Task4 Luke Parnis Evaluation

# My contribution in the project

When we were coming up for ideas for the game we all had ideas while thinking on how to create an AI because since we merged this assignment with another we had to have an AI. So when we were talking about AI’S we all came up with different aspects to Guarding AI meaning and AI that acts like a guard to stop the player from wining. So then we came with a concept of using robots in the game and the concept was made. The concept of the game is this robot that is trying to escape this factory by building a rocket with parts he finds around the factory but he has to try and take these parts before the AI enemy robot catches him. I also came up with the game of the name ROLL-E’S Escape.

When we started working on the game I was in charge of the game music and sounds while also taking care of the code that takes care of the music and sounds. So I began looking around the internet for music for the game I had to look up something that resembled a chase and something else that resembled a calm place, after trying many sounds and music nothing was being liked but then I come up with the idea to use old music from the old game *Bugs* *bunny Lost in Time* from the PlayStation 1 and found two songs that we taught went perfectly in the game.

While coding I had to set up an Audio Manger that takes care of the sounds in the game and the I created two functions that plays sounds when called and too stop sound when called .The scripts I created where then joined with Daniel’s scripts to make them activate with certain commands in the game.

# The theory in the game and what were the strong and the weak points

We chose the theory of Flow because when playing this game the feeling of immersion is constantly changing during the game depending where you and what’s happening in the game. As an example if the player is in the safe area then he could be feeling a low involvement in the game because nothing is happening in the game he just waiting there he could become bored but when the player decided to leave the safe zone then the game becomes high involvement because while the player is looking for the parts he is being chased by the enemy so the player is running for his life now the player feels more of anxiety feeling.

The flow works in this game because the requirements of flow are all meet .The game has **clear objectives and a clear goal** which is to collect the rockets parts to escape the trick is where to find them before being caught. The game also has **good feedback** for example when the player dies it makes a sound and he respawns and also when the player changes area the music changes from calm music to a chase music . **Balance of difficulty** in this game can be found when the player dies the Enemy AI gets better and much harder to beat so in this way we provide a challenge in the game and make the player start learning from his mistakes .

Some of the strong points of the game is when the player is being chased from the enemy AI because that’s where the fun is because he has to manage not only where he has to go to find the parts but also avoid the enemy AI so he can escape . The game can become frustrating sometimes because the player might either get stuck or lost while playing the game and this can be seen as a weak point for the game because it would make the player not want to play the game anymore out of anger. Some other weak point of the game is that the map is always the same so the more the player becomes used to the map and the more easily he will find the objects even though they spawn different spaces.

# My observation of people playing the game