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Justification for Project 3

The original game name was musical notes. Over time, I realized that what I was trying to do was something that was not possible for me. I'm fairly certain that might have been possible for somebody else. What happened, the original game was that it was heavily dependent on the physics of the notes dropping in the system and therefore made the puzzle a lot more difficult to play, not just to write. So I decided to go with a lot more Mayhem in my game so that it's more expected that the physics is unpredictable. Now my game title Babysitting Mania.

So my original game was pretty awesome because it felt like a major feat for me. I was really afraid of the Unity UI system and trying to master that in such a way, that going through this and making it pretty good it, made me happy. However I ended up finding the that if I wanted to make a great game wI would have to orient it in a directions and I didn't want to go. The major problem I had was that 12 a game influenced by the unity physics engine and a very set tempo music game doesn't mesh well together.

My feedback from Austin mostly was about not being able to come up with an interesting winning mechanic, it also needed to be more puzzling as well. I think this is where my downfall was, mostly on how to make the game different and difficult for the player thought-wise but not coordination-wise.

On the list of things that I've tried, I've gone back to my original idea of setting the tempo with dropping note. I added switches for the notes to split them and 16th notes but none of this was really puzzle like it was really difficult to match where you thought the note was going to land. I've also tried coming up with other sort of mechanics and tried seeing if I could make it as close to a puzzle game as I wanted it to be as well as playable. I would have been fine if it wasn't hard but just wasn't playable. However the fleshed out concepts were not the same as the grid lined concepts that I came up with on paper. Nothing really worked the way I expected it to. Therefore, I kept scrapping ideas with gravity and depending on splitting directions from other melody notes to gather more sounds. A video would do this image justice but I only have one and it's not good.

After a while I started they just kind of give up on this idea kept with certain aspects of my original idea. I had a few ideas after that point but for some reason I fell asleep and woke up to a kind of funny idea and I thought I would be entertained so I chose it. It was a good choice and really force me to go above and beyond what I thought I would be able to do it also got me really annoyed with the UI system and they have to continue to get better add that after a while I also realized that maybe it be better if I stopped a hard coding how the player wins. I learned quite a few good from this game. One being puzzle games are very hard to think about. That Unity UI should not be underestimated on the time it takes to get it. Three Simple games seemingly unnecessary point of direction are still fun. I feel like I could have come up with any win system for this particular game but I just felt like it had to be baby themed. I didn't know any other way. I'm not sure if there's any fun in this game but I know there was fun and making it even though it was aggravating at times.

Mostly I worked based on feedback from myself like if I were to play this game how would I want to taught to me. I think that's another thing I wasn't comfortable with but I tried to push myself to do it. It was very hard for me and I would say I probably didn't get this right. I also just found that I added more components to the UI than there needed to be the first iteration of this baby version. I added the movable platforms and the regular beams to th UI. They didn't need to be there it's more restricting when I take it away. If I added every component to the UI based system it would defeat the purpose of the game. The restriction makes the game. I also realized that I maybe should have added a trash.

I hope to say that this concept is new and original in the way I can't say I've seen a game that does point A to point B in exactly the way that I've done it. Controlling other things within the game this way is interesting. I would also say it's probably not the greatest but the mechanic meant something to me. I was always impressed with the concept of taking things apart and putting them together and moving things around to solve a problem. It's an Engineers game a lot of silliness and bold probably not the greatest but it's funny and things happen and I hope somebody likes it. It may be terrible. It may be hard to play, but I wrote all of this with a broken arm. That's mainly why it's not great. Time constraints of haphazard project with a broken wrist and broken dreams. It's done though, that is what is important. I finished. This class is hard to someone who has already had unity experience. Imagine me, I have to remember that sometimes. It's good for what it was.