

For this week, the focus was on effective communication design. Communication design is important as it conveys important information to the player. As this prototype built on the previous one, there was no need to build a whole different system. The game is simple in design, so communication design was implemented primarily to improving game feel and improve visual clarity.

In order to improve game feel, a couple of improvements were added. Since the game systems in the game are bare bones in design, it lacked a way to close the game, so the first improvement was including a way to close the game. This was done simply through a button press, specifically escape. Since there is no dedicated close button, pause or main menu, a simple line of text was added to the top left corner to inform the player how they can close the game. Another improvement on game feel is the time between state changes, specifically the switch from the START to PLAYER states. Initially, it took two second to switch between the two but it was reduced to 0.25 seconds.

In terms of gameplay, the player only has three options when it is their turn, they can either attack with their base attack or special attack with their third option being to heal. The enemy on the other hand only has an attack during their turn. The prototype previously had no impact when either the enemy or the player successfully hit. To show the player that information, a simple screen shake was implemented for both player and enemy hit. For the player heal a particle system was added whenever the player healed. When either the player or enemy die a small explosion particle effect was created for both. A red effect for the enemy and a green effect for the player.

REFLECTION

As this was a prototype, the focus of the implemented changes were more on functionality than visual pleasure, for example both the player death effect and the heal effect look too similar even though they are two different particle effects built differently. This could cause more confusion instead of clear communication. An inclusion of clearer visual effects should improve the communication of the actions happening on screen.

Screen shake is very prevalent in this prototype build. It is necessary as it conveys that a hit landed. However, the magnitude of the screen shake is too high. This is partly due to the way it was implemented, as this screen shake is done through animating the camera and not through code. This in turn creates a less flexible system to work with as a designer. This lack of flexibility means that the aggressive screen shake is implemented to all attacks regardless

of magnitude, therefore making every attack feel the same. This creates a disconnect in communication between the player and the game. To change this, a screen shake implemented through code could give the designer more freedom in adjusting the magnitude and duration of the screen shake. This in turn would make differentiating attacks easier and give more impact to harder hits – such as the special attack - compared to other attacks.