

Cobie Caburao

CTCH 312

Due June 9, 2025

Project Meeting #2

Acting Like a Designer:

Analysis

I want to accomplish a playable game. I have access to Unity and Unity asset store. I have a deadline on June 16th.

Design

Brainstorm what assets I'll need to make or can get from Unity Asset store.

Sprites, scripts, sound made by me

Tilemaps and UI from Unity

How long will making the assets take?

Implementation

The shortest path to make something playable/testable is make really basic sprites, code scripts for all mechanics, design scenes for traversal, and basic UI.

Testing

1st circle: I test to make sure all the script and interactions are working as intended

2nd circle: I have my friends and family test it out and give feedback

3rd circle: Testing with peers in class as Tissue playtesters.

Iteration

I change or fix any issues brought up in testing and test again.

Design Goals:

My final design goals are becoming a better designer for myself and fun and flow for the players. I want the players to enjoy the game I design influenced by many of the things I enjoyed from other games mixed into one. I want to get better at keeping golden ratio for players to learn the necessary skills and be appropriately challenged.

Paper Prototyping plan:

I used Paper Prototyping for weapon design. Trying to find balance in different weapons archetypes so the players can have varying playstyles with advantages and drawbacks. Also Prototyping maps for scenes in the game and brainstorming enemy amount of enemies in a given encounter and the space the players can move in as well as any hazards the players would need to watch out for.

Game Testing:

1st circle: I test to make sure all the script and interactions are working as intended

2nd circle: I have my friends and family test it out and give feedback

3rd circle: Testing with peers in class as Tissue playtesters.

First round as Tissue playtesters and with feedback and discoveries I will make changes to the game and do a 2nd round of testing.

Auto Evaluation Questions:

Remaining steps I have are enemy attack pattern scripting and implementing UI and different game states like second wind and run reset.