

# Üç Dünyanın Hikayesi



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## Introduction

The Battle for the Three Worlds is a mythology-inspired fantasy game focused on exploration and puzzles. It offers an immersive experience where players engage in strategic thinking while enjoying a captivating story, creating a lasting adventure that makes them feel like true heroes.

## Problem

The game aims to offer players an engaging experience where they can immerse themselves in the story without boredom. By combining puzzles and exploration, it ensures both fun and challenge. The design focuses on being immersive yet simple, with easy-to-learn mechanics that let players concentrate on the story.

## Analysis

The game ends with the player restoring balance to the Three Worlds by defeating the Shadow of Darkness. Progress requires overcoming obstacles, solving puzzles, and finding sacred artifacts. The interconnected worlds encourage strategic thinking, maintaining constant challenge and excitement.



Figure 1 - Ancient World

## Design Idea(s)

### Initial Design Idea

Initially, the game's story was simpler and focused on progressing through quests within a single main world. Platform transitions and combat mechanics were the core elements. However, to meet players' expectations for greater depth and variety, the concept of the Three Worlds and a time-travel mechanic were introduced.

### Final Design Idea

#### Mechanics:

- Progressing by collecting keys and sacred artifacts.
- Traveling to the past to break the curse.
- Discovering hidden passageways and solving puzzles.

#### Dynamics:

- Increasing difficulty levels between platforms.
- Overcoming obstacles using different player abilities.
- Integrating puzzles that support story progression.

## Evaluation

We conducted multiple playtesting sessions with a focus group to evaluate the game's mechanics, design, and overall experience. The group consisted of eight participants with varying skill levels, who explored the game world, solved puzzles, battled enemies, and unlocked abilities.

### Results of Your Play Testing Session

We gathered valuable feedback from players, focusing on their insights and suggestions. The puzzles and exploration were found exciting and challenging at the right level. The interconnected worlds captured attention, motivating players to keep progressing. However, many players felt the game lacked complexity, so we added more challenging obstacles and dynamic mechanics to enhance the experience.

## Recommendations & Conclusion

### Recommendations:

- Add slots to the hexagons to secure the sacred artifacts, as they may slide occasionally.
- Use deeper containers for rolling dice to prevent them from falling off the table.
- Consider upgrading the sacred objects to 3D models to enhance visual appeal.
- Make the board more detailed and larger, with improved textures for a more immersive experience.
- Expand on the game's story to provide a richer narrative experience.

### Conclusions:

In conclusion, we aimed to create a game with engaging, long-lasting gameplay, and we believe we have achieved that. The extended playtime was essential for us to design a game suitable for long friend gatherings, and we are thrilled to offer that experience to players. The Battle for the Three Worlds turns home meetups into an exciting adventure, making them anything but boring!

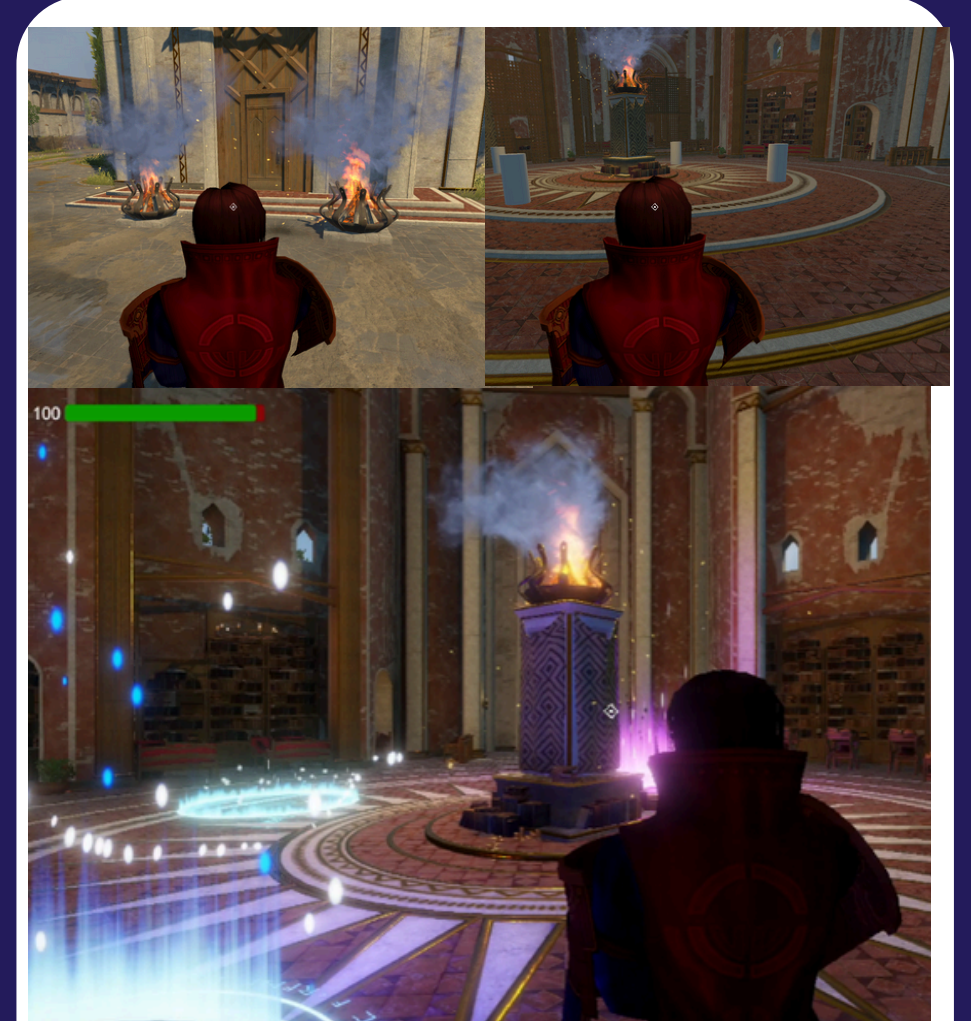


Figure 2 - Temple