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Block 3 Project Report

Game Creation

# Introduction

In the realm of game design, simplicity meets complexity as designers aim to create captivating experiences. Each game has different components that come together as a whole, captivating players through realistic gameplay, intricate gameboards, dynamic scoreboards, and immersive multiplayer modes. In this project, our objective is to delve into the intricate interplay between these components, exploring how they synergize to elevate the overall gaming experience.

In the current design for the game, I have tried to prioritize simplicity and intuitiveness and balancing it with little complexity in order to provide a captivating experience. As such I have created the game with three frames. As the players start with the game, they are greeted with a frame containing a title and play and exit buttons. This allows players with clear navigation options, allowing them to quickly get into the game without much difficulty, setting the stage for a seamless transition into the gaming experience.

The second frame introduces the players to the heart of the game. This frame contains three inner components: a dynamic text message, 2 static text messages and a game board. The dynamic text message is the most visually striking, the static being the second most. This allows the players to constantly be updated on whose turn it is and the rules and method to play the game as it will be in sight at all times.

The third frame allows the user to see the result and exit the game. It is kept in a simplistic way that allows the user to see the result and quickly exit the game.