WSOA3003A

Game Design 3A

Assignment 3 Level Design – Micro Project 3

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Intent

The main intent for Prototype 3 were to implement a unique flow of level design which serves as a guide for the player in learning the available actions that can be executed during a battle, unlocking new actions through every battle therefore creating a sense of level progression and difficulty. The secondary intention were to implement a “quick shop” in between levels to provide game balance and allow players to purchase new skills.

Process

As the main game in both previous prototypes were mainly the battle mechanic, the idea to create a mini-world in which the player can explore, find items to use in battles and encounter enemies to battle occurred. However early on, the realisation that this cannot be created and implemented in such a short time allocation occurred, therefore the entire prototype needed to start afresh despite the lack of time left to complete this prototype.

The next idea was to see what would be needed to create a good flow of level design without implementing so many new actions and/or features yet still feels refreshing and innovative. The new idea provided players with multiple battles, with each new battle unlocking a new skill and a constant increasing difficulty, this provided a good learning curve in which players learn the game as well as discover new actions and yet still enjoy a good difficulty progression. This idea had allowed for a “quick shop” where players can purchase health items and/or additional attacks with money earned from completing battles. This shop may be accessed in between battles and allows for a unique game balance as well as provides players with a certain advantage if their money were wisely spent on unlocking special abilities.

The implementation of this prototype was incredibly difficult as although the game system was completely operatable from the previous iterations, the implementation of mew levels completely created new errors. The battle system allowed for one enemy to be active in a scene and allow for a normal battle, however when transitioning to a new level, the gameplay loop would restart, destroying all current data and starting afresh. A double of each character and game object were created in each level to see if game progression would carry over, yet the loop still continued to restart again. Further research went into acquiring a technique in which game objects as well as the player would be transferred to the new scene however it would resume with the same player statistics but new enemies would occur. This resulted in

the function of “DontDestroyOnLoad(this.gameobject)” being used to transfer all current game objects as well as their progression into the new scene. All doubles of characters had to be deleted in every proceeding scene as the function transferred the current game object instead of the stats. The method was a great success in transferring game progression and allowing for new battle encounters however the downfall was that User Interface and it’s contents could not be transferred and were instantly deleted upon load. Unfortunately, at the time of writing, there has been no way to counteract this challenge, and for a game that relies heavily on its user interface and its use to distinguish between player turns, the game is no longer playable after the first level, and a new method was not available and/or found before submission. Therefore, the game system works as well as the progression data, however the instant deletion of the user interface stops the game progression and becomes unplayable and prevented further implementation of other features such as the “quick shop” to be added.

Reflection

The overall outcome of this prototype was a complete failure, so many good ideas and progress had been achieved in this iteration however the instant deletion of the user interface prevented further implementations and required constant work and updates to get it at it’s current state with no available solution to counteract this challenge.