MDA analysis, Level Design; Child of Light

1672977 (Mandaha Shallot Rolivhuwa)

University of the Witwatersrand, Johannesburg 2050, South Africa

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Introduction

In this analysis we discuss the MDA framework (Mechanics, Dynamics and Aesthetics) of the game with respect to level design. Level design is the creation of game levels, developing stages in a game where a player has a chance to take different actions and explore more on the game. We will breakdown the design of the game, elements used, rules, gameplay etc. reflected from the player and the game designer's perspectives.

The MDA will help us to discover the relation between the design of the game and the game artifacts, thereafter we get to view the player's response or results after game consumption. We also use readings by *Scott Shumaker* to give more description on Aesthetics and game system, the fun and appeal projected by the dynamics of the game.

Background

Child of Light is a fairy tale, platforming role-playing video game that was released in April 2014 and published by Ubisoft on these platforms namely, Windows, Switch, PlayStation 3, PlayStation 4, PlayStation Vita, Xbox 360, Xbox One and Wii U. This game is about a story of a young girl called Aurora, a princess to the Duke who ventures in a fantasy world in the land of *Lemuria* to save her kingdom and to get back home/to her people by finding the missing moon, stars and the sun. This game takes players through the journey that Aurora takes from the beginning until the end as this game is based on a story line with choices that a player takes to complete a mission and move to the next chapter.

In terms of control, we can see in the first chapter that the first player uses the cursor keys to control the leading actor, Aurora and the second player controls the firefly "Igniculus", according to research this was done so that parents can play this game with their children but in general this is to have more interaction in the game and create a chance for second players to join in as more characters are brought up in the game. The game is a good example for Level Design because it is built up of different layers that form stages of the adventure that the player must take and in those stages of the game there are places with different actions that a player must initiate or take part in for an example; battles, casting spells, entering to places and collect treasure, trading, meeting up new characters and partnering with them.

There are other playable characters in the game, they form part of the adventure and help the main character to complete the mission as she moves from one mission to another namely, Igniculus (the firefly), Rubella, Finn, Robert, Oengus, Genovefa, Norah and Golem. All of them have their own roles and they come with their own story line backgrounds and they also have abilities or attack skills they use while fighting battles when helping the main player. The developers of the game used a unique spectacular idea of creating a game with a storyline like a movie which can be followed and more interest in players arouse to find out more throughout the story line until the end of the game.

Objectives