WSOA3003A

Game Design 3A

Assignment 1 Data Design – Microproject 1

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Intent

The intent of the prototype was to implement a turn-based combat system in which a player's actions are limited to turns using a unique system in which the enemy can execute a certain number of generated outcomes, while providing key information to the player. The main inspiration for the micro-project were mainly the videogames Persona 5 Royal (Atlus 2020) and Pokemon (Nintendo). The intended actions to be created was "Attack", "Block" and "Heal", while showcasing an "Easy-to-play" User Interface as well as delivering player information similar to the previously mentioned games.

Process

A player is limited to 3 options when their turn is active, Attack, Block and Heal. The first approach towards the enemy artificial intelligence focused on a simple opponent attacking system. Attacks decrease the opponent's health and are indicated by loss of health points and damage animation, indicating further that the character lost some health. The player has choice over attack or blocking, however the Enemy always attacks every move unless the player is currently blocking, and/or the enemy's health is under half of its health points. The main attack system consisted mainly of If statements, constantly tracking the conditions needed to execute specific actions. The intent for multiple attack types were to be implemented however, due to coding errors and limited time, a simple attack system was implemented.

Heal allows the player to increase their health at the expense of limited use of Health items. This provides a somewhat balance to the gameplay as players may not only attack but may heal if their health is too low, choosing when to heal as the heal action is limited to a certain set of health items. Although an enemy's main action is to attack, if below a certain health point, enemies can restore a quarter of their health once, throughout gameplay. This provides a balance to gameplay as player's are challenged with an opposing threat. Block actions shield the character from one opponent's turn. The enemy does not block as due to play testing and time constraint, the option was not allocated to the enemy.

Reflection

The system was originally created with the use of a random number generator, with multiple actions and conditions linked to specific number outcomes. However the constant code errors encountered throughout with multiple conditions resulted in a whole new system to be

created. Therefore this affected the outcome of the combat system, limiting what can be achieved due to time constraint and lack of skill. Overall the prototype was a success, it allowed for players to identify the effect of attacks through the use of health damage and visual attacks, Health may still need to be visually improved as it currently only increases the statistic rather than indicating to the player the visual action. Blocking provides no real indicator and only blocks for 1 move, therefore "skipping a turn" as evident in playtesting, perhaps an increase in damage taken in blocking could differ the outcome. The visual options allow the players to easily learn gameplay, as well as the deactivation of UI and use of timing easily indicate to players when it is their turn without directly informing them.