

# Antlion: Reloaded

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## Proposal

### OVERVIEW

#### **Original game problems / Why it needs revision**

- No clear goal
- "Avalanche" mechanic is confusing
- No user interface or instructions
- Art looks like it is from Google Images
- "Safe to move" instruction was unreliable
- No clear advantage to go left and right

The actions of the player being moved are communicated by the avatar moving, although it is unclear if the player is causing the avalanches or why there is a cooldown on player movement. The instructions state that moving up too quickly will cause an avalanche, but even when we waited for a long time or moved left/right, an avalanche still happened.

The uncertainty that this game exploits is the fact that players do not know if they will be causing a landslide or not with their next move (up/left/right). As stated above, the avalanche should only happen when the player moves too quickly, but during our test playthroughs of the game, the landslide was caused even when we moved slowly, so the uncertainty factor failed within this game as every single move proved to be a risk.

### PLAN FOR REVISION

#### **Goal**

Target experience        - Type of fun: Challenge, Submission, Fantasy  
                                     - Feeling of subverting a powerful foe

Improve graphics/art - to match our target audience (original = too childish)

#### **Features and Mechanics**

Core Mechanics:

Visual field: The antlion will attack and kill the player if they are caught.

Rescuing: Other ants must be rescued to complete the stage.

Obstacles: These obstruct the antlion's gaze, but also force the player to strategize.

Satellite Mechanics:

Powerups: These help the player move around the stage.

Physics: Objects and other ants can be tossed around the stage.

We are trying to evoke an experience of defeating a powerful foe. To do this, the player cannot just simply fight it, as it is too strong; the player must be smart and strategize on how s/he will complete the goal. We are emphasizing "being smart" by allowing the player to sneak around the antlion and outwit it. This will give our players a great feeling of satisfaction when they outsmart the antlion.

However, this game isn't just about saving yourself - your mission is to save your fellow ant comrades as well. NPC ants will be placed throughout each level and you will need to rescue them. With this addition, players will feel even more accomplished as they save more ants, because not only did they manage to outwit the antlion, they have also helped other ants escape from right under its nose!

## **Timeline**

1. Level design sketches
2. Player movement
3. Antlion movement
4. Antlion visual field
5. Other ants (collision, physics)
6. Game States (win, lose, pause, menus)
7. Art Assets
8. Implementing levels
9. Stretch goals (multiplayer)

## **Testing Plan**

Audience: teens 12-18yo

Methods: observation (directly observing gameplay), interview (follow-up from survey, try to get deeper responses), survey (anonymous questionnaire)

Participants: 4+

Tests:

1. 3 second UI test. Show them your UI for 3 seconds and ask what they saw first.
2. 1 run through to determine if it was intuitive and easy to understand.
3. 5 run throughs to determine if they were able to improve their mechanics and become more advanced at the game.

Questions:

1. Was it enjoyable?
2. Was it easy to understand?
3. Describe the game.
4. If you were to play it again what would you change in that run through?