Reflection 2d Game Design

Introduction:

For the 2d game, my partner Alex and I decided to create a pixel art-style 2d rhythm game. We decided on the game style first then later we met and decided on the story the game would be based on, which is called "The Bear and the Piano" by David Litchfield. The story is based on a children's book, thus we set our targeted audience to be around the age of 8 to 10 years old. I found so much fun and accomplishment in making my own game during the development process, thus, in the future, there is a possibility that I would like to continue to update and add more features.

Ideation and pre-prototype:

We have created the game architecture mechanism and a prototype to lay out our ideas for our game. We had this simple idea that this game would have three levels of challenges, and before entering the challenge there will be a piano to trigger it. For the challenges, we decided to have a piano layout on the button and the player can control the bear to hit the right keynotes to win the level. With this idea, I was responsible for creating the game architecture mechanism and Alex was responsible for the prototyping.

2-D Game Build:

I have no experience in making my own game, this was very new and interesting to me. It is also a good chance for me to experience. When I first opened up Unity 2d and saw the interface I was full of excitement, but at the same time, looking at those collums and sections I don't know any of it. Even though Dr. Babichenko demonstrated in class the process of making a simple 2d game, and since we are making a 2D-pixel-style game, the approach is different so I went to look up some YouTuBe videos to get an idea of the workflow and the tools in unity that

would help to create pixel-art style game. Because of the time concern, we decided to use the existing sprite from Itch.io.website to save some time instead of drawing our own and focusing more on the overall mechanism. Alex was responsible for creating the 3 levels of challenges, and I was responsible for creating the transitional scenes and the UI design. When I was creating the sprite palette tile in Unity, I felt a mix of challenge and exhilaration. The ability to transform static images into interactive elements of a game was profoundly satisfying. However, I did encounter some problems when I created an animation for the character. Because our game is point perspective and I only made left and right movements, I was really confused about the animation part, but after checking out the different videos, I finally got it, even though it is a bit stiff. If I had more time I would make more scenes and make turn movements and more animations. After Alex was done with her parts, I merged them in my Unity project and then I created more UI and buttons for the player's experience. I enjoyed the part where after I wrote my script, the drag and drop method into the game object, it was really interesting. After the demon day, I learned a lot and saw different amazing group works. I saw they all have a score collector, it inspired me to make a scoring system to collect the score each player got. I also adjusted the mechanism of the levels and added win or loss condition UI, because before we did not have win or loss condition parts, and if you win you can choose to restart or continue to the next scene, and the same with the loss condition.

Personal reflection:

      I learned a lot during this process, which not only made me feel accomplished in making a complete game but also made me want to learn more about game design. The project has significantly broadened my understanding of game design as a multidisciplinary field. I learned that effective game design requires a synergy of art, technology, narrative, and psychology to create an engaging and memorable experience for the player. If I had more time, I wanted to

make more interaction and narrative with the NPC and create my pixel art. If I have time in the

future, I would like to enhance my game!