Reflection

In terms of the common threads that the games I’ve made so far, the most significant one is that both these games have a thread like progression that encourages the players to proceed to the next level. For the puzzle script, the players essentially have to solve the puzzle in the current level in order to proceed to the next level. For the Bitsy game that I made, the players have to collect staff from the lower level in order to pass some gates or eventually reach different branches of the endings. I think it is somehow related to the fact that players love the feeling of farming and leveling up. Moreover, another aspect of the similarity between these two games is perhaps that both these two games have a clear confined map area. In other words, both of these games have clear rules that allow players to enact limited level of privilege that facilitates the smooth running of these games.

I found the puzzle script to be the most exciting one. This tool is small, but elegant. It only has limited functionality and confined language design in terms of other game engines; however, within a few lines of scripts, you might find yourself creating complicated rules for your game. For instance, it is really rewarding when I found myself making my complicated puzzle script rules using 6 lines of code without specifying the complicated behaviors of the characters. For allowing the characters to push, pull, and stick the boxes together. This is essentially extremely useful and powerful when you want to get your ideas implemented in a fast yet accurate way.

The biggest design challenge for me so far is to realize the functionality of multi-branching in my bitsy game. This might sound easy to realize at first, but is defecto hard to design as a whole: where to put these special items/conversation across the map so that the player might finally reach them to achieve certain ending? Which level is appropriate to place these items/special triggers that the user might not feel uncomfortable while they are playing? Matching up the endings and the player behavior is also not easy to achieve. The fact that the game designers are not the actual players themselves and this will result in unbalanced information that the game developer would comprehend and what the gamers would actually obtain.

I am pretty proud of the Puzzle Script game that I made. The rule of this game is pretty simple, yet it embedded deep thinking of players to consider the combination of these rules in order to pass the current challenge. The players are only allowed to pull the gray magnets and push the yellow ones, sometimes the yellow ones are in a sink, and the players have to make it possible to use the gray magnets to pull them out, which I personally consider as a pretty balanced combination for the players to try out. Moreover, the players are allowed to stick one yellow and one gray magnets together, and this creates more possibilities for level design that will essentially get the players into thinking about the current level deeper in order to win it. Last but not least, I added some learning levels for the players to learn more about the rules that could be essentially applied to later levels which are much more difficult for the players to challenge.

I want to make a Japanese Text based Galgame based on the Bitsy Editor since I found it extremely useful using Bitsy to create narrative based linear game. This time I will try to use static images in 2D instead of creating complicated maze, and the character should be replaced as cursor that allows the player to transform from one room to another. Moreover, I will design more complicated pixel art that could reach my expectation.