

WSOA3003A

Game Design 3A

Assignment 2 Communication Design – Micro Project 2

2773877

Ashish Juggpall

1st April 2021

Intent

The intent of this prototype was to implement a communicative design in which all the player's actions and information are indicated to the player through various techniques such as animations, particle effects and activating/deactivating objects as well as providing a clear understanding of what a player's actions are. The main inspiration for the micro-project were mainly the videogames Pokemon (Nintendo) and Persona 5 Royal (Atlus 2019), as both games utilise a "Easy-to-learn but Hard-to-master" approach. Both games possess a User Interface that present the player's actions to them, particle effects that further emphasise attacks/blocks and animations.

Process

A player is limited to 3 options when their turn is active, Attack, Block and Heal. The first approach towards communicative design was to provide a simple User Interface that tells players what action they can do with which button they pressed. The interface was inspired by Persona 5 Royal, by displaying all the character's actions in a stylish way yet still providing the player information on what button needed to be pressed, in order to execute the action. Through playtesting, it was discovered that players attempted to perform an action because the action was displayed in the interface despite it being deactivated. A change to the design were to disable the button prompts and actions if it cannot be executed. Such as a Heal action and its UI button prompt will be deactivated if there are no Health Potions available for the user. This allows a clearer understanding of what a player can do as well updates a player on their limited move-set.

The next step was to indicate to players when they are attacked, damaged and/or healing through the technique of other indicators rather than just a loss of health points in statistics. Basic Attacks decrease the opponent's health and are indicated by loss of (-2) health points, while Special Attacks decrease by a loss of (-5) health points. As inspired by Pokemon games, attacks are communicated by simple shake animations with small particle effects to indicate an effect on a player. The decision to create custom particle effects was to differentiate between each action as well as provide clear indications on what has happened without explicitly informing the player. A simple, quick Shake animation were added to characters to indicate when attacked as well as a small and quick particle effect further emphasise the quick damage a character has received with Claw damage sprites. For special attacks, a difference of particle effects were used to differentiate the attacks inflicted with

yellow and orange power orb sprites. Healing actions were indicated through green particle effects with small Medical Plus sprites. Blocking actions had a quick particle effect and disabled the attack shake animation, since no attacks are received. The Block action's particle effects consisted of shield sprites.

Reflection

The overall communicative design was a success as it provided a further emphasis to actions executed in addition to the statistics accompanying it. Player and enemy attacks were clearly indicated and were well received through playtests, as well as the heal and block actions through the unique particle effects using the custom sprites. The overall User interface combine both *Persona 5 Royal* and *Pokemon* to create an approachable user interface, providing the player with what actions can be executed with which button, when available. However, the downfall may be that the user interface may be deemed intimidating as it presents a bit of information overload towards certain players. Perhaps a simpler interface but that opens mini options such as a special attack button but, opens a mini menu to select which special attack could be useful in future iterations.

References

- [1] N. Maeda (2019) *Persona 5 Royal*. [Video Game] Atlus. SEGA.
- [2] J. Masuda, S. Miyamoto, K. Sugimori, S. Tajiri, S. Ohmori, S. Morimoto, M. Yamana. (1996 – present) *Pokemon*. [Video Game Series] Nintendo.