

CONCEPT IDEAS

INTRODUCTION

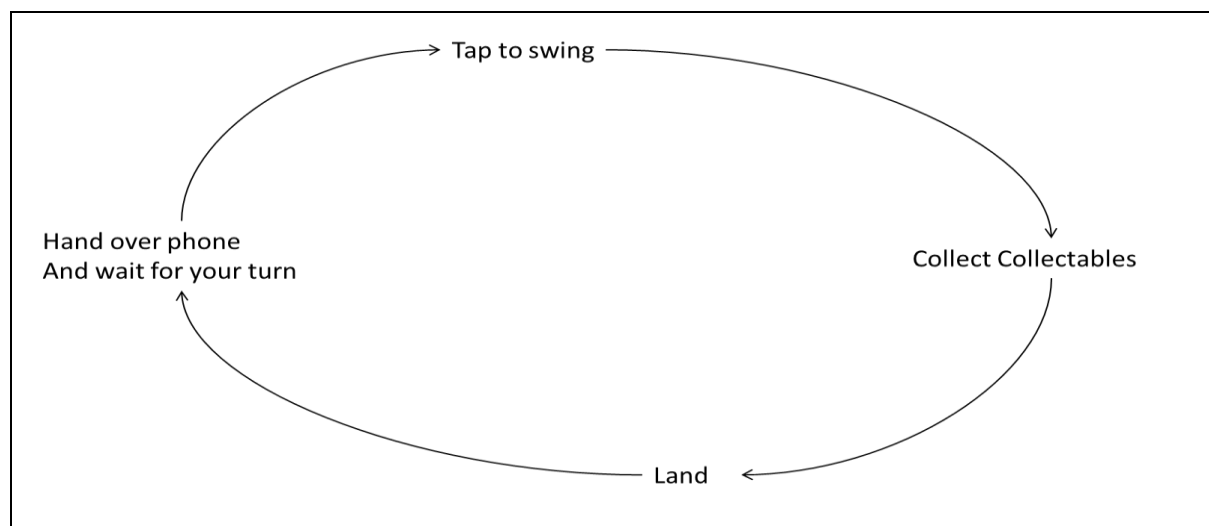
I have designed three game concepts which I have based of our team make up and how the users will be interacting with the phone. Our team structure is very design heavy, so I have designed these games to have more design aspects than programming. This will hopefully not put too much work on Dan *our programmer* and no work on designers. I want to use everyone's abilities to the fullest so we can all have a lot of involvement and make something we can be proud of. I have written up my journey of making all of the games.

DeKoven, B. "Changing the Game" in Salen and Zimmerman (eds) (2006) pp 518 – 537 tell us it is easier to change the game than the player and offers solutions on how to do this which I have kept in mind when designing these game concepts as well as the dopamine teaching from this lecture https://www.youtube.com/watch?v=NF7aJMXU_W0&list=LL590Ojd0JGpZQPonxZHiHBA&index=1&t=6s "GDC China 2013 - The Psychology of Freemium"

1ST CONCEPT

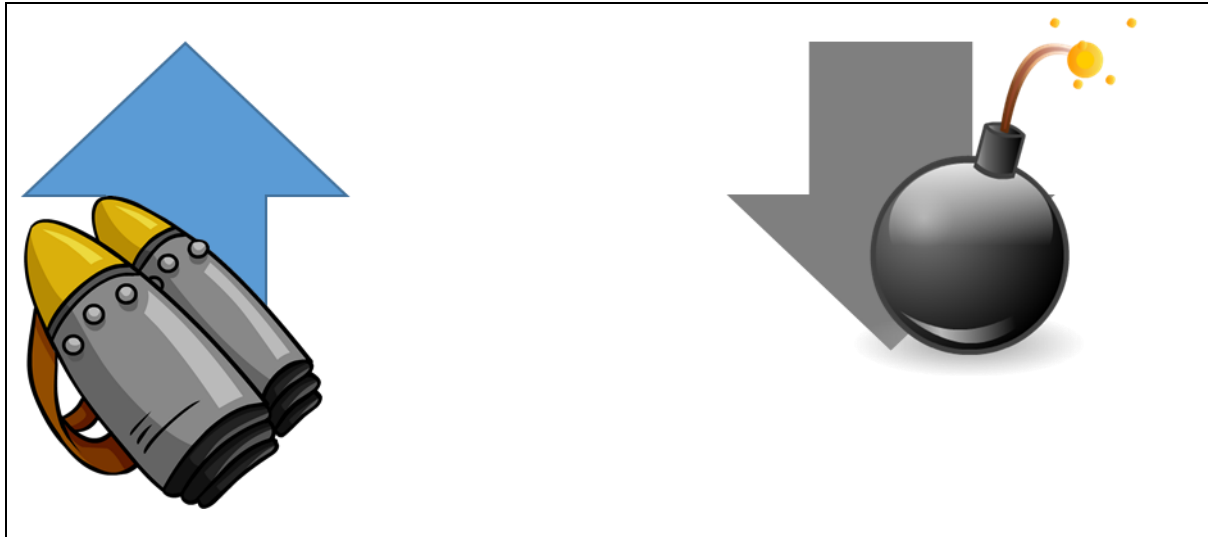
I will take the best part of leap day and another line. Players will take turns throwing their avatar up the "tower" using the mobility function from another line. If the character hits a wall or object it won't end the game it will just force them to land on the platform they collide on something with. The platform for each tower will be like the Mario dot platform, you can travel through it going up but not down Some platforms later on will have blocks that block the player from passing through to create more of a challenge. Collectable will also be available and will equate to points and can only be gained by one player, to add an additional goal and streak of competitiveness. When the players are passing over the phone their characters will wait on the 'swing' mechanic. Once the player taps they will swing off and land as appropriate.

Hopefully while player is waiting for that moment to tap, they'll have their goal in mind and will be anticipation their outcome causing dopamine. The game loop will be: -

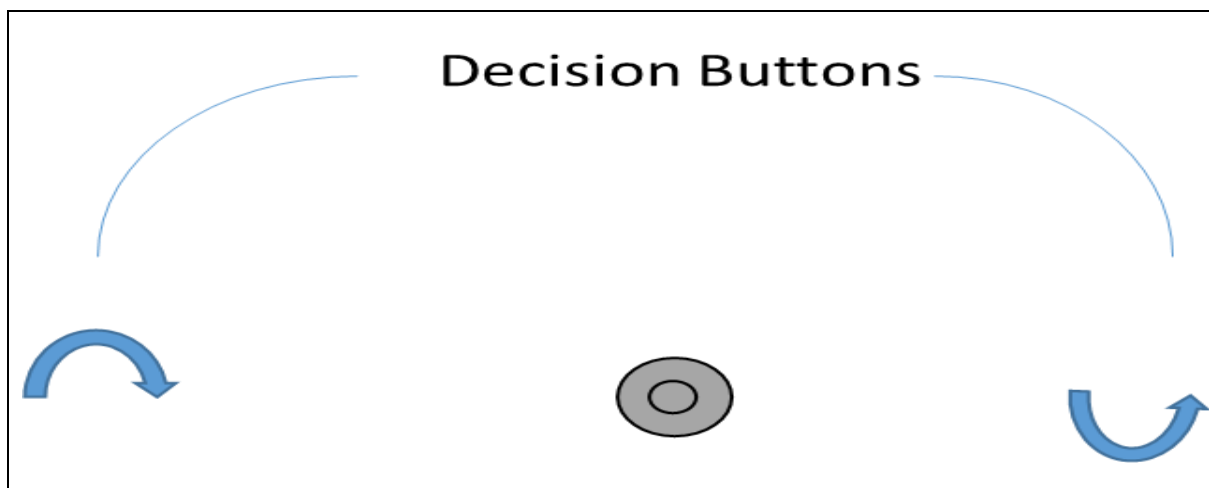


The game fits the brief as it 2D, engaging, simple but hard to master. The mechanic might change to something easier or more creativity different on my part.

It could be firing out of a cannon or be on a float terrain and act like golf. Move an arrow to appropriate direction and hold and release for varying power on the movement. Should have power ups to boost height taken and also one to decrease.



Also we can't predict play conditions as I mentioned earlier. So this game and the others will have options to make the game quicker. For this game it will be limiting the rounds, choosing if you want the effects or not. Before avatar swings, the player selects which way.

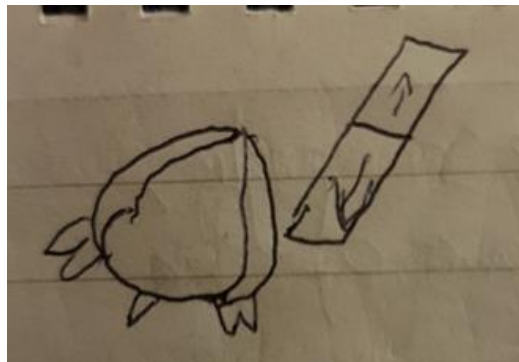
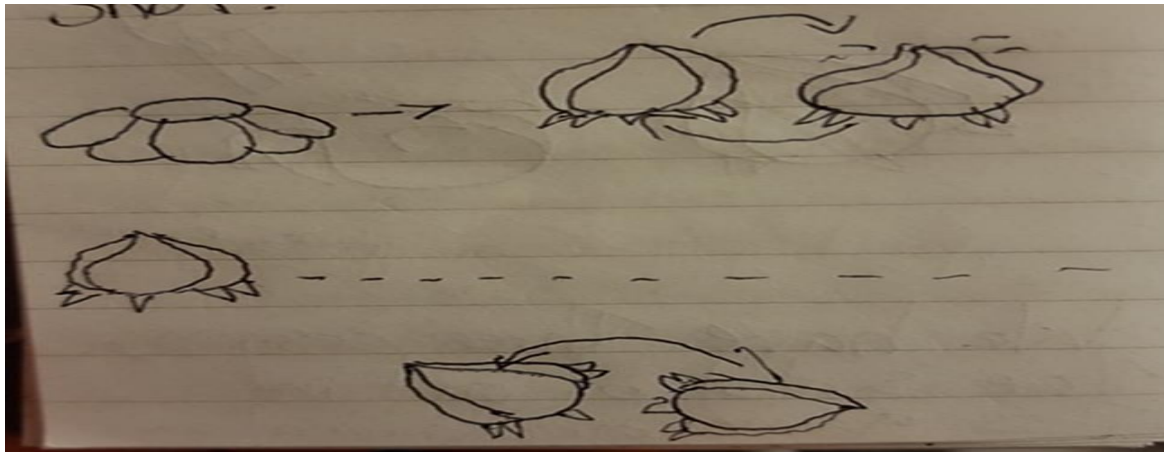


CHANGES

The mechanic has changed. I want to build base the level design around a jungle ruin theme. Along the sides will be solid gold ruins, with vegetation and some water effects. I'm also changing the mechanic for a more fluid way of playing and also something that fits the theme more. The new mechanic enables more

interactivity and hopefully will build more immersion by following Csikszentmihalyi study of flow, Providing a steady growth in challenge. The multiple input decisions could build up more dopamine too.

The motion mechanic will be changed to a tropical flower, which shoots the player upwards. Once the avatar jumps into the flower, the flower will begin to move side to side, once the player tap again it will begin to rotate, once the player taps a second time it will begin its final stage of calculating the power of the shot. The final tap will launch the avatar from the plant with the force gained by the power meter. The plant will animate with the entire process as shown.

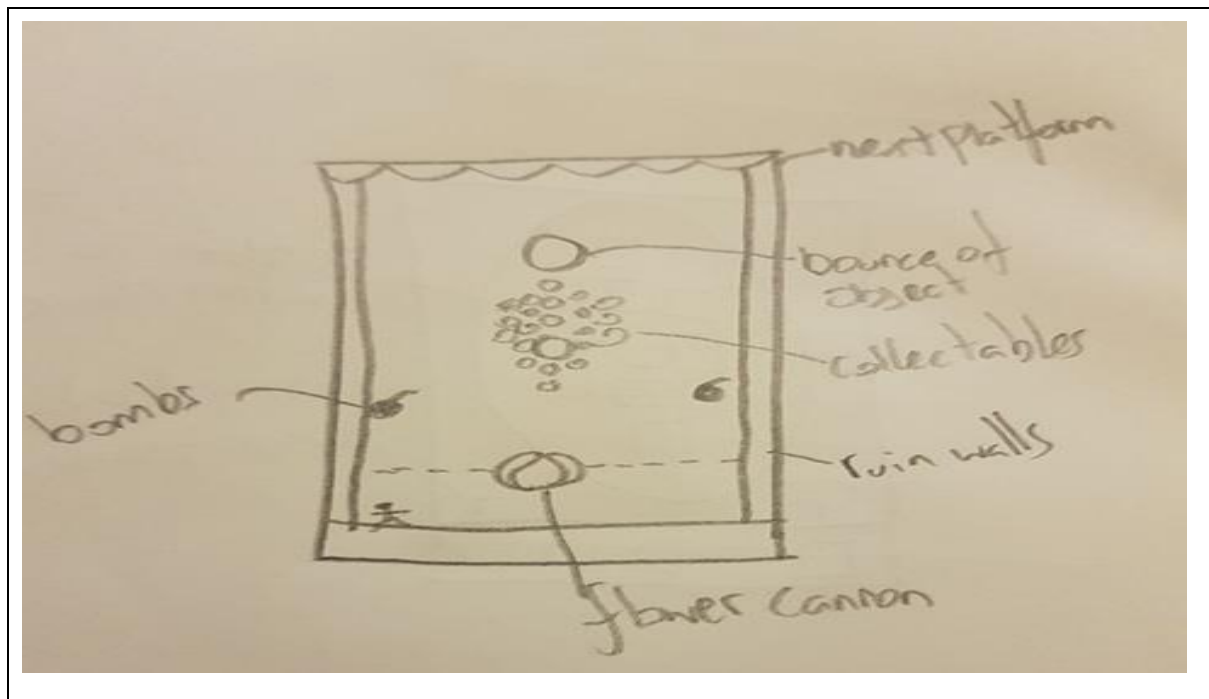


We have three designers, there is a lot of art in this game and animation though I don't believe it's over scope. There is a £10 Animation program on steam for 2D Sprites, I have bought it so we could share the usage of the program and make all the animation and art more easily. We can put up the tasks and a designer can take What challenge they feel up for. Additionally, would like to take about selecting characters; please try to think about how realistic this concept is. Along with how many we could do. I just thing having another choice will make the player feel more involved.

ADDITIONAL CHANGES

Get rid of the rocket power up and provide a more desirable collectable that gives more points. Bombs are "enemies". When the avatar blasts out of the flower the character gives an eating animation to eat the fruit and the bomb; the bomb will implode the avatar in a poof and respawn on the platform.

ART WORK



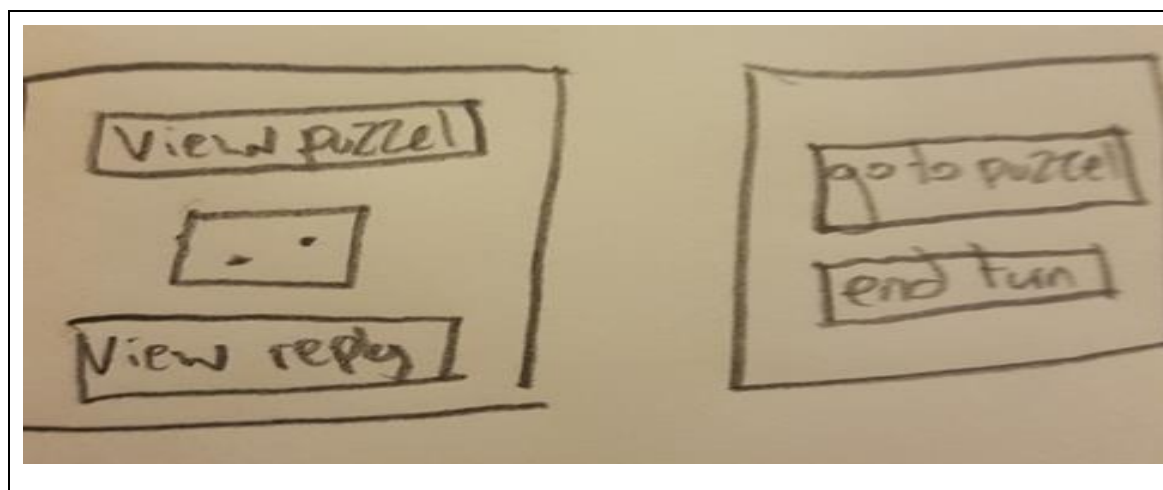
2ND CONCEPT

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A concept of chance and what you do with it. The pieces are first a light colour. This colour cannot attack. The pieces move with a dice throw, you can then move any piece based that number of spaces. The first goal is to get it to the opponent's sides. There it becomes a darker version of that colour. It can then attack enemy pieces. This can create a lot of decisions for the players do they go to get more "attackers" or attack. Here is some rule examples.

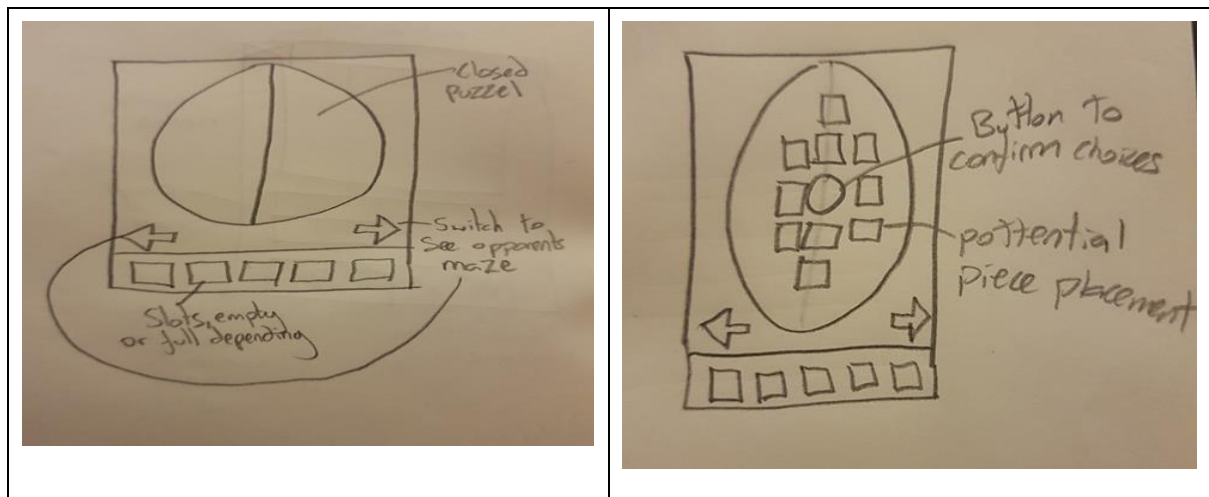
- You can move a piece in any direction based on the dice role.
- Light colour cannot attack but can be attacked.
- No diagonal movement.
- A light colour can only change to a dark colour when it is on the opponent's side.
- Darker colours can attack and be attacked
- Win condition is when there are no opponent pieces left on the board.
- In an ideal word each player will see each turn however that can't be assumed. So before a player starts their turn they will get the option of rolling or seeing the last turn.



Additionally, there will be a quick version of the game where all pieces start as dark colours.

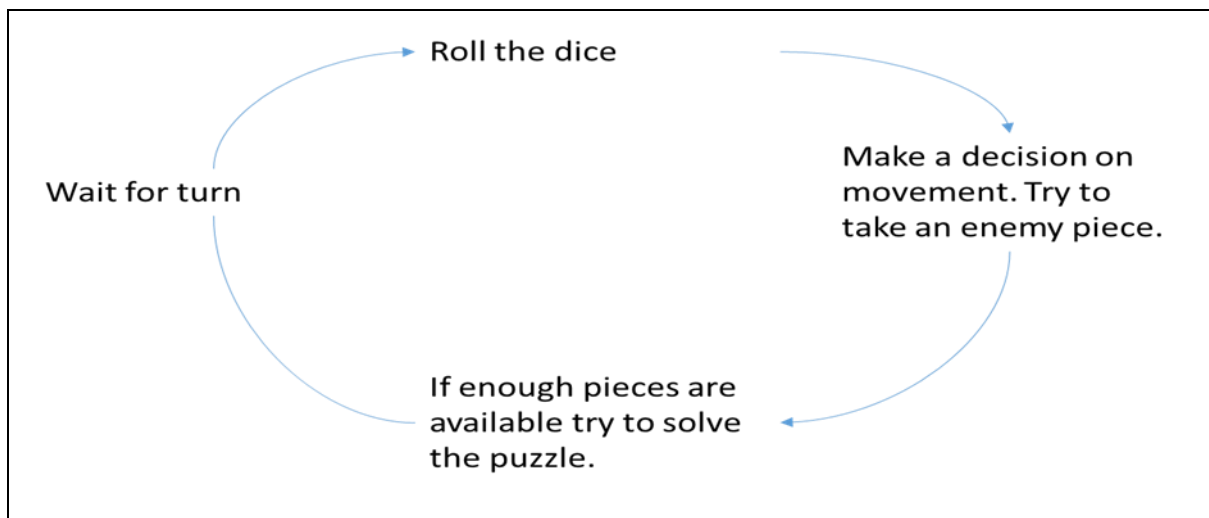
CHANGES

To make the game more involved and competitive, I'm going to add an additional element. The two sides will be blue squares and red circles. You have to take pieces, so you can solve a puzzle, first you will need to take 5 enemy pieces to unlock the puzzle. When you get five pieces you then get one go at the puzzle. Puzzle will look like this.



The puzzle is randomly generated and you need to place the five pieces in the right spots. Once placed they can't be removed. Ones that shine are correct. Plain ones aren't. This will hopefully create new ways to play and make the pressure higher and more competitive. Each player can see each other's puzzle and last move, since hones will likely be viewed by one player at a time. Gameplay stages will be.

The game loop will be as follows.



We play tested this version of the game and all the components seemed to work well together and make for an interesting competitive experience.

3RD CONCEPT

The concept around mines, the player will select a section to mine of which each section will have 9 spaces to potentially mine. The player will have two tools to interact with the mine section, the pick axe will allow the player to move off one section, the hammer will remove all 9 tiles. Each player can reveal as many tiles in a section that they have energy for. The player can leave the section at any time by clicking the X button. Each player will have 40 energy.

- Gravel – Which is worth no points
- Sapphire – Worth 50 points
- Ruby – Worth 75 points

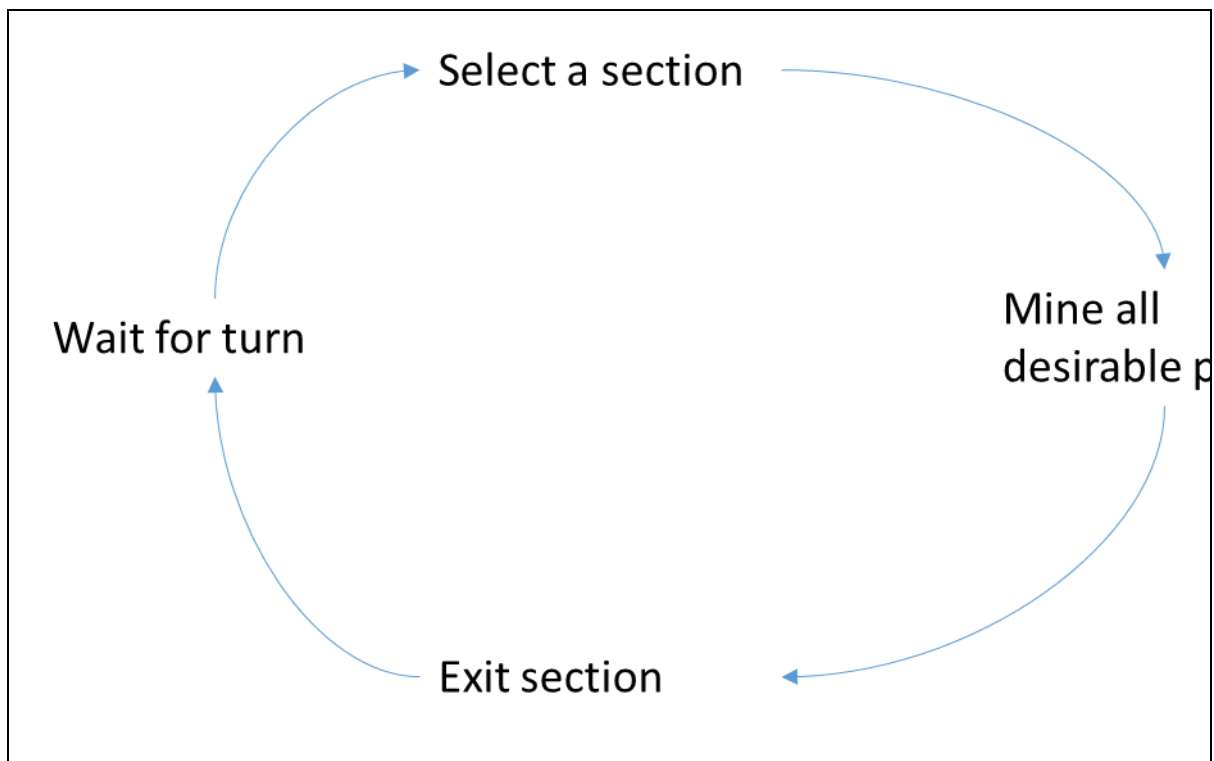
- Emerald – Worth 100 points
- Fossil – Worth 200 points with a condition. The fossil is spread over three tiles next to each other; all three need to be revealed to earn points.

You roll a dice to see who goes first, whoever has the highest number goes first, second highest goes second and so on. If a player is finished with a zone, it moves onto the next player. There is a total of 108 potential spots to hit, the fossil takes up 3, 60 tiles are empty, 20 tiles are Sapphire, 15 tiles are Ruby, 10 tiles are Emerald.

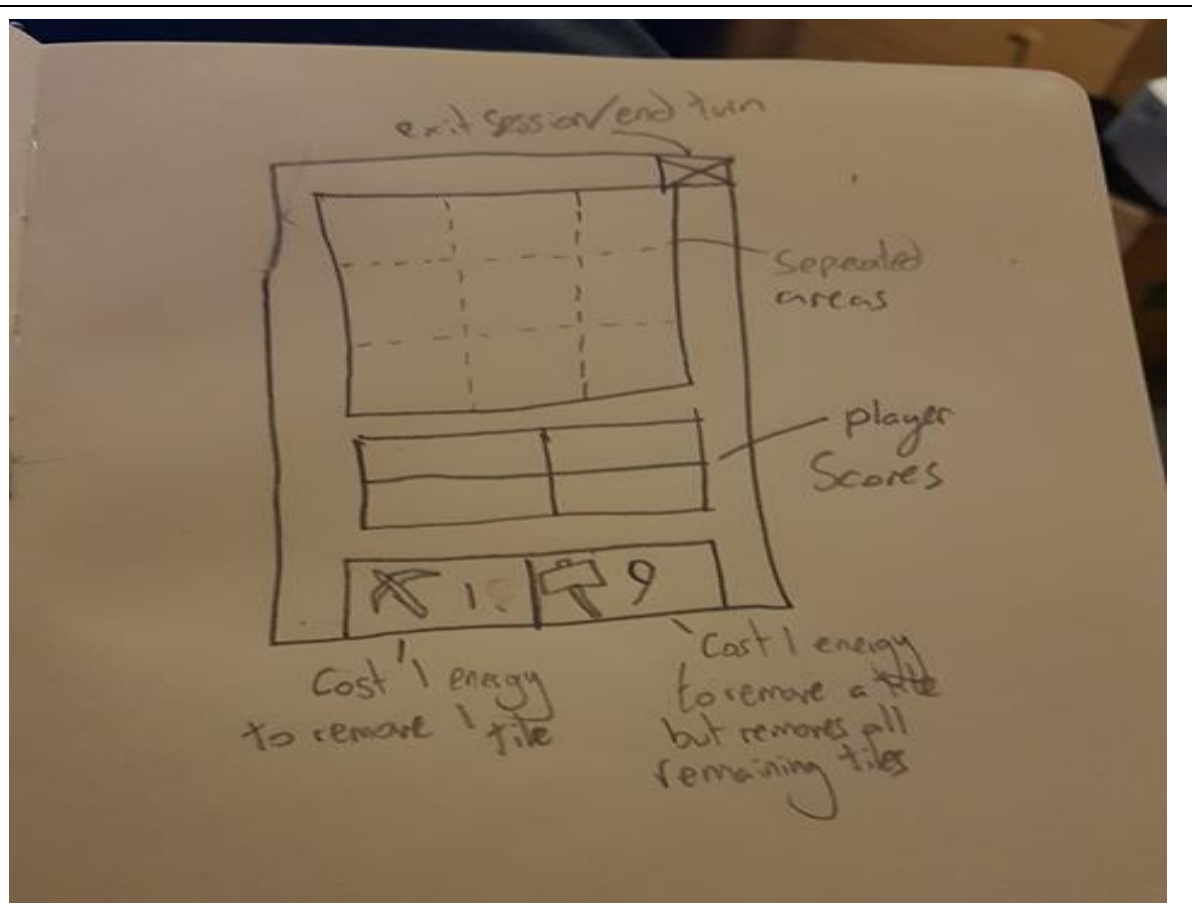
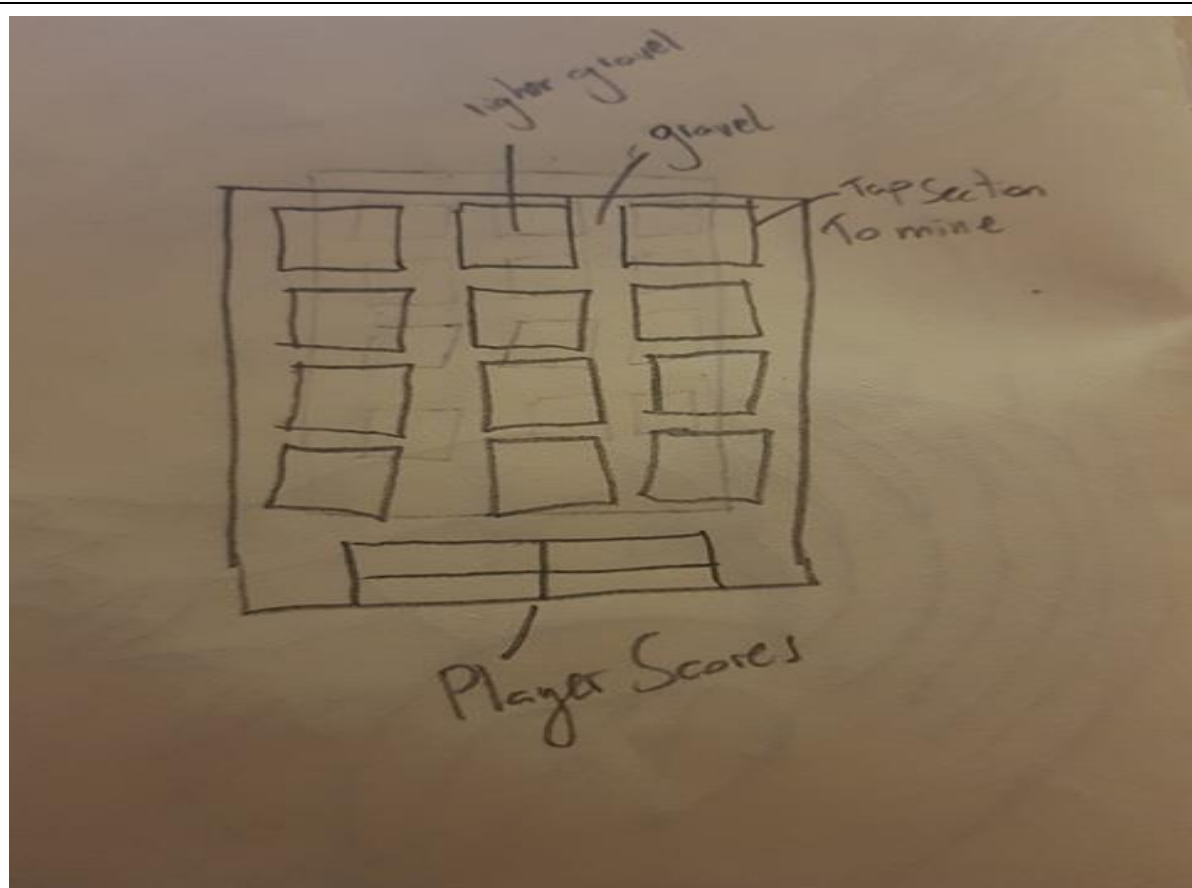
PLAYTEST + CHANGES

The playtest went well and defiantly got everybody to be competitive. We all wanted to continue playing as well as the game became very addictive. We did change it so this game can have up to 4 players. If there are two players, they have 40 energy each. If there are three players, they have 30 energy each. If there are 4 players, they will have 20 energy each. The idea being that the players will go to different tiles to reveal more. Behind the tiles are 4 possibilities.

The game loop looks like this,



ART WORK



BIBLIOGRAPHY

Salen, K. and Zimmerman, E. (eds) (2006) *The Game Design Reader: A Rules of Play Anthology*. London: MIT Press.