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Dear Dan Roche,

In this explanatory portfolio you'll find the key documents we covered in class. The character for which I created a character profile wiki is named Roxy Moon, who is an insecure teenage boy who has developed the power to summon fire and water in a society that rejects these types of supernatural abilities. The Unity Game Design Document explains *Save My Piggies*, a hypothetical video game loosely based upon the children's story, *The Three Little Pigs*. For the game review, I explored *Burger Frights* and included an audience analysis. Finally, the reflection details my experience with Unity and the given tutorials as well as a few screenshots of my progress using the game engine.

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If you have any questions or concerns, please feel free to contact me.

Kind regards,

Ayush Basu





Topic: Roxy Moon

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Contents:

1. Background
2. Powers & Abilities
3. Personality
4. Equipment
5. Strengths
6. Weaknesses

Background

Roxy was born in the small village of the Potsu region in the year 2176. This region was historically known to be the home of people from various different Elemental Tribes where students came to discover and master their power. However, due to the War of 2022, the use of the elements was banned and those with powers were forbidden from having children. Roxy was abandoned as an infant and left in front of the ancient Elemental Temple where he was taken in by the elderly groundskeeper, Shofu. Shofu cared for Roxy as he was his own child since his late wife was infertile. As a young child, Roxy had excessive amounts of energy and would always get into trouble with Shofu for breaking historic artifacts in the temple. At the age of 12, Roxy explored a section of the temple that Shofu had forbidden him from entering. He found two runes there, one with a fire symbol and the other with a water symbol. He grabbed both and immediately lost control of his body and began shooting out intense streams of fire and water. Shofu scrambled to help him but could not stop what had already been started. This resulted in Roxy burning one side of his face which later developed into a scar. Shofu was less fortunate as he suffered more serious injuries. Regardless Shofu felt a glimmer of hope as he realizes that he is the first person to have multiple elemental abilities and has a connection to both the Fire and Water Tribes. Once Roxy calms down, Shofu, in a dismal state, gives him a pair of ancient gloves to protect himself while he learns about his powers. In his final words, Shofu tells him he has the power to unite the divided nations once more. Feeling guilty, Roxy knew he had to follow Shofu's words.

Personality

Since Roxy lived most of his childhood life only communicating with Shofu, an elderly man, he doesn't understand other kids his age. As such, Roxy is shy and not well-versed in social interactions. Roxy is also confused by pop culture and prefers watching old movies and listening to traditional music.

Helpful Images



Powers & Abilities

- **Fiery Left Hand:** Roxy possesses the superhuman ability to summon flames from his left hand alone. He can choose to hold the fire in his hand for a short time or shoot it outwards.
 - **Zooming Fire:** Roxy can shoot his fire away from himself to generate a small burst of energy which propels him in the opposite direction
- **Right Hand of Aqua:** Roxy has the ability to generate small amounts of water in his hand. His ability to control the volume or speed is quite limited.
 - **Rapid Freeze:** Roxy can shoot water at the ground below him while running to slide with a greater movement speed
- **Rejuvenating Meditation:** From his time in the temple with Shofu, Roxy learned how to reach a meditative state almost instantly in order to regenerate his energy and health
- **Wall Jump:** Roxy can jump towards a wall then jump again, away from the wall. This can be used in combination with his Zooming Fire abilities to increase his movement capabilities
 - **Wall Climb:** Roxy has the ability to climb vertical walls for a short period of time by freezing his fingers. Roxy accomplishes this by freezing his fingers and using them as climbing stakes.

Equipment

- **Ancient Gloves:** These gloves were created over a thousand years ago for students learning about Elementals to control their power. They are very thick around the palm but are slightly thinner and stretchy near the fingertips. They are an absolute black color.
- **Clothing:** Throughout the game, Roxy unlocks various different outfits, but these provide no in-game value. They are purely used as cosmetics to customize Roxy's appearance.

Strengths

- Roxy has learned how to survive for long periods of time with little food.
- Roxy can destroy weak objects with his powers.
- Roxy has a slim build and can sneak around areas for a short period without being noticed

Weaknesses

- Roxy is extremely fearful of his power and is wary to use it.
- Roxy is unable to control his power.
- For some reason, Roxy's Fiery Left Hand is stronger than his Right Hand of Aqua.

Part III – Unity Game Design Document

Use the Game Design Document (GDD) template found on Moodle to create an original game based on the story, “The 3 Little Pigs.”

GAME DESIGN DOCUMENT (GDD) TEMPLATE

Instructions: Use the template below to create a design document for an original game based on the children’s story, The Three Little Pigs.

Game Name: Save My Piggies!

Genre: Tower-Defense

Game Summary:

Use paragraph format (6+ sentences) to describe the overall game as well as what makes your game different from others. Why is this game fun?

In this game, players attempt to prevent the wolves from reaching inside the home that houses three little pigs. This is done by constructing various defenses and obstacles to stop the wolves in their path. The game revolves around a day-night structure that is never-ending. The player may upgrade their home or develop new defenses during the day. During the night, the player can only activate special abilities connected to individual constructions. The player can also control the pigs themselves and activate their unique abilities to fight the wolves. However, this places the pigs at greater risk so the player must utilize this option carefully. The player must plan accordingly so that their base defenses hold out throughout the entirety of the onslaught for each night. For every successive night, the attacks progressively grow in difficulty to defend against. The in-game currency, called Oinks, is gained automatically over time but can also be collected by defeating enemies or constructing buildings to generate Oinks. The player must carefully consider necessary upgrades to their base and abilities in order to survive.

Player:

Use paragraph format to describe what motivates the player to continue playing the game. This may include the story, regular rewards, progressive level difficulty, progressive character strengths, etc.

The player is motivated to continue playing by their desire to improve and survive longer each playthrough. The game's story is not at the front of interesting gameplay as it is merely a means to provide context for the situation. The greater engagement is in the actual gameplay. By continuing to play, the player will understand the game better and survive longer. This will unlock stronger unknown enemies which each provide a unique challenge. This also unlocks new abilities for the pigs themselves as well as new constructions to use to defend against the wolves. Furthermore, achievements are earned by defeating special bosses or reaching a certain night which can be used as a benchmark for their success in addition to bragging rights to their friends.

Player Properties:

Use a list or bullet points to describe the main player properties in the game. Typical properties include the player's health, weapons, actions, power-ups, etc.

- Health
 - Each pig begins the game with only 3 hearts, representing their health
 - If even a single pig loses all 3 hearts, the pig will die and the game will end
 - Specific health buildings can be constructed to regenerate the pigs' health
 - A pig can pursue the Doctor ability track in order to gain automatic health regeneration as well as the ability to revive one sibling
 - There is no way to increase the total number of hearts that a pig has besides pursuing the Armour ability track
- Defenses
 - Defenses are used to attack the wolves and shift their attention away from either a pig or the home
 - Each defense has a specific cost to construct as well as extra costs for upgrades
 - Defenses can be sold for half of their overall value
 - Each defense has three attributes: range, power, and durability.
 - A defense with a high range attribute can attack the wolves from afar
 - A defense with a high power attribute will have a high DPS against the wolves
 - A defense with a high durability attribute will be able to withstand numerous attacks from the wolves

- o The player must balance these three attributes between all of their defenses to be successful
- Abilities
 - o Each pig can pursue one of five different ability tracks: Doctor, Wizard, Armor, Destroyer, and Researcher
 - o Doctor
 - They have the ability to automatically regenerate health
 - They can learn how to revive a dead pig
 - They can construct health-regeneration buildings
 - o Wizard
 - They have the ability to cast spells on the wolves
 - They can restart a night if the player feels it is necessary
 - o Armor
 - They have the ability to construct armor for the pigs and other buildings
 - They gain one extra heart to their health total
 - o Destroyer
 - They do a greater amount of damage to the wolves
 - They can use an area-of-effect attack unique to this ability track
 - o Researcher
 - They can learn how to construct certain buildings more quickly
 - They can foresee what wolves will come to attack the next night

Game Play:

Use paragraph format to explain how the game is played. Try not to use generic (i.e., broad, non-descriptive) terms when writing about the game play. For example, few readers want to hear statements such as, “Enemy 1 will have more hit points than Enemy 2.” It’s better to make clear and detailed statements like, “The Mushroom Knights have stronger armor than the Asparagus Soldiers, requiring the player to...”

Save My Piggies! is a tower-defense game that involves the strategic construction of various types of defenses placed around the outskirts of the home of the pigs to prevent the wolves from entering and eating them. If the wolf attacks a pig, whether on the outer field or within the house, the specific pig will lose hearts relative to the strength of the attack. In general, the wolves will have more health and attack power than the pigs which requires the player to rely on their defenses. There are several classes of wolves that grow in strength as the game continues. Certain classes will have resistance to certain defenses and pig abilities. As such, the player must diversify their strategy to plan for various combinations of wolf attacks. Every defense can be upgraded to increase its attributes by spending in-game currency, Oinks. Oinks are gained slowly over time, by defeating a wolf, or by reaching the end of a night. The player must also consider which ability track the pigs should pursue to best complement their strategy. Each ability track comes with its own perks but the player

cannot pursue all of them. Strategic thinking and planning are essential to succeed in this game.

Pitch:

Summarize your entire game in a single sentence:

You must be constantly planning and upgrading to protect your piggies against the blood-lusting wolves.

Design:

Include 3 original images of your game design. These images may be hand drawn or produced using a text to image generator. I recommend an image of the player, enemy(ies), and environment.

Example of Arrow Tower Defense



The Player's Three Piggies



The Enemy Wolves



Potential Gamefields with House on End



Part IV – Game Review

Write a brief, yet detailed, review of a 3D 1st or 3rd person game found on Itch.io. Look to professional reviews for inspiration on structure, word choice, and voice. Remember to include a direct link to the game in your review.

<https://itch.io/games/html5/tag-3d>

<https://donitz.itch.io/burger-frights>

Burger Frights is a game with a realistic motivation yet a horrid twist that will make you think twice before going out late at night for fast food. Of course, who doesn't crave a burger late at night? As an avid fan of horror games, this game immediately grasped my attention with its late-night setting and bike-themed adventure.

While this is a very simplistic implementation of a classic cliche of roaming through a scary forest late at night, the overall vibes of this game mesh very well with its horror theme. The music, sound effects, and texture of the animation reminded me of nostalgic games from the 90s with an eerie twist. Even having the player on a bike instead of a closed car added to the intensity of the suspense. Another plus was that this game can be played directly in your browser without the need for download, which allowed for easy access to the game on any device.

What truly made me impressed about this game, however, was its jump scare in combination with its eerie animations. Because the graphics are not too realistic, the blood does not give off any grotesque vibes, yet the horror still remains and kept me on the edge of my chair. There appeared many effective jumpscares sporadically at just the right time to send chills right down your back. Overall, Burger Frights does a really wonderful job at capturing the concept of fear by making the player feel alert at all times, uncertain of what is ahead or what will happen next.

However, I will say this game lacks polish in its controls. It uses the well-known scheme of WASD for movement and a mouse for camera control. But it is implemented rather poorly as the camera movement is stuttery and not responsive to the player. Furthermore, the WASD movement was too precise and didn't feel natural to the smooth nature of riding a bike in real life. Perhaps these were design choices made to invoke a sense of panic in the player, but I feel these only hindered my overall experience.

Overall, I would recommend Burger Frights if you enjoy horror games and need something easy and quick. It is a short game with compact plots, yet it is terrifically intense and left me with a very strong impression. The storyline is easy to follow, and the jumpscares are perfectly incorporated to keep you alert. While the gameplay was not the most engrossing or well-implemented, the plot and horror elements kept me engaged throughout. I would rate this game an 8/10, a good pickup if you enjoy games like Limbo and Inside.

Part V – Audience Analysis of Game Review

This is your opportunity to discuss the choices you made in the game review. Consider these questions to give you a sense of direction: Who are you writing to? Who will likely play games on Simmer.io? Who will likely play this game in particular? What style of writing have you used to capture this voice?

Burger Fright is a simplistic game that attracts casual gamers who enjoy the horror genre. Since I am writing to potential gamers looking for a new game to play, I used a casual tone and employed diction that most gamers would be familiar with. I tried to connect with the reader as if we were two friends chilling together, discussing various video games. However, I did utilize empathetic word choice to get the reader more excited in reading my review.

I started my review with a brief introduction of the game as well as a compelling hook to contextualize the game while attracting potential readers. By adding a relatable cliche as well as a rhetorical question, the reader will find it easier to connect to me as the writer. I made sure to use many active verbs in order to grab the reader's attention quickly.

The body of my review mainly consisted of the attributes of the game and my opinions on how they were implemented. The reader wants to hear whether I think this game is worth playing so I made sure to emphasize the pros and cons of the important aspects of the game. In this section, I chose to use more technical terms relating to gameplay and controls. I also found myself writing longer sentences to bridge together greater amounts of information.

Finally, I concluded my review with an overall rating and who I believed would enjoy this game. This is by far the main reason people look for reviews; they want a measurable number. If I was a well-known game critic with numerous reviews, the reader would have a metric to compare my rating for this game versus other games. Furthermore, I listed a few similar titles which can help the reader gauge their interest based on those other games.

By organizing my review in this manner, readers are able to easily pick out the critical elements of the game and decide if it would be something they would enjoy playing as well. Most people who search for games on itch.io must be either very casual gamers or those who are looking to simply waste a few minutes. This website is not for extremely polished AAA titles with years of development time. As such, I chose not to be excessively critical of the replayability or the depth of the game. This review was simply a matter of explaining if this random game was worth a short while of another person's time. People who might discover *Burger Frights*, in particular, would most likely be interested in the horror genre. Thus, I focused on emphasizing whether or not this game was thrilling and had engaging jump scares that would attract other horror lovers.

Part VI – Reflection #1 on Unity and Game Design + 3 Screenshots

The reflection is an opportunity for you to express where you are in Unity: share challenges you've faced, explore ideas, etc. You may use the following questions for guidance:

Reflections on Unity:

1. Which task have you found to be most difficult to accomplish in Unity so far?
2. If you faced an obstacle not addressed in the tutorials? If so, how did you find the solution?
3. Have you explored aspects of Unity not discussed in class? If so, what are they?

I think I found simply setting up and starting Unity to be the most difficult task. For some reason, my computer was having issues installing and running Unity so I had to look up various tutorials to get it set up. However, I have found the tutorials to move at an approachable pace and I am able to easily understand and implement the ideas in them. In my short demo below, I wanted to see if I could create an object that disappears once you hit it, similar to how blocks in Mario disappear. This made sense in my case because I want to make a platformer. Obviously, since this was not covered in the tutorials, I had some trouble implementing this, but I found solutions online. Compared to a raw coding language like I am used to, Unity has many built-in packages and assets which makes my thinking process shift from how I implement a certain idea to what are the ideas that I want to implement. This paradigm shift is rather nice because I have more freedom to explore what is really out there.

Thoughts on your Game:

1. What game(s) have you inspired you to pursue game design? Why are you attracted to these games in particular?
2. What genres (sci-fi, horror, comedy, children's, etc.) are you most interested in? The answer to this question may be different for film and gameplay. Keep in mind, there's no right or wrong answer.
3. In looking at you **Part II - Wiki Character Profile**, what does your character want most in the world? How could you make sure your character does not get what it wants?

The game in particular that has generated an interest in developing platformer video games is Celeste. This game really interested me because the core concept is extremely simple: you have a jump and you have a dash. However, the way that the developers creatively extended this idea is especially amazing. You have a jump so why not add a jump off a wall? If you are on a wall, why can't you just stick onto the wall? What if there was a way to extend or reset your dash? These simple questions were transformed into numerous surprising movement options which made this game especially engaging. As a result, this game has taught me about the creativity allowed in video games and the power of being a game developer.

For film, I don't have too much of a preference in the genre. I find each has its unique engaging factor and experience that comes along with it. However, I find that I gravitate to comedies or animated movies simply because they are more casual and easy to watch. Some horror or drama movies are too much for me if I just want a simple, relaxing experience. For video games, I think I gravitate to sci-fi and animated games the most. I have always been an avid fan of Nintendo games so I enjoy the more childlike, cartoony games over ultra-realistic ones. Of course, I am

immensely impressed with how realistic and immersive those games have become. But sometimes, you just need to see Yoshi swallow Mario and have a good laugh.

My character desires most to feel confident in himself and his powers which requires him to find others like him. To make sure he does not get what he wants, I can add enemies who try to kill him or certain areas which force his path to run astray. To be completely honest, I'm not too certain about the plot line of my game as I have a better idea of what gameplay I want.

Unity Demo: I am using the 3rd Person Controller and applied a “Mario Block” material to a floating block. I coded the block to disappear on collision with the player. I also used an asset to create a forest environment in the scene. There is also a random block in the background where I played with opacity and colors of materials.

