Power ups & Items in Our Game

Even if we are able to code and implement ALL of the power ups, we should not.

This is some information on power ups; what we should have and why.

* Too many can mean that our game revolves around the power up similar to Mario in the way that the gameplay has a large amount of powerups involved and revolved around them.
* Some can inconvenient (like wasting water as explained in one of the powerups)
* They can change the way the game world is interpreted and traversed – or even change the look or structure of the game world itself.
* Power-ups can impact on the player experience

We should implement minimal amount of power-ups and focus on making the initial gameplay hooking and interesting. This is meant to be a short, QUICK to understand game to play with a friend. Too many power-ups can lead to players feeling over-powerful or on the other hand feel like it’s almost pointless to play due to the fact there’s so many things going on around the screen.

Introducing each power-up is also alone a hard situation, we don’t want players to read a lot of text to understand how to play. Must be easy pick up and go.

At our next meetings we should discuss at least the thoughts about what affect these power-ups can have on the player experience and rather than give the players more things to do.

Further information if you wish to read is below.

http://www.digra.org/digital-library/publications/the-power-up-experience-a-study-of-power-ups-in-games-and-their-effect-on-player-experience/