Basic-Interaction-Model

An interaction model in general is a structured system that has players engage in the game world via the systems that the game sets in place. The engagement happens when a player provides input that the game accepts (i.e. jumping, pressing levers, etc.) that then results in an objective being accomplished or the game world being changed.

1. Written description of the interaction model, including the objective of the interaction

There are two interaction models that are implemented in the game that was made in Unity. The first interaction model is that the player must stand on the purple trigger/pressure plate in order to complete the objective which is to open the purple door. The second interaction model is the player collecting the apple sprite object in order to complete the objective of beating the game which is shown by a victory screen menu that gives the user the option to quit.

2. Brief write-up on how this interaction model can be used in different parts of the game and why

The two interaction models that were devised in this game could be placed elsewhere to expand the game's playability. The door opening interaction model could be placed throughout the maze in the game and be placed in a way so that the player must actively search for the trigger/pressure plate. The door mechanism could also be added to enter new scenes/areas after the player crosses the door. adding either of these parts to the game would increase the difficulty of the game and make the game more engaging. The addition of these mechanisms to these different parts can allow the game design principles of Engaging Core Mechanics and Maintain Game Flow and Player Experience respectively. The second interaction model, Collecting apples, could be expanded upon by adding a higher goal of the amount of apples you need to achieve victory. The apples themselves could be placed throughout the maze instead and provide an added search-like objective. Another part that the second interaction model can be added is after collecting X amount of apples, the player could be rewarded with a power-up instead of ending the game. The addition of these mechanisms to these different parts allows the game to follow the game design principle of Engaging Core Mechanics and Offer Feedback and Rewards respectively.