

Intruders at the Castle! Reflection on prototype2

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Purpose

In this prototype we focus mainly on level design and how it affects the whole game system. Movement, control, speed, game levels and attack system work together to bring interaction in game, game flow and feedback 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 the game system 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

Level 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 but if the player falls off any of the platforms the game ends.

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.

Interaction

How does the level design affect interaction?

Interaction is important when playing a game so that is, how the information is shared to the player, elements used, the design of the game and how the game is played etc. All these affects how the player interacts with the game world. In this game an attack system is used, more levels with different actions are added, and sharing of information to the player furthermore, this enables player-game interaction. We also have game-game interaction where different elements work together in the game to bring out a certain action, in the game we have moving platforms, static platforms, moving enemies, shooting enemies, and obstacles (spikes), which work together to give an excitement and challenge to the player.

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 completely but most of the aspects were fulfilled by adding a few different actions in each level that a player must take as the proceed to the next level.

References

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