

1. Is the space in your game discrete or continuous? Please describe it. (10 pts)

The space in our game is continuous because the player has full control over where they can go. In addition, it matters exactly where the enemy is in relation to the player. There are no set positions in which you are in danger, because the enemies are constantly moving and aiming at where the player moves.

2. How many dimensions does your space have? What are these dimensions? (10 pts)

There are two dimensions because the player can move forward/backward and side to side. There is no third z dimension in which the player can move. There is no jumping or flying that is possible in this game.

3. What are the boundaries of your space? (10 pts)

The players can move within the entire space of the scene, besides where enemies are located and where there are other objects such as trees or bushes.

4. How many verbs do your players (characters) have? What are they? (10 pts)

There are 10 main verbs. The player can walk, run, dodge, attack, block, break, buy items, change weapons, use potions, and use foresight during the gameplay.

5. How many objects can each verb act on? What are these objects? (10 pts)

The player can attack enemies, block enemies, buy potions, buy weapons, buy supplies, change weapons, break barrels, break training dummies, break windows, and dodge attacks, dodge enemies.

6. How many ways can players achieve their goals? (10 pts)

Many. They can use multiple types of weapons to attack enemies, they can use the environment to attack enemies, they can spend coins to upgrade their weapons, they can buy attack boost potions, they can buy defense potions, and they can stun the enemy if they get the right sequence of dodges.

7. How many subjects do the players control? What are these subjects? (10 pts)

The player controls the main character, the character's weapon, the character's potions, the character's coins, and the character's shield.

8. How do side effects change constraints? (10 pts)

In this game, the action of attacking or blocking the opponent has a recharge rate, which means that attacks must be timed well in order to be well executed. In addition, the enemy tracks your location to attack, which means that you need to move when they attack to avoid damage.

9. What are the operative actions in your game? (10 pts)

Moving in 2D space, attacking, blocking, dodging, and using foresight are all operative actions that exist in this game.

10. What are the resultant actions in your game? (10 pts)

Resultant actions are the timing of the attacks, luring the enemies into traps, using the environment to block incoming attacks, pushing enemies off of bridges, and constantly moving to avoid damage from enemies.

11. What actions would you like your players to do that they cannot presently do?  
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I would like the player to be able to counter attacks, but I do not know how to do this so that their attack would either be accepted or denied based on the timing of their counter. I would also like the player to be able to

12. What is the ultimate goal of your game? (10 pts)

The ultimate goal of the game is to get to and defeat the final boss and save the kingdom from his tyrannical rule.

13. Are there short and long-term goals and what are they? (10 pts)

The short-term goals would be to get through each scene without dying, and long-term goals are to get better weapons to defeat the increasingly difficult enemies, especially the boss.

14. How do you plan to make the game goals known and understood by the player? (10 pts)

We plan to start the game with a story, to give the player an idea of the motivations of the main character. The evilness of the villain will be emphasized, and the main character will be visibly appalled and called to action.

15. What are the foundational rules of your game? (10 pts)

The player loses health if they are attacked and the enemies lose health if attacked. When the health runs out, this means that the character dies. The player can only spend the coins that they collect and cannot go over the amount they have. The player

has statistics that increase based on the scenes or levels that they pass through. Attack power, health, and stamina increase based on the progress they make.

16. How are these rules enforced? (10 pts)

These are enforced by the idea that they only get these upgrades if they defeat all the enemies in a certain scene. This creates an idea that they must earn the upgrades they get.

17. Does your game develop real skills? What are they? (10 pts)

Yes, the foresight attacks get increasingly complicated, and the player must hit the memorized buttons at the correct time at increasingly fast speeds.

18. Does your game develop virtual skills? What are they? (10 pts)

Yes, the upgrades for the character such as health, attack, and stamina would be counted as virtual skills.