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Under The Table

Introduction

We tried to make a game that combined both our love for stealth games growing up with the college that we were currently attending, and we thought a light-hearted fun game that merges these two ideas was our best path forward. That's how we came up with the idea of trying to sneak past psafe officers. This game is aimed specifically at Princeton students, although we believe that this game could be fun for anyone. Having it related specifically to Princeton was meant to make it feel more individualised to students on campus.

Previous Related Works

Pokemon

Creeping (online game)

Small games made with Phaser3

I think that pokemon is the first game that comes to mind when I think of the 2d top down genre of video games. I do not know how important the camera view and those types of graphics are, but I know that if they were not intrinsically important, then pokemon made them iconic, and pushed that theme into a special place into the hearts of many of our generation. As soon as you see the sprites used, it makes you think of pokemon. The other related works were games that we used to see how 2d video games could be built in Phaser3, so they did not influence the aesthetics as much as the mechanics.

Our approach was to draw students in with the concept of the game, then get them nostalgic about the stealth mechanics. We thought it would work well with most students, as they would find the game easy to relate to. When we had the idea, we believed it would work well, and when we proposed it to the class, it got a pretty positive reaction which only bolstered our hopes for people enjoying the game.

We decided to measure success in a very subjective way. We wanted people to enjoy both the idea and the mechanics of the game. (Experiments we executed). I don't think that we have enough feedback on the game right now to know whether the game has met our expectations,

but we know that we have at least completed half of our goal, as we talked about our idea with several students, they all seemed excited to get a chance to play our game.

Overall, I think that the approach we took was interesting as we are focused on a mixture of retro games but with a Princeton vibe. We wanted to make something that only gets better with age, and I think that we are well along the path to being able to do that. (Potential different approach). I believe at this point we simply need to focus on polishing the mechanics of the game, and past that our creativity is the only limit. We need to be able to make more levels that will still get students excited. We could also try and focus on a scoring element to try and add a feel of competition. Competition is often seen as a substitute for creativity and we would not want people to play the game simply to beat their friends. We would always want them to be there primarily for the feel of the game. It was reinforced into us how creativity is so closely interwoven into Computer Science, especially with graphics. It would not be true to say that we did not know this at all before, as there is room for creativity in many different facets of Computer science, ranging from algorithms to cybersecurity and more, but I think that graphics taps into our creativity in a way that is artistic, which is not something I have experienced in a while.

In conclusion, designing this game has been a wonderful experience, and we both want to keep working on it and polishing it into the future. We really believe games like these have a lot of value. On top of helping with creativity, it also gave a new appreciation into what goes into making video games.