# Randomised elements:

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For our game there are certain ways of incorporating Randomised elements, but they all depend on the gameplay that our game will be focusing on.

For example, our previous idea (which had been scrapped due to its exclusionary gameplay) was mostly a Twitch mechanic based game. Meaning that people who have great to excellent hand-eye coordination would excel in this game as it is purely skill based (Its biggest problem).  
But the important thing to look at (in this document) is how we could incorporate a randomised element, not what was wrong with it. So, what randomised elements could we include.

* One great idea is from George, leader of Group \_, who suggested a randomised element where in his game (which is about chopping down a tree) it would change the number of hits (over 10) it would take to knock down the tree.
  + How it could work in this version of our game, would be to have a random number generator that would calculate the number of lives that the players have each. Once the calculation has been made and the game begins, the players will be informed of how far into the enemy’s health they have gone into. Therefore adapting the play of the players to figure out how far they have to punch and such.
  + The problem with this though is that we need the player to have a reason to think differently during play. Like giving the players a stamina bar with different hits that equals to the strength of the attack and the use of stamina.
* Another use of random elements we could have used is the characters themselves.
  + What I mean is that before play the game will have a random number generator which goes from one to 20 (let’s say).
  + Depending on what number generator lands on depends on what characters the players will experience. Similar to the F.U.N. System in Undertale.
  + This would mean that at least most games will not be the same for the player.
  + The problem with this idea however, is that we would have to have a far many upon many of character designs and other assets to make each game feel different. It would also be difficult to find the perfect number to use to make sure it is not too much (where we could run out of time or waste a lot of time) or too little (where players will be able to see through the façade that we have placed).

The thing is though, is that the above ideas are for our previous game that has been scrapped. Though the implementation of these ideas still wouldn’t hurt depending on what game we are making.

We have been thinking of a sort of memory based game which is far easier to think of randomised elements for, like:

* The use of randomising ingame goals. Meaning randomising what we are aiming for (i.e. the goal), like ingredient in Group \_ game or words in a word memory game.
  + This would be possibly quite easy to implement as we have to think of what we want to get the players to look for, before we can implement this randomised element.
  + We also need to find a way to get players to want to look for these goals, which (if we do go with this idea) would be our next step.

Another idea, which could also be another game idea, is a party game (for 2).

* This idea would be to have randomised mini games like Wario ware. Which was a series of games where the main gameplay was to complete very short and quick mini games before the timer ran out.
  + How we could incorporate it into our own game is by making many mini games and try and to make them fit a specific theme.
  + Each game shouldn’t last more than ten seconds or more to complete (like in WarioWare).
  + All these games must have a single touch input if the main part of the game doesn’t have it already.
  + Problem with this idea is how quickly we can make these mini games and the number of them we can implement.

The most important thing for us to think about is what our game is. As I cannot see properly what randomised elements we can implement until we have figured out the main game. Once that is completed, the rest should be a walk in the park…Hopefully.