Prototype 4

Procedural Generation

Although this prototype was scraped before it was begun, we felt it still warranted discussion as an idea.

The discussion on whether or not to continue with this prototype came after our visit to Runaway Games. The feedback we received at Runaway was similar to that which Lech and Nick gave us during our team meetings, highlighting that procedurally generated levels could easily become “flat” and that it is much easier to hone a player experience using pre-created level. We also recalled Lech’s comments about players learning through repetition how to beat a difficult level and concluded this would be a helpful feature for our target audience of casual gamers. Finally, also after our talk with Runaway, we decided to remove the tactical map view from our game. As part of the reason for including procedural generation was in aiding in the extension of this map, we finally concluded that the feature should be scraped.