

Unit 15 P2

Chris

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1 P3 Create a design for an identified game concept

1.1 Game element

1.1.1 navigation

The navigation in the game is done by providing important information to the player to the player by either using a Heads Up Display(HUD) for example compasses,maps or arrow signs. Both of these methods are helpful in games and their use depends on game's genre and how the game designers want the player to experience the game.

The HUD said by Greg Wilson in the article *Off With Their HUDs* described HUD as "A collection of persistent onscreen elements whose purpose is to indicate player status. HUD elements can be use to show, among many other things, how much health the player has, in which direction the player is heading, or where the player ranks in a race"

1.1.2 scoring

Scoring in games are key component of game mechanics and it provides a mechanic where the players get rewarded with point value whenever they accomplish a task in the game.

1.1.3 movement

The movement for the game is Moving a character is so common in games that players and designers often take it for granted. However, while it can be tempting to use the default movement options in a game engine, designing great movement can make simply controlling a character fun.

1.1.4 interaction/controls

three main principles for good game controls are:

1. Accessibility - the controls should be easy to learn and use, and take into account physical and cognitive limitations
2. Intent Communication - the controls should communicate the player's intent in a way the player expects and create a feeling of full control
3. Expression Space - the controls should give the player enough expression so that they players can master while also keep a sufficient level of variety.

Accessibility If we want our controls to be easy to learn and use we need to take into account everyone physical and cognitive limitation

1.1.5 conveying information

Classic tutorials are one of the worst ways to convey information to the players about the game. These levels are are often some of the least fun parts of the entire game and some are un-skippable these are worst, making them not every effective at their job.

1.1.6 sound

Designing Sounds in a game are: Talking about various sounds found in a particular game, those could be generalised to the following types:

1. Sound Effects - The sounds the objects in the game game make
2. Music - A game has 2 or 3 main themes for example menu music and the level music
3. Voice-overs - are the character lines

1.1.7 levels

Their will be 5 levels in our game and all of them are going to themed after our clients food. Each level is unique and different from each other

1.1.8 enemies

The enemies of the game will be small and easy to hit since this game is designed for kids and young teens. The height of these mobs will be half height of the player character

1.1.9 problem solving

There is a small amount of problem solving in our game because we are 2D platformer and we have small traps and enemies for the player to get around. The traps are disguised to hide/blend them into scenario so that they "get" the player, the traps do look different enough that the players can detect and dodge the traps.

1.2 Interface design

1.2.1 layout

it is a 2D player duhh

1.2.2 colour palette

The colour palette is going to be bright eye catching colours for the

1.2.3 text styles

The text styles is

1.2.4 sound

The sound for the game is basic as can be and will be kept to minimum

1.2.5 stage/scene

1.2.6 actions

Actions that will be done are fighting enemies and

2 P4 Produce a logic structure for the identified game concept

include diagrams to give evidence about the structure for the game. Give clear definition of objectives of the game. Flow chart showing the flow of the game through single or multiple layers with single or multiple players.

Include visualisation or written planetary designs or a combination of both and including alternatives, together with diagrams such as flowcharts.

3 M2 Prepare alternative interface designs for the identified game concept

Prepare alternative interface designs to the one identified in P3. The alternative designs must contain enough detail to enable them to be understood by a third party. Evidence can be extension of P3 and be presented as additional visualisations or written explanatory designs, or a combination of both.

4 D1 Justify the design rational for the identified game concept

Justify the design choices and explain why they are suitable for the identified audience and purpose of the game concept. Evidence can be an extension of P3 and M2, and can be addition to the design documentation, a presentation or a report, but should reference the designs submitted.