

# Intruders at the Castle! Reflection on prototype

1672977 (Mandaha Shallot Rolivhuwa)

WSOA3003A

## **Purpose**

Movement, control, speed and attacking system require data input while other elements used in the design of the game which show manipulation of data. All this show and have a huge impact on game interaction, therefore the aim of this game is to establish those systems in any way possible and observe the player's emotions and their strategy while playing the game.

## *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. The enemies' movement is scripted, they move up and down to distract the player however the main direction is towards the player, this kind of movement was implemented to balance the game because if enemies were moving in one direction towards the player it would be easy for the player to win the game, more like an 80/20 % for the player to win and complete the game without any challenge as the player will focus in one direction, aim and shoot all enemies in seconds.

The prototype also has a form of data system that carries out communication since that is also vital for the players 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.

## **Reflection**

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.