# Digital Scripting Assignment Part 1A Character Emotions

The game I have designed is based on an space environment where the player has to get the MC to the gate which will then teleport him back to earth.The player have to do this before there oxygen tank runs out of oxygen and therefore dies. The player’s oxygen level is represented with units of time which is shown on the HUD on top of the level screen. If the player does run out of time to reach the gate the automatically lose and have to play the level again.

Whist the player is playing my game they will be experiencing a lot of emotions. The first emotion they will experience almost strait away after entering my game is strategy. The player will experience this by trying to find a route through the level by landing on the platforms to reach the gate in order to win the game. Also some of these platforms benifit the player and some do not, also in the level there will be pickups of time the player can choose to gather and risk wasting time finding and collecting them.

This will then lead to tension, frustration, fierro and relief. The player may experience tension because they may need to wait for the platform to reach the MC and the player may tense up and think if it is a good idea to jump onto that platform or not causing them valuable time. This will then lead to frustration and/or relief. The player may experience frustration because they may miss the platform and therefore have to restart the level from stratch and lose all progress they made into the level. On the other hand the player may experience relief because they may have jumped onto a platform which helps them save time as well as gather pickups which will also help them complete the level. This all comes under Hard Fun.

Some players may experience some curiosity in the game. They may experience this because there are many different ways to complete the level and not just one, therefore making them think what is to come in the level. This is also linked to the strategy the player takes to complete the game. This comes under Easy Fun.

Some players may also experience so Zen like focus in the game. They may experience it because the game requires some patience and concentration to time the MC’s movements correctly in order to progress through the level and game. This is also linked to the Tension player emotion. This comes under Serious Fun.