GATE 511 - Game Aesthetics - 2013

GAME IMPROVEMENT REPORT

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SUCH A RUSH

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1- About

Such A Rush is a 3D, Single Player, Action game, developed for PC platform and Web. Unity 3D Engine is used in the development process. The developer team consists of only me. While developing the game, I used some preset 3D models and sound effects/background music. You can see all the references in the reference part. The aim in my game is to fly over the sea as long as possible and as far away as possible. There will be one level and the player will try to do his best in this.

a. Story

The story in the game takes place in one of Red Bull Flugtag events. In the game the player is in the place of an event competitor. Because the expected aim is to speed up over a platform and then fly so far away or for a long time, in the game there will be a platform like roller coaster to be able to speed up, and a lake to fly over. Along the railway, the player will be able to collect some power-ups to improve his speed or fly skills. The game will consist of 2 main stages: rolling & flying. While travelling along the rail, by picking the "engine" power-ups, the player can speed up to increase the distance in flying stage. In the flying stage, the player can use "wing" power-ups collected in rolling stage to fly for more time.

b. Characters

There will be only one controllable character, the player himself. In the future, some external obstructive characters can be added(like birds intervention in flying stage).

Player-The Driver: The player use his hand-made vehicle in rolling state as speeding up-down and moving little right-left to collect power-ups. In flying stage there will be no control over the vehicle besides of using "wing" power-up. There will be first person camera in rolling stage, and third person camera used in flying stage. By slowing down the vehicle at bends, the player assures not to be derailed.

Animals: Animals can prevent the player vehicle from speeding up or obstruct him while flying. One of them can be birds.

2- Visual Elements&Dynamics

a. Camera

The camera is like attached to the player (the Driver). The attached camera always look forward to the rolling path. First person camera changes to third person camera at the flying part. It becomes 3D Scrolling Camera.

b. Movement

Only the player(the driver with the vehicle) and so the attached camera to him, moves in game scene. The players's movement is parallel to the movement of the camera. Other dynamic objects like animals(like birds) also move parallel (left to right) to the camera. The up/down rotation(tilt) of the camera occurs while moving upward or downward of the railway.
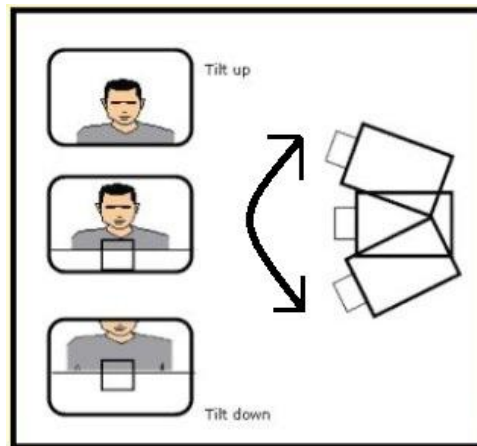
c. Controls

There is just right-left movement control. Additionally, to use the collected power-ups, space button is available to use the powers while rolling or flying.
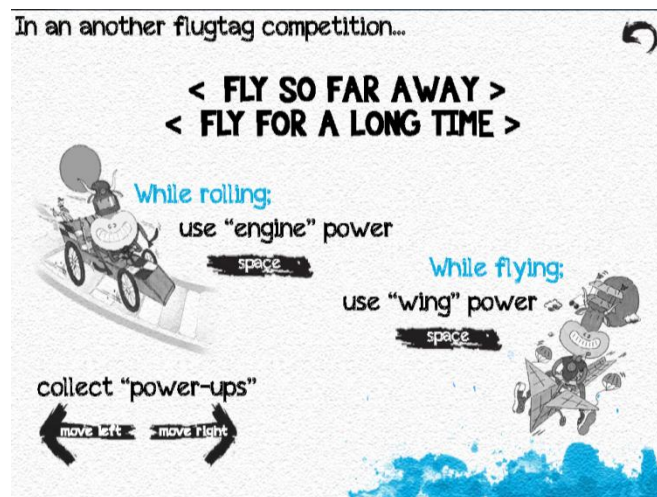
d. Interaction

Such A Rush is laid out in a linear way, with one power-up placed randomly after another as you go forward There aren't any level breaks or partitions to separate one section from another, either. Without any load times or story segments to distract you from the gameplay, you're continually submerged in this funny world. The interaction between the power-ups and birds as obstacles helps the player to continue in the game path.

e. Color

The main colors in the game is blue and white. Because at the second and also the last part of the game, the player fall into the water, there should ben the tones of blue in the game. So in a futuristic way the color of the terrain trees and grass colored blue. The mood of the game is funny and entertaining. The ground and flyign

part powerup backgrounds are distinguished by green and blue backgrounds. Vivid colors are used.High contrast tones of blue and white is used.

f. Space

Because it is a 3D game, the deep space feature is consistent. Moreover, one-point perspective is used while rolling process. At the flying process, camera changes and start to scrolling from left to right in 3rd person view. In both perspectives the sense of depth is enabled and the size differences of the objects in the environment can be observed.
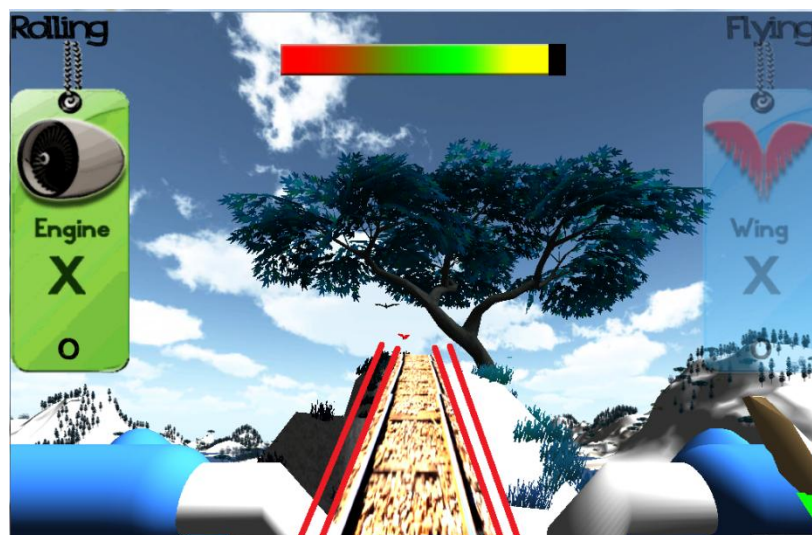
g. Sound&Music

The energetic style of the game concept is supported with the Red Bull Flugtag Event Recorded Sounds background itself. For the collecting power-up and use up sound effects are found from the free sound effect websites like soundbible.com and sounddogs.com.
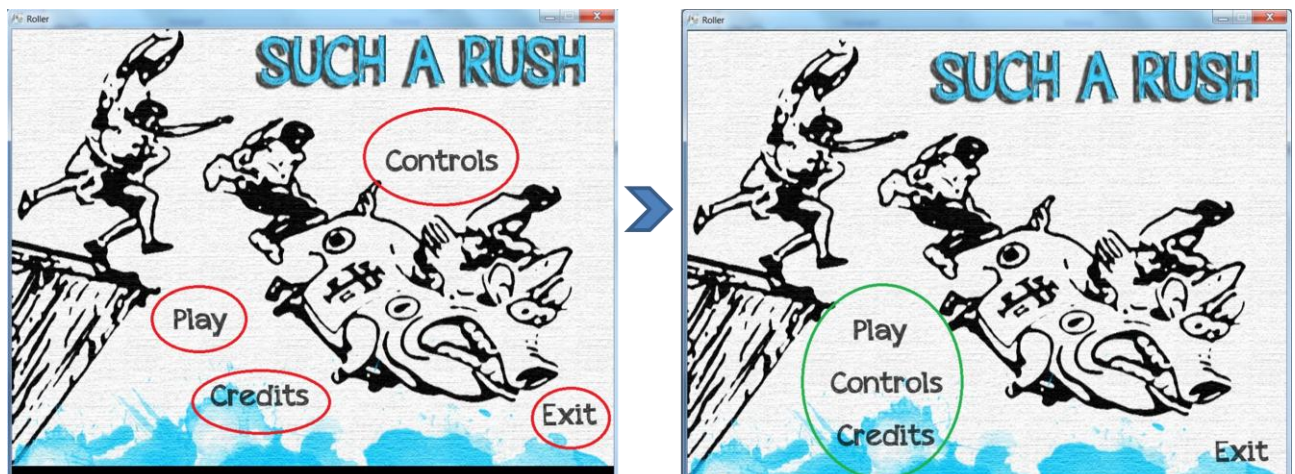
3- Improvements

a. Cover Enhancement

The unnecessary crowded elements are dismissed. The content pulled together towards the center by leaving some blanks at the sides.
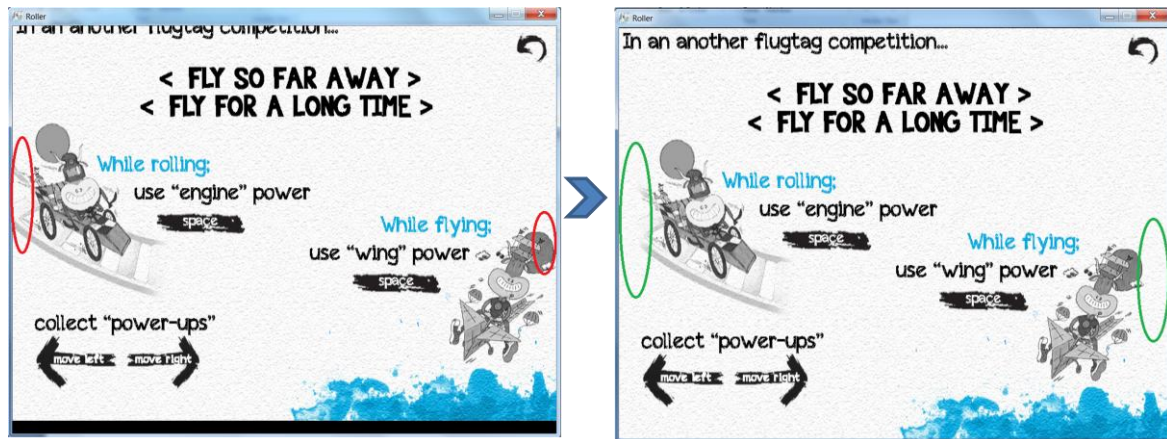

b. Game Shell Enhancement

The navigation buttons are collected together. So, the player sight distraction is eliminated.

Another modification is done at the control game shell. The content is pulled together leaving spaces at the sides.

c. Color Modification(Terrain&Trees&Grass)

To enable the consistency with the game shell, the inner color choices are differentiated. By changing the main dominant colors to white and blue, the game has gain a fantastic ambience.

d. High Score Screen Enhancement

The design style consistency with the game shell is implemented fort he game score table too.