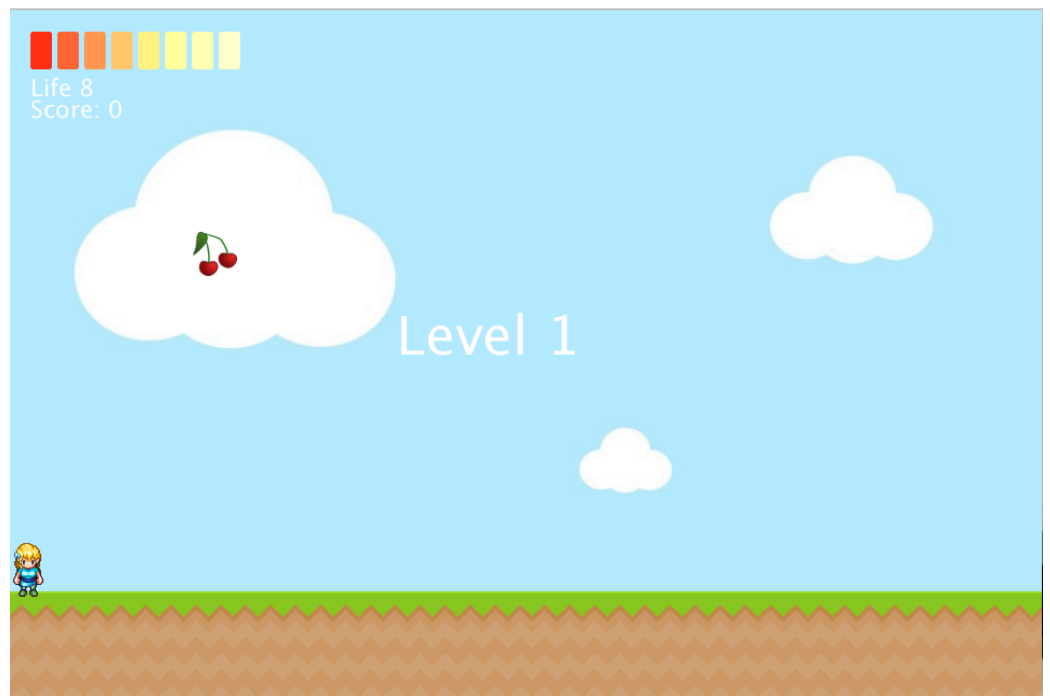


GAME DESIGN



5/12/15

Interaction Design

For my game (Cherry Quest), I made a simple 2D collection game. It involves the character jumping and moving across the screen stop the cherries from dropping. The player can also get a power up to boost their speed.

Game design

INTERACTION DESIGN

REFLECTION

From the beginning of the project, I realized after several iterations of the game design that my idea's changed to accommodate new ones. I learnt that to achieve a good design and game play, it takes several iterations and user testing to make sure your product is working and user's actually would like to participate in. Designing the interactions between the player and the objects and also the walking of the character was quite a challenge. It took several iterations of work to get the character to walk smoothly and to get the player to interact with the environment.

At the end of the project, my design was to engage my users to keep the playing. I integrated a scoring system which makes the user want to play more to beat their previous score. Later on, I would like to add multiple levels with different environments and graphics, and maybe integrate a boss level.