Prototype 3

Concept Art – ConceptArt.pdf

This Prototype was worked on solely by Simon. On Monday, he developed enemy attack concept design. The first part of this consisted of research, as Simon would look up videos on youtube and play popular ‘shoot em up’ games, and look into what enemy types they use. From here Simon decided upon which enemies would fitted in our game and which wouldn’t. From here he drew images of the twelve enemies that he thought worked. From this prototype a group of enemies, which we plan to add to the game, were chosen. As not all of the enemies have been tested specifically in our game it is unknown if they all work well in our game, but as they work well in similar games, it is expected to be the case.

Over Monday and Tuesday, Simon also developed some level design concepts. At the same time as researching enemies, Simon researched how good game levels were designed, (how the enemy formations were grouped, and what situations were more enjoyable). From here he worked on producing an image using the enemies he had already designed to build a level. This involved drawing a group of images that showed how when the enemies would approach. This image was compressed on the x-axis, but the formations are clearly displayed. At this point Simon was unsure whether procedural generation was going to work, as specific positioning and combinations of groups of formations seemed to be largely what made the game fun.

After the pitch at runaway games, the whole group decided to scrap procedural generation, and a prototype level was built so that other levels can be designed off of it. This level isn’t completely tested, and so it is unknown whether the level is a good model to use, but as it is based off of other levels that work in other games, we believe it to be a sound starting point.