Day 2

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1: examples of game ruined by

\*Market driven

– dynasty warriors 9, nothing more than a hack and slash game, added open world to look new but not helpful.

\*Designer driven

- Lionhead studios ‘black and white’ designer made the game he always wanted to make.

\*License driven

– Friday the 13th game, not enough game play, the controls are horrible, selling just based on the name

\*Tech driven

– Heavenly Sword, focused heavily on new motion capture and realistic expressions ‘as much fun to play as Mass Effect’. Needless to say, the reception was so flat, what was supposed to be a new franchise never even saw a second instalment.

\*Art Driven

- Agony, a game with an obvious art style but nothing else going for it.

2:Mario bros 3 game design

Concept: Mario must save the princess by making his way through platform levels to challenge Bowzer.

Genre: Platform, adventure

Mechanics:

run left and right, crouch/slide /down pipe through d pad. Power run/fire power up with B, Jump with A.

Can jump on some enemies, enemies with spikes or teeth on top cause damage.

Shell enemies become projectile weapons.

Power ups found in blocks that must be hit to release contents.

Life bar shows total lives, with power up can take 3 hits to die, power ups act as healing items as well as weapons.

Developed for Nintendo, proprietary game system already exists.

Shell Menu:

Start menu: select number of players

World map, levels available as previous levels are completed.

Select menu: items, pause

Player interaction: instructions on screen, a few small pvp mini games

Audio files for jump, death, custom back ground music

Target audience: Mostly children age 5-16

Key Characters, Mario, Luigi, princess peach and Bowser

Game world continuing from previous games.

Modifications we would make if game was redone today:

Add a save button/file system

Graphics upgrade

More/varied power ups

3: Bacon bits

Concept: shoot the bacon to bits

Genre: arcade shooter

Mechanics:

Life bar shows total lives, score on the right

Move left right, shoot

More bacon moves faster at higher levels

Shell Menu:

Start menu: start button

Pause menu: pause/resume

Player interaction: single player

Audio files for “pew pew” noise, elevator music background

Target audience: Mostly children age 5-16, nostalgic players

Key Characters, Bacon and tank

Hardware- made for Atari 2600

Game world – not really, black background