Spectrum

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1. Simple Controls – The controls of our game are very simple. It utilizes mouse movement and the left mouse button. Those are the only controls that our game has.
2. Easy to learn and approachable – Our game is very simple and approachable. The average gamer can easily figure out the goal of our game from the first few levels. It is very easy to learn how to do well in our game once you get through the first “tutorial” levels.
3. Short bursts of play – Currently, our game only takes a few minutes to complete only because we have so few levels. In the future, once there are more complicated level, the hope would be that it may take a few minutes to figure out and complete each level. Also, the player can go back to a level they already played and try to find the most efficient way to complete the level.
4. Sound – Our game has appropriate background music and sound effects. Sound effects occur when each target color is reached and also when each level is completed.
5. Good Onboarding – We worked really hard to try and achieve good onboarding in our game based on feedback from our early playtesting. I think we were able to achieve that through the tutorial phase during the first few levels of our game. We also implemented a help screen just in case the user needs a reminder on how to play.
6. Good Usability – Our game is very usable and has simple enough controls that usability is not an issue. It is very self-explanatory on the goal and how to play our game.
7. High Score Board – The scoring system in our game is star-based. You get a certain number of stars based on how efficiently you complete the level. On the levels screen, it shows how many stars you received on each level. It also shows the number of stars you earned on each level in the top left corner of the screen whenever you are playing the game.
8. Depth – The depth in our game starts during on the seventh level. This is the point when the scoring system matters and doing the level the most efficient way will result in a higher number of stars. The stars you receive are based on how many moves you use while trying to solve the puzzle. For example, on level 7, you get 4 moves to solve the puzzle. If you solve it in 2 moves, you receive 3 stars. If you solve it in 3 moves, you receive 2 stars. If you solve it using all 4 moves, you only receive 1 star.
9. Genre – The genre of our game is a puzzle chain reaction game. The chain reaction aspect of our game comes into play when you have to blend colors to make a whole new color. If you cross one color on the axis of another color, those colors will blend. There are only certain combinations of colors that will result in a blended color which are conveniently listed for the user on the help screen.
10. Differentiate from our Boomshine clone – I think that our game is probably the most differentiated from the Boomshine clone because it looks completely different and provides a very different experience from Boomshine. We hardly used any code from the Boomshine base code, which makes our game very unique.
11. The game is a very complete game and I would be proud to show this to any employer. There are obviously still some flaws, but overall this game is a complete experience.

Overall Grade – 95

As I said before, our game is very complete and playable all of the way through with no errors. One thing that we would’ve liked to do was add a few more levels showing off the depth we could achieve with our game. With a little more work, I believe this game could go from good to great.

Coding Split

Katelyn was the one who got mostly all of the functionality for the actual grid working and puzzle mechanics working. She also implemented how the blocks behaved and made most of the levels. We designed some of the levels together, but she came up with most of the concepts for the levels. The main part of my work was the overall design of the game. I created all of the visuals for our game including the different screens and UI. I also created all of the buttons and the help screen. Another major contribution I made was getting the scoring system working. We worked very well together and would love to work with her again!