

**Title: Assignment 2**

**Assignment Name: Design and Gamemaker**

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**Instructor: Mark Baldwin**

**Date: 01/22/2020**

**Game Chosen:** YoYo Dungeon

**Game Mechanic:** In the game, when a player collides with the Baddie creatures nothing happens and this makes them useless creatures wandering around only. I created a health point variable for the player which is 1000 initially and reduces when there is a collision with Baddie creatures. This health point variable is attached to the player in the GUI. If the player collides with an ordinary Baddie object, the health point reduces by 10 and if the player collides with a large one, then the health point reduces by 20. If the health point becomes zero, the game restarts. Also, I added a background music to the game because a silent game becomes boring as time elapses quietly.

**Test and Results:** I tested the game and the background music has a really nice effect on the gameplay and also now the Baddie creatures has a function. It is now more exciting to escape from those creatures since there are limited health points.