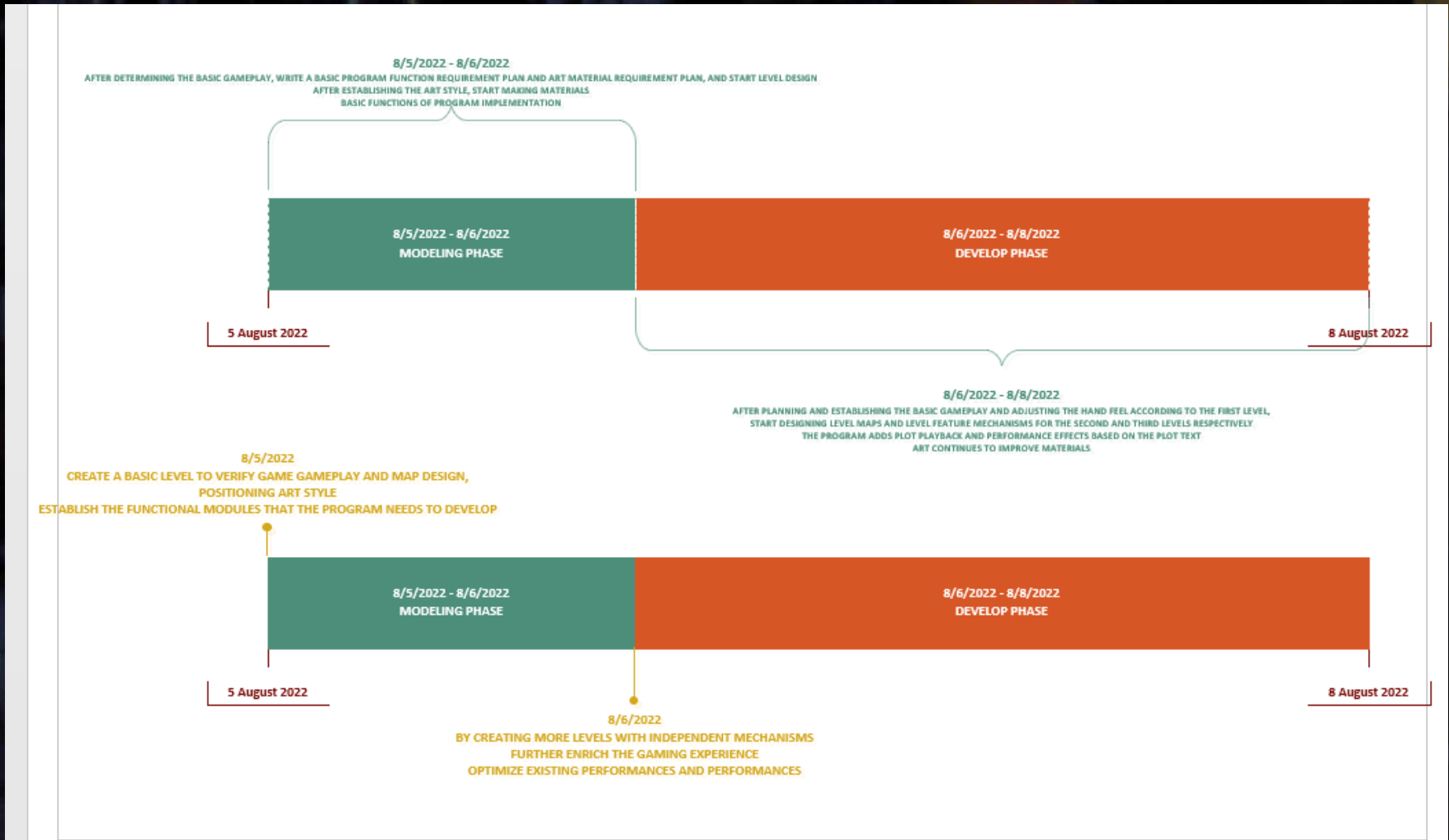# Pass On Love

Initiative

Platform jumping games often appear with certain unique mechanisms in many GameJams. Seeing these unique designs, I was really impressed by the imagination of the creators. Frankly speaking, I am also a designer with many innovative ideas and visions, and my dream is to become a professional game designer with innovative thinking, which is why I desire to design a platform jumping game of my own.
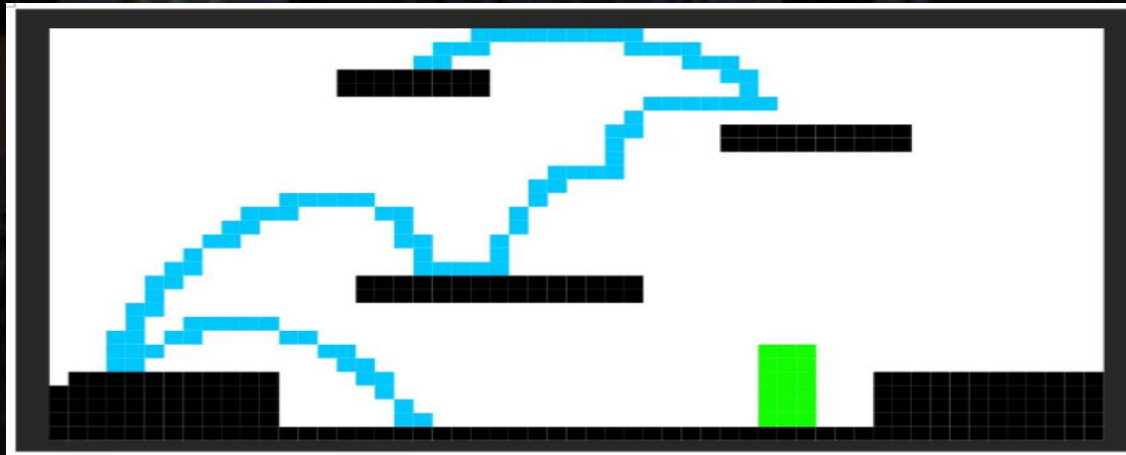
Development process

8/5/2022 – 8/6/2022
AFTER DETERMINING THE BASIC GAMEPLAY, WRITE A BASIC PROGRAM FUNCTION REQUIREMENT PLAN AND ART MATERIAL REQUIREMENT PLAN, AND START LEVEL DESIGN
AFTER ESTABLISHING THE ART STYLE, START MAKING MATERIALS
BASIC FUNCTIONS OF PROGRAM IMPLEMENTATION

| 8/5/2022 - 8/6/2022 MODELING PHASE | 8/6/2022 - 8/8/2022 DEVELOP PHASE |

5 August 2022

8 August 2022

8/6/2022 – 8/8/2022
AFTER PLANNING AND ESTABLISHING THE BASIC GAMEPLAY AND ADJUSTING THE HAND FEEL ACCORDING TO THE FIRST LEVEL,
START DESIGNING LEVEL MAPS AND LEVEL FEATURE MECHANISMS FOR THE SECOND AND THIRD LEVELS RESPECTIVELY
THE PROGRAM ADDS PLOT PLAYBACK AND PERFORMANCE EFFECTS BASED ON THE PLOT TEXT
ART CONTINUES TO IMPROVE MATERIALS

8/5/2022
CREATE A BASIC LEVEL TO VERIFY GAME GAMEPLAY AND MAP DESIGN,
POSITIONING ART STYLE
ESTABLISH THE FUNCTIONAL MODULES THAT THE PROGRAM NEEDS TO DEVELOP

| 8/5/2022 - 8/6/2022 MODELING PHASE | 8/6/2022 - 8/8/2022 DEVELOP PHASE |

5 August 2022

8 August 2022

8/6/2022
BY CREATING MORE LEVELS WITH INDEPENDENT MECHANISMS
FURTHER ENRICH THE GAMING EXPERIENCE
OPTIMIZE EXISTING PERFORMANCES AND PERFORMANCES

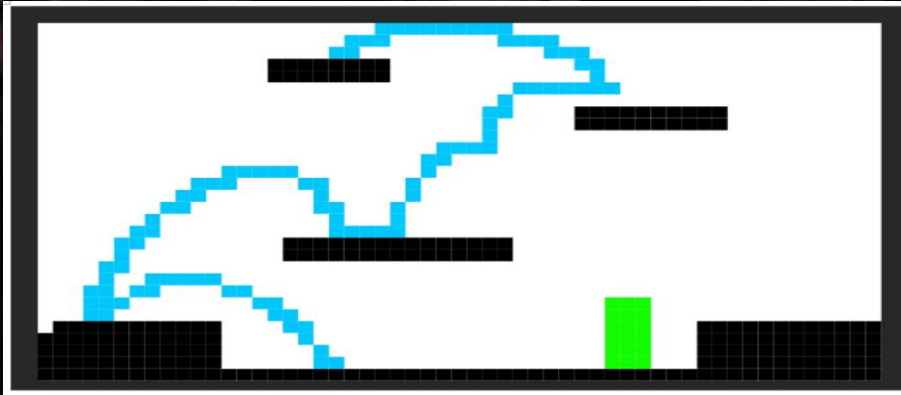# Development process

Modeling Phase

Developing Phase

00:13

Development process

Modeling Phase

Design jumping platforms with the help of Photoshop, specify jumping height based on pixels and then formulate jumping route for players at each level.

Developing Phase

Narrate the plot of each level by means of NPCs, modify parameters related to jump control through actual gameplay to collect feedback from players, and then determine players' behaviors using timing as a benchmark.

Outcome

Despite certain difficulty in each level, many plays are able to pass smoothly in the course of testing. But to my great surprise, they discovered more paths to pass the levels after becoming more proficient in the double jump.

The minor innovation on Jump King has been highly praised by many players, as double jump makes the game less difficult, giving more highlights. Meanwhile, there are also feedback that our current level mechanism is lower than they expected and that level mechanism should be further modified to better distinguish each level.

Individual contributions

I am a member of the team with roles in planning and project management. All other team members are either artists or programmers.

As a project manager, my responsibilities include task allocation, progress management, team motivation, deliverable handover, asset management, and conducting meetings.

As a game designer, my job is to design main gameplay, interface prototypes, paper prototypes, story telling and levels, make numerical adjustments, and conduct debugging tests.

Reflection

Obviously, my game was developed based on "Jump King". However, there are some problems in the copy of <Jump King>'s 3C. We originally intended to create an experience using a camera perspective switching logic similar to that in Jump King, so that players continuously fall if they make mistakes or move to the next level if they succeed.

But in fact, many players complained that this perspective control method had a certain negative impact on the game experience itself. Some jumps needed to be done between two vertical scenes, and the fixed camera made it difficult for them to identify the location of the subsequent platform, which resulted in negative experience and made it more likely for them to quit the game.