

The final title of my game ending up being “Treasure you Sanity”, in reference to two of the basic driving forces of the game, which are collecting treasure and managing the character’s sanity. The initial concept for the game was more of a puzzle based game where you could pick up and place torches ad infinitum. In that iteration, the goal was going to be reach the end of the hall without going insane due to darkness and ghosts. However, after even a small amount of play testing I decided that this game, or at least how I had implemented it, was not very fun. It was also pretty difficult to implement interesting levels. So I decided to give the game another objective besides just managing your sanity by staying in the light, that I would add the collection of treasure to the game. Now the main goal of the game would be to maximize your score before your sanity reaches zero by collecting the most treasure you could. I also changed my level design to include one large level the player would probably not be able to explore all of in one play through rather than a variety of smaller levels.

After playing a while on this new level, I decided that the gameplay felt rather flat as the sanity decreases. In order to create a more dynamic experience, I increased the number of ghosts that spawn as you lose sanity, and I also increased their speeds under the same guidelines. Additionally, I added a distant screaming sound-effect whenever a ghost spawns to try to immerse the player a little bit in the panic of slowly going insane (I really suggest playing the game with the sound on). Now that more ghosts were spawning, the fact that they didn’t die unless they touched you felt overpowered. So, I made it so that any ghost lured into the light would burn up and be destroyed. This also added a bit of strategy in not wandering too far from your torch at any time. However, now the torches and the light they provided felt slightly too strong. In order to combat this, I gave torches a limited lifespan of 30 seconds before they disappeared. This keeps players from just standing around in the torch light forever, and eventually forces them to keep playing the game.

Finally, since receiving a score with no context of how you’ve done in relation to anyone else is no fun, I added an ending screen that tells you your score and where that ranks you

amongst other players, as well a scoreboard that shows you the top three of all time. You can always hit “Play again” and try to one up that top score.