

Brittany Westlund

Game Engines

Milestone 5 - Hoshi

1. Update on implementation details.

I'm currently working on instantiating the player character, creating backgrounds, and setting up platforms.

2. Please indicate who has worked on what part of the project.

I'm working solo on this project.

3. Specify how your timeline has changed. Include your old timeline and your new timeline if changed. Be as specific as you can be with your timeline.

I initially planned on taking until May '23 to finish my game; however I would like to have a presentable level by the end of this term. Therefore, my timeline has changed so that I can deliver a small demo this term.

4. Include all the aspects of gaming psychology as it applies to your project. Include achievement components, social components, and immersion components of your game.

Achievement Components

The player will visit areas in Tokyo for someone who is sick and collect photos for them. Players will have a log they can reference to know how far they've made it through the game.

Social Components

In terms of social components, although my game is single player, Hoshi will have opportunities to help NPCs.

Immersion Components

The environment within the game will help draw players into the world and allow them to escape real-life. The player can select the color of sea star they would like to play as.

5. Discuss the skills required in your game

Hand-eye coordination, quick reflexes, timing, accuracy, critical thinking.

6. What the goals are of the game (how will the players know what the goals are)

The player is guided through the game on a main story quest, magically gathering memories for someone as repayment for saving your life. The player will know that they have succeeded in the previous step, and learn what the next objective will be and be able to reference them in an achievements menu to check at any time.

7. What is the constant feedback that your game provides to the players

There will be feedback in the form of enemy sound fx to alert to upcoming danger, a health bar and energy bar for quick status updates, and soundtrack changes to augment player excitement prior to the more difficult situations.

8. How does your game make players less self-absorbed?

The core story of the game is about helping someone achieve their dream before it's too late, while they help you overcome your fears.

9. Keep in mind that your game might not hit all of these. Indicate which ones are applicable and which ones are not. Justify the ones that aren't applicable.

Considering my game is single player, there are no opportunities for different players to interact within the game. I will use recurring NPCs in the hopes that the player can feel like they are developing a connection to the game beyond the environment.