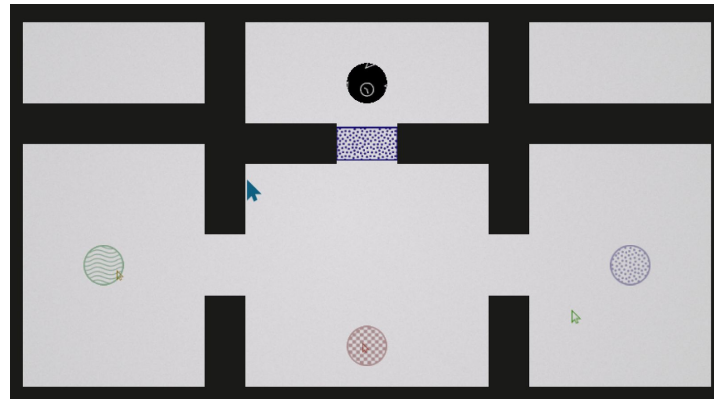# Project 3 Justification Document

Prototype Game: **ChronoCursor**

Creative Process: What was your initial concept for this game, and how did you decide on that concept?

My process for this game was actually very different from any other game I've ever made. For whatever reason I thought this game had to be a puzzle game and found myself out of ideas after having just made a puzzle game for the GameJam. I begin asking my friends and brothers about what their favorite puzzle games were. The two that sounded like their was the most room to expand upon were the suggestions ChronoTron (which can be found in my R&A doc) and SeppuKuties. ChronoTron was a puzzle platformer that involved rewinding time and having clones of your former self running through the level. I wrote extensively about what I took, changed, and improved upon in my R&A doc but the tl;dr is that I felt the format would have been more puzzle-centric as a non-platformer game and some of the mechanics (i.e. paradoxes) were unnecessary for the general feel of the game. SeppuKuties had an interesting mechanic where previous limited lives could be used as blocks. I took only this mechanic in determining the player could only clone themselves a fixed number of times in total and would have to replay levels to earn back lives. I felt like this allowed less experienced players to still play through the majority of the game even if they weren't coming up with perfect solutions.

Any playtesting that you did, both on your own and with friends, family, etc.

Given that the core ideas were provided by friends and family the bulk of the playtesting was done by them. Every couple of days I would send out the build to the people who were most interested in the game to get an idea of whether or not it was achieving similar mechanics as the games they played. In addition to this whenever I had the opportunity I would try to let people who had no experience with the game do a blind play test. This mostly included other people in my house and my fellow WSoft officers.

Describe some of the feedback you got on your initial designs or how players reacted to the game. How did this feedback influence your design? How did your final product differ from the game you had in mind at the end of the brainstorming phase?
For the most part players enjoyed the game if only for the interesting mechanic.

My friends who had played similar games found the game to still be a challenge given the mix of time-rewinding and live-preserving. In addition to this I found these were the types of players who would frequently try to *par* every single level. As this challenge was very fun for them, I tried to make reaching a low *par* the challenge for this type of player and modified many of my levels to have a challenging *par* while still being accessible to newer players who were taking more of a brute-force approach.

Some of the players who were new to this type of game also adopted this more challenging playstyle, but most would just mess around and use up almost all of their lives up on the first couple of levels. In fact, on two separate occasions I saw players use every single clone up on the first level. The first major change was the the inclusion of actually showing the *par* for each level so that new players had an idea of where they were perhaps messing around a bit too much. Blocking off later content using the life system also helped as this type of player would be forced to return to earlier levels and relearn mechanics that they had maybe missed. While they were having fun, I felt like there was room for them to have more fun if they were playing at a higher level. Because of this I added basic levels that would help to teach the player certain strategies instead of expecting them to figure it out on their own in a larger level.

In addition to this, the professor mentioning his color blindness led me to change most of the graphics to be based on patterns rather than colors. This can be seen below.