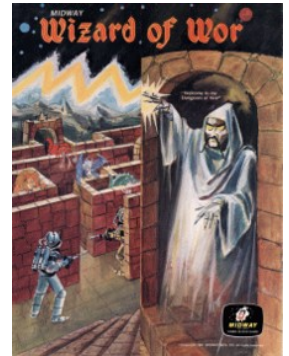


Wizard Of Wor Analysis

Wizard of Wor is a classic arcade game that was released in 1983 to commodore 64 platform by Midway. The game is a maze explorer, shoot 'em up on a 2D top down layout. Players control "Worriors" and are tasked with killing all the monsters that appear by shooting them. The game can be played co-op or single-player where player ones' "Worriors" will be yellow and second players' will be blue. The game can be co-op but friendly-fire is active so players must be careful.



Enemies:

As the game is a maze explorer shoot 'em up the enemies are at the upmost important aspect. Hence, the game has well designed enemies which are not many in quantity but not too less either. Every enemy can be defeated by 1 shot and there are 6 enemies and 2 player characters totalling 8 characters. The enemy information are displayed in the game screen like a slide-show as a table. The score table taken from in game can be seen on the right.

BURWOR		100	POINTS
GARWOR		200	POINTS
THORWOR		500	POINTS
WORRIOR		1000	POINTS
WORRIOR		1000	POINTS
WORLUK		1000	POINTS
DOUBLE SCORE			
WIZARD OF WOR		2500	POINTS

Enemy abilities and behaviour:

- **Durwor:** blue coloured, simplest of the enemies will scroll around also it can shoot a short ranged projectile the way its facing.
- **Garwor:** very similar to Durwor but its yellow and moves a bit faster. Also the important difference is that it can go invisible but not too frequent which can be detected via radar.
- **Thorwor:** Basically more dangerous Garwor Which is very fast and red. Will go invisible much more frequently and will be invisible for longer.
- **Worluk:** Very fast and vibrant in colour will try to escape the maze if killed it will give 1000 point and start a special dungeon which is a double score dungeon. It cannot shoot projectiles.
- **Wizard of Wor:** The main boss grants the most point out of the all the enemies. He is very fast moving and can teleport. He also shoots electric bolts which act the same way the player projectiles work. When defeated the maze walls will turn white and start flashing with a nerving sound signalling the end of this level. Wizard of Wor will only leave if a player is defeated by him.

Things to note:

- Killing the other player will grant the shooter the point so a pseudo PvP aspect exist in game.
- Worluk will give double score the game achieves this is done via getting the players into a double score dungeon. In this type of dungeon every kill will grant double the normal amount and will keep going as long as the Worluk gets defeated each iteration of the double score dungeon.

Mazes:

Mazes in the game are plentiful with some mazes being double score mazes and some open area mazes which are special mazes. One example would be the pit shown on the right. Maze design consists of walls and teleportation doors.

Teleportation Using Doors:

These doors are used for teleportation can be used for only one time by any being before it enters cool down. Once the teleports is used it will teleport the being to the other red wall then it will close effectively converting it to a wall. The cool down of the teleportation can be observed by the arrow it has on the exit. If there is an arrow it can be used else it is on a cool down.

Combat:

The combat in the game is blissfully simple every enemy will be defeated by 1 hit and every enemy will take out a 'Warrior' if it manages to touch them. This it true for both players and players can shoot each other for 1000 points. Players can be in contact, this will not kill, but can also shoot each other, these conditions set a pseudo PvP aspect to the game where it is on the players to cooperate or compete with the other player. Also to keep in mind is that invisible enemies can still be shot so one should not be afraid to shoot if the enemy became invisible at a shootable position.

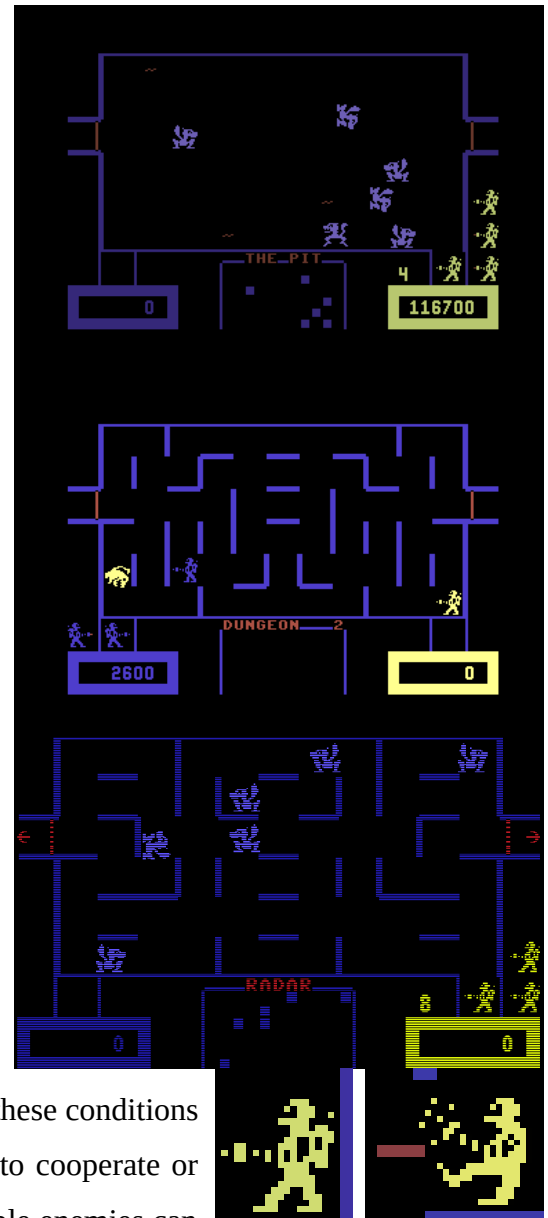


Figure 1:
Idle Sprite

Figure 2:
Shooting Sprite

Shooting:

One of the most important aspect of the shooting mechanic is that once the player shoots a projectile player will not be able to shoot another unless the shot projectile collides with something, a character or a wall. This means the player should think quickly before shooting. Player cannot shoot through teleportation doors even when they are accessible. Enemy shots will also disappear if it hits a wall or a player, this is most noticeable when fighting the Wizard of Wor.

Difficulty:

The game has difficulty in dungeons and across dungeons. The game will speed up in dungeons and enemy numbers will increase across dungeons.

- **In Dungeon Difficulty:** In the dungeon the more time the players spend the faster the game will be. This can be noticed by the enemies movement speed which as time goes on will significantly increase. Another brilliant way to notice this is the music. It will speed up matching the step speed of the enemies with each note. With each dungeon passed the time for speed up to happen will decrease resulting in overall harder levels per dungeon.
- **Across dungeon Difficulty:** Across dungeon the difficulty will increase as in the shape of enemies. There will be more enemy spawns per time but also a new enemy type will be joining the dungeons if the player is able to survive to the end of the levels. Namely, the enemy type that will join is the main boss of the game, Wizard of Wor who is fairly hard to defeat.
- **Enemy Spawns In Dungeons:** The enemy spawns follow a linear path where each enemy type will be spawned after a timer or if the players manage the previous enemy type is eliminated. The exception to this rule are the two special bosses, the Worluk and the Wizard of Wor; These enemies will only spawn if the other type enemies are eliminated like a minion system. One thing to note is that Wizard of Wor will only spawn if the Worluk is defeated.

UI and Game Screen:

The game screen consists of a maze and a section below the map where the information can be read from. The information is very minimalistic where it is only radar, a sort of mini-map and number of lives shown via Warriors. Radar in the game does not show the walls but shows




the whereabouts of the enemies even when they are invisible so one can track movement of invisible enemies from there. The radar is coloured and will show the enemies based on colour so different enemy types will be coloured according to their sprites colour. Players will not be shown on radar/ Worluk and Wizard of Wor will not appear on radar so no point in checking the radar when fighting these major enemies.

Characters	Colours on Radar:
Durwor	BLUE
Garwor	YELLOW
Thorwor	RED

Music and Sounds:

Aside from classical 8-bit sounds the game has a background soundtrack that is very basic, rhythmic and it serves a purpose. In the soundtrack each note is one movement for enemies. This brilliantly is why the music cuts out when fighting the Worluk and the Wizard of Wor as they do not adhere to the simplistic move-set of the other enemies have but rather they move like the players do. As per defeating the Worluk and the Wizard of Wor each will play its own sounds.

Additional Things:

- The game does go on indefinitely meaning defeating the Wizard of Wor will not mean an end. The only way to finish the game is dying as the game consists of endless loop of levels.
- Before each dungeon players will be greeted with a ready screen:
- There exists a counter which counts from 10. If the counter goes to 0 the player will be moved into the maze this is made to make player not wait too long in the spawning chamber.
- As the game has a 2D top down layout the sprites are sideways one might recognize though it is probably for the better, it is unusual.
- The names of the enemies are as if written with a typo, one might think this may be not to get in trouble with the very popular fantasy based titles of that era but it makes it very rememberable as they are very unusual. Very funny for me at least, making it characterized.