# PUZZLE GAME

## The task:

The goal of this task was to create a puzzle game using "Puzzle Script". We were working in the groups of 3 to make the game.

## Process of work:

First of all, we decided which idea and main mechanics our game would have.

- **Idea:** The zombie virus infects the healthy human's body, going through different parts of it and filling every pixel.

- **Main mechanics:** the green pixel(virus) can go in 4 directions, leaving the trail behind itself. This way the pixels where the main character has already been turns green and it is impossible to go to the same pixel for the second time.

- **The most difficult part of work was to write rules, win conditions and other parts of the code, as it was the first time of using "Puzzle Script" for all teammates. But the analysis of the code of the other puzzle games helped a lot to code the mechanics.

- **The first version of the game was created after a week of work, after what other students and the professor tested it and gave a feedback. It helped a lot to find some disadvantages of the game and fix them during the week after that. So there were two versions of the game, the first one and the updated one.
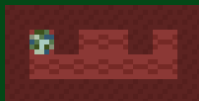
# Parts of the project that I have done

## Level design



Level structures (Taya) **VERSION 1**

Level structures (Taya) **VERSION 2**
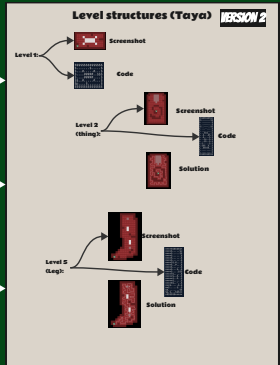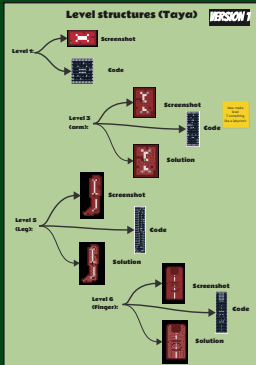
During the first week of work the first version of the game was created. I designed four levels for that, for some of them created the mechanic of movable block.



```
RULES
[ > Player | Piece ] -> [ > Player | > Piece ] sfx0
[> player|Trail]->[player|Trail] sfx2
[player]->[player Trail]
```

I also worked on the part of the code, where the mechanic of the trail behind the player is written and also worked on the win conditions.

In the second week, after the feedback during the lesson, the second version was developed. My levels were redesigned to be simpler and more understandable for the players. After that the order of the level was changed by me to make the whole structure of the game more logical, where the first levels are easier that the next ones. In the final stage of the development, before the publishment of the game to itch.io, the new cover for the game and itch page were designed by me.
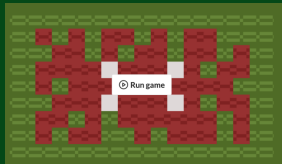




## My feedback and the result:

While I was working on this game a gained a new experience in HTML scripting, worked in the PuzzleScript for the first time and learnt a lot about the concept of the puzzle games. However, the biggest insight of this whole working process was about dealing with difficulties, while working with something new. At first, for me, the same as for my team members, it was absolutely unbelievable, how we can create this game, as we didn't know how to write the rules for the game, win conditions, how to design levels and, in general, implement all our ideas in the PuzzleScript. We started with the analysis of the codes of some other games, read documentation, tried to write the script and had a lot of errors, and it took us a lot of time but in the end, it was really worth it. We managed to do everything we wanted, and I realized, nothing is impossible, it is just tuff and will take some time to learn to do something new but it is always important just to try. What is more, this way of learning, by yourself, is the most efficient one because all the information and skills are remembered immediately and very well.
All in all, this task gave me a lot of experience: both practical and theoretical.