- What are some emergent strategies that are created by your game rules?

The game we created includes certain emergent strategies. In order to get win the game, there are three requirements, first the player needs to avoid colliding with all kinds of traps, otherwise the player has to restart the game; second the player needs to collect all the loots in the game safely; the last the player needs to get back to the original safe house. In the game, the player can use ‘shift’ to boost, but the strategy is, you do not want to holding ‘shift’ all the time, cause if you are going fast then there is a larger chance to collide, so the player need to use ‘shift’ appropriately instead of all the time, this is one of the emergent strategies.

- What are the non-linear aspects of your game that make it emergent?

The game has several objectives that need to be accomplished, this requires the player to do some certain actions for different objectives, which makes the gameplay emergent. On the other hand, the game has certain narratives under different circumstances, these messages let players know what to do next and how many more goals that still need to be accomplished, this also makes the gameplay being emergent.

- What are the free-play ("variety, novelty, surprise") aspects of your game that make it emergent?

The game includes different types of traps that keeps the player from winning, each trap has their own functionality and ability, also the player can customize their own look, I think these are the varieties of the game. The game has different loots for the player to collect, and there all also different kinds of elements in the background, I think these are the novelties. While the player is playing the game, he can only see two kinds of trap at the beginning, as the playing move forward, there will be another kind of trap, which gives the player a little bit of surprise, then the player will encounter another kind of trap which is really easy to get hit by, so this is another surprise for the player.

- How is the randomness in your game contributing to positive gameplay?

Our game includes many randomness, the different kinds of traps just moving around in the air, this is once of the randomness. For the positive gameplay experience, our game keeps the player engaged but not overwhelmed, the game creates fun and does not create too much frustration, the player would want to play the game over and over again after they failed.

- Does your game have any positive or negative feedback systems?

Our game does have some positive and negative feedback systems. For example, in our game, there is a little head up display that tells the player how many treasures left to discover, so as the player collecting the treasures, the number goes down, this makes the player feel he has made some progress, so this is a positive feedback; another positive feedback system we have is that, once the player collected all the treasures, there will be a head up display that tells the player to go back to home, this also lets the player know he has made another progress or improvement. The negative feedback we have in our game is that, if the player collided with any of the traps, he will be starting over from the very first beginning, so this is a really huge penalty for the player, as a negative feedback system. On the other hand, one of the negative feedback is that, as time goes on, the game will be more difficult.

- How do you design the game to avoid having one optimal strategy?

If the game allows players to have an optimal strategy, the game can be easily beat, in order to avoid that, we decided to create different types of traps, to challenge the player. We designed four types of traps because if we only designed one or two, the game can be very easy. In our game, the player can boost the speed, but he cannot use boost all the time during the gameplay because this might be a negative action while encounter with different kinds of traps. All in all, because of the various traps we created, the game does not allow any optimal strategy for the player.

- How does your AI contribute to the core mechanic and not as just an obstacle to the player?

The AIs in our game would not attack the player, they are just there and waiting the player to make a mistake, so this requires the player to be very focused, these AIs are challenging the player and keep the player focused.

- How are you keeping the players involved in your game through your core game mechanic and flow?

In order to player our game, the player needs to be extremely focused, because this game does not allow any mistakes, if the player made a mistake he has to start over. This feature keeps the player involved all the time though out the gameplay.

- How are you using rewards to reinforce player behavior?

The rewards in our game are actually treasures that need to be collected. The treasures do not actually reward the player, but they do let the player feel better because he is getting closer to complete the objectives.

- How does your game flavor and narrative create fun?

The game has certain narratives, they mainly give positive feedbacks to the player, this makes the player feels confident. In order to make the game fun, we created many challenging obstacles but extremely difficult, the player needs certain strategies and tactics, so the player will feel better about himself if the got through some traps, this creates fun for the player.

- How are you allowing the player to demonstrate skill mastery?

In our game, we allow the player to customize his look, on the other hand, the player has a skill which is moving faster. If the player use this skill, the player can either go faster and complete objectives faster, or crash to the obstacles more easily. So the player has to be careful to use this skill mastery.