

Homework #1 Report

For Homework #1, I was able to accomplish all of the tasks required for the assignment, but not anything more. This was not true initially, I was only able to create about half of a game by the deadline, but thankfully after meeting with Professor Ortega and the TAs, I was able to get another extension (thank you again) and was able to work on this project solo. From that point, I remade some of the levels and controls to be more of my own, and kept all of the files I had initially created when I was working with my partner.

My files are found at https://github.com/csu-hci-projects/DonsereauxA_CraigT, under the branch Tyler-HW1. From there, go to the directory HW1, and open the file named hw1.uproject. This should open up a UE5 window with a black screen, and this is intentional. As detailed in my writeup, this is a blank level I used for the main menu UI's background, and running the game will start up everything else.

I would say the features that I did want to discuss was my health mechanic, because rather than a traditional approach, I chose to use a level timer. This provides an additional challenge since now the players feel rushed to complete the level. For the first few levels, the timer is not a threat. I wanted to design the game this way because I wanted the player to be eased into the game. That is why the first level is easy. If the player is just pressing forward, they will run into the bomb and notice that their timer went down significantly. This is a safe space for this experience since the player will still have plenty of time left in the level, and if the player continues they will also be able to notice that the coins increase the remaining time, and that the player should automatically run into them. By showing that the coins are staggered, that indicated to the player that moving both forward/back and left/right is needed for this game. Finally, the goal is straight in front as well, to allow for the most simple experience of getting to the goal. From there, I try to expand upon one new feature every level, so that as the difficulty increases, the players don't feel too overwhelmed.

Another feature I would like to emphasize is the level preview while loading the level. This allows for the player to get an understanding of what is going on, and where the general goal is. The view is always from the right side of the stage, in order to try not to confuse the player's sense of orientation, but taken in different locations to emphasize important features. For instance, on level 4 the camera is more angled down, in order to show that the goal is under the bridge, since this is harder to notice with all of the bombs.

Finally, in order to decrease/increase difficulty, I chose to remove/add bombs. This is because I often notice that players who struggle more with video games have less precise movements. By expanding the general area that the player can move in, I think this will greatly aid the player in their game play.