# Intruders at the Castle! Reflection on prototype2

1672977 (Mandaha Shallot Rolivhuwa)

University of the Witwatersrand, Johannesburg 2050, South Africa

WSOA3003A

## ***Purpose***

In this prototype we focus mainly on level design and how it affects the whole game system. Movement, control, speed, game levels 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, their strategy and how the level design affects game flow as well as how the information on the game communicates with the player.

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

This is a single player game with two levels, the first level is designed in a form of a platform type of game. A new scene was created to implement a prototype with stages or actions a player must take leading to the second level and that will be discussed in "process" below. In the second there 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. The first level focuses more on level design than the second level because and this briefly discussed below.

## ***Process***

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

In the first level the player moves in horizontal direction using cursor keys and jumps up using space bar, jump move was introduced so that the player can jump over platforms and enemies. In the first stage the player must jump on a moving platform to get to the next platform. A second stage was implemented with a moving enemy, patrolling left and right. The player needs to jump to the next platform by jumping over the enemy to the next platform on top. Different elements are used to make the game longer and to have a better game flow like moving platform, patrolling enemy and spikes, all this affect the whole game and it also adds feedback for players are able to see what is happening and what actions they must take. At the last platform, the player is then able to enter in object leading to the second level.

Level design brings out more interaction in the game, it makes the game longer and gives more challenges to the player. In this prototype the second level also contribute to level design, however with only one action a player has to take of shooting enemies. Having more actions in the first level makes the player to assume that it is just the end of the game however being able to move to another level can be fun in terms of the challenge or a surprise because of an unexpected event.

## *Mechanics*

To move, the player has to press left and right cursor keys and jump using space bar. 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**

Interaction is important when playing a game, information, elements, the design of the game etc all these affect how the player interacts with the game world. In this game the attack system is balanced with HP, when the player gets shot the HP level decreases and when the player destroy 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 3*

This assignment required an improvement and implementation on the previous game to design and add levels in the game that will enable more interaction, increase play time, create game flow and make the game challenging and fun. After playtesting these were achieved maybe not in fully but most of the aspects were fulfilled by adding a few different actions in each level that a player must take accordingly.

## **References**

- [https://www.youtube.com/watch?v=jPd6RU3IRIE&ab\\_channel=BetsyMacDonald](https://www.youtube.com/watch?v=jPd6RU3IRIE&ab_channel=BetsyMacDonald)
- Unity2D Space Invaders  
[https://www.youtube.com/watch?v=cnfwNzpollA&ab\\_channel=StephenBarr](https://www.youtube.com/watch?v=cnfwNzpollA&ab_channel=StephenBarr)
- <https://notlaura.com/a-template-for-analyzing-game-design/>
- <https://forum.unity.com/threads/how-to-record-our-voice-through-unity.493258/>
- <https://docs.unity3d.com/ScriptReference/Microphone.Start.html>
- <https://docs.unity3d.com/ScriptReference/Collision2D.html>
- <https://supermarioplay.com/>