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Game Title: **Path Align**

Creative Process

I went through three separate iterations for ideas on this project. My first idea was a 3D variation on Slime Volleyball. However, two things quickly became apparent: proper depth perception is extremely difficult to implement adequately and the mechanics of the game were not novel. Therefore, I soon moved on to a second concept which was a take on infinite runners. My philosophy was that I wanted to manipulate the space the player was. Specifically, this was accomplished by giving the player the ability to rotate the tunnel by 90 degrees in a clockwise or counterclockwise direction. The route would be designed to require rotations in order to remain alive. However, again, I believed that the mechanic was not testing any bounds. Therefore, I once more adapted the idea to instead be a hide-and-seek/laser tag game. However, this was too large to accomplish in the given time. Finally, I settled on a 2D action puzzle game that involved two-player cooperation in order to complete each level. My main goal with this project from the beginning was incorporating cooperative multiplayer into the game such that communication and synchronization was required.

Development and Playtesting

With my first iterations, I relied heavily on user input from friends and fellow classmates. I worked extremely hard to get a proper camera view in Slime Volleyball and yet even with all the effort, it still proved a difficult task. I tried various angles, positions, and sizes for the camera view and used similar games such as Mario Tennis and Mario Volleyball for inspiration. Even so, I was unable to successfully adapt the classic 2D game to 3D.

With my final action puzzle idea, I received positive feedback with constructive criticism on various aspects of the game. For example, players felt that the trailblazer (snake character) should be able to increase or decrease the amount of blocks it can create. Secondly, players asked for more hazards, perhaps through enemies or environmental hazards. As a result, I implemented turrets that track both the player and trailblazer, depending on who's closer. These turrets only stun the trailblazer but can kill the player. A third critique suggested that the player should be able to fight back. Therefore, the player was adapted to have a weapon that can stun turrets.

By the end of this project, I was certainly surprised by the end prototype. While I definitely wanted to incorporate multiplay, I had imagined it to be competitive or cooperative competitive within the context of Slime Volleyball, or a similar game. However, the end result lacks competitiveness but requires much cooperation and requires both players to think about the solution to each puzzle. The key here is that there is no one solution.