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Level Design

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### Empowers The Player

When empowering the player it often means that the player has changed something in the story to make the outcome either good or bad. This type of design is seen throughout the game Undertale and Deltarune. These two games make the player feel like their choices throughout each game matter because in doing said action, like killing, can change dialogue and the ending of the game.

Undertale's core game lies within the actions of the player because the game relies on the actions of the player to make changes throughout the game. One example of this is the toriel fight, upon entering the battle if the player chooses to flat out kill toriel the dialogue exchange will be sad and emotional seeing as how toriel will now be pleading and doing everything she can to get you to be friendly again. On the other hand if the player decides to be more friendly the dialogue exchange will be more friendly and normal. When making Undertale the creator made a fun engaging way of interacting with the player which works really well considering some of the outcomes that go with them.

The game has very few flaws but the one thing that Undertale and Deltarune could have done is provide the player more choices than just kill or spare. Going with these two choices alone can get a bit stale really quick. It would have also been cool if the game broke

the 4th wall from time to time throughout the game instead of just on a specific ending.

Undertale empowers the player constantly after they have completed a section of the game or after a fight which often lead to key characters either being dead or alive depending on how the fight went. The game has few flaws granted that it is a 16 bit stylized game but it does fall short on the options only being kill and spare but it still does a good job of empowering the player.

Undertale and DeltaRune both have their pros and cons but the overall design of how the game is made is good and engaging in both story and gameplay often having players try out different ways of getting different endings based on how the player acts.