Explaining the Relevant Implications

**-** Intellectual Property

Intellectual property in this context is licensing like, copyrights or trademarks of the elements used in the code or game. Any visual elements like character designs, tile designs, name of the game, fonts used in text, etc. Any sound elements like music, interactive sounds, etc.

I’ve made sure to create most of my own tile textures, character textures, gameplay, interactive sounds etc. I also made sure that anything I did get from other people was not copyrighted.

**-** Sustainability and Future Proofing

Sustainability and Future proofing is things like file structure and code structure, code comments and anything else that helps you in the future when you want to go back and look at how the game was made or if you want to go back and update the game. This also helps you as you’re making the game in case you forgot how something works or what a certain piece of code is used for.

I’ve put all my game elements in named folders for example, maps, sounds, images. This helps me separate the different types of files into categories and makes it easier to find something you’re looking for. Another way of keeping my game sustainable and future proof was writing comments next to the bits of code so I can see what certain bits of code was used for. I also made the names of my classes and functions relate to what they are used for, for example, InstructionView, GameView.

**-** End User Considerations

End User Considerations is the player or user's experience when playing the game. Finding the balance between difficulty and enjoyability in the game is a very important aspect. Things like tutorial levels or hints in the game that help the user.

I made the first level in my game a tutorial level that introduces the core mechanics of the game, and the second level teaches you another aspect of the game and then the rest of the levels were made to give the user a challenge. The difficulty level increases in the higher numbered levels. This way you get used to the difficulty of the higher levels. I also had to make sure the levels weren’t too difficult and to keep the user playing.

**-** Aesthetics

Aesthetics is the physical appearance of the game (how it looks) and the sound. Good aesthetics means the game looks well made, and the sounds fit the scenes in the game and the things happening, for example, when you jump there is usually expected to be a jumping noise that matches your character and art style.

I chose to create a minimalistic aesthetic for my game and the sounds that go with it therefore are also short 1-2 note sounds. This makes the visuals and sound match and avoids confusion in the user. I achieved the minimalistic aesthetic by making ground/wall tiles mostly one colour with the border facing air being a darker edge to give a bit of design, avoiding a ‘too blocky’ look. The sounds I got for my game were made using the “bosca ceoil” software and the [jsfxr](https://sfxr.me/) website. The sounds I made were specifically made to go along with the game elements like selecting options in the menu, jumping, taking damage, etc. For the menu I made it very simple to fit the minimalist theme too by only having the basics on the screen and having a separate screen for selecting levels.