Our game is fully functional. All of our original ideas are implemented into the game, and for the small few that couldn’t be have been reworked and put into the game. For example the melee guard and that pistol guard. The melee guard was reworked into a small robot that on sight goes straight for the player character at a good speed then exploding on contact, and the pistol guard was reworked into a rocket launcher guard. The game includes a health pool which makes sure that the player has enough chances to make mistakes in the levels. We included one life because we wanted our game to be more difficult, making it so you have to catch up to the checkpoints in one chance.

Our game definitely cannot be defined as ‘trivial’. We have many different enemies in different forms on each level, all limited by the wall. Simple physics such as enemy and bullet to wall collision and no line of sight through walls for enemies. Sound effects are varied and cover the most important actions or events, such as the player being hit or just simply and explosion. All of this tied up by cutting off sight to a relatively small area of the level makes it so that the player has to scroll around the map and explore it.

In terms of gameplay design we went for quick action. We wanted the game to feel like fast paced and fun. The player has full control of the character moving and aiming his gun in all directions. The movement is quick, responsive and tight for both the player and enemies. This coupled with high damage and low health pools from both sides makes it so the game is constantly action packed. Taking too many hits from a simple guard can cost you the level, dodging his hits makes it much easier. We chose a ramping difficulty. The player can not change it, but it is designed so that they will be able to master any enemies before the game gets hard. First you introduce the new enemy type alone from another other enemies so that the player understands what that enemy does. Then you slowly incorporate others and that alone forces the difficulty up. Finishing off with big numbers of enemies put together makes the game difficult and fun once you know what you’re doing.