Reflection

I am pretty much surprised of the Fox Jump game that I’ve made so far, I think the part that surprised me could probably be the interplay between the players and the objects in the game world. For the GBStudio game that I designed, the fox could interact with different objects in that liminal space. Some are the enemies, which could deal negative effect to the little fox, from backing to hitting and falling. There are also friendly unit that could grant the main character some power that could help him pass the game. There are characters that could grant the main character power to climb on the wall. The most powerful one could help the character to jump in the sky for 3 times, which could help the players to jump to platforms that are unavailable and impossible for them in the past. Another surprising characteristics of the two games that I developed is that they both have a clear set of the rules that the players could follow and players could also get different ways to get themselves enjoyed. For example, I am pretty surprised with the unlimited creativity in the painting tool that I created, there’s no such a thing called the ending and the player could play, say forever. However, by combining different drawing tools available in the game, the player could essentially create different drawings and evolve their pictures from time to time.

I think for the two games that I developed, there are more instant feedback that are available for the players. Take the Fox Jump as an example, due to the upgrade of the game engine, players could now do more things that were not available in the past. By the power of the engine, I could provide more real-time feedback such as the actions when hitting the enemies, and how the players interacts with the wall. However, in the past Bitsy games, that kind of feedback is not available and only texts were shown to the players every time when they were trying to interact with the objects that were available in the game world.

Actually, I encountered problems in designing the platformer, especially when I was trying to add instant feedback to the game world objects. Take adding the collision box as an example, since the game world set the collision box as an actual box, when I was trying to use a spike like staff to hit the players, it looks kind of bizarre and the players were like “hitting by the air” as I could describe. Moreover, due to the unexpected logic by the engine, some behaviors take much longer time to take effect that I have to essentially delete them in the world.

I think the most rewarding part of the game design is to draw the pixel mapping with the tiled tool for the GBStudio. I do enjoy the randomness and the art effect that could be achieved by the simple combination of the textures and I pretty enjoyed the part creating a floating castle like scene that looks like the combination of the debris of the civilization and the decay of post-industrialization style world.

I was trying to realize an elevator like animation, however, that will be almost impossible for the current staff that the GBStudio offered. Therefore, the only thing that I could do is move the characters instead of moving part of the scene. After thinking about this problem again I realized that I could actually make the elevator to be an sprite and that sprite could be programmed to move together with the character, which is pretty cool.