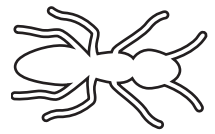


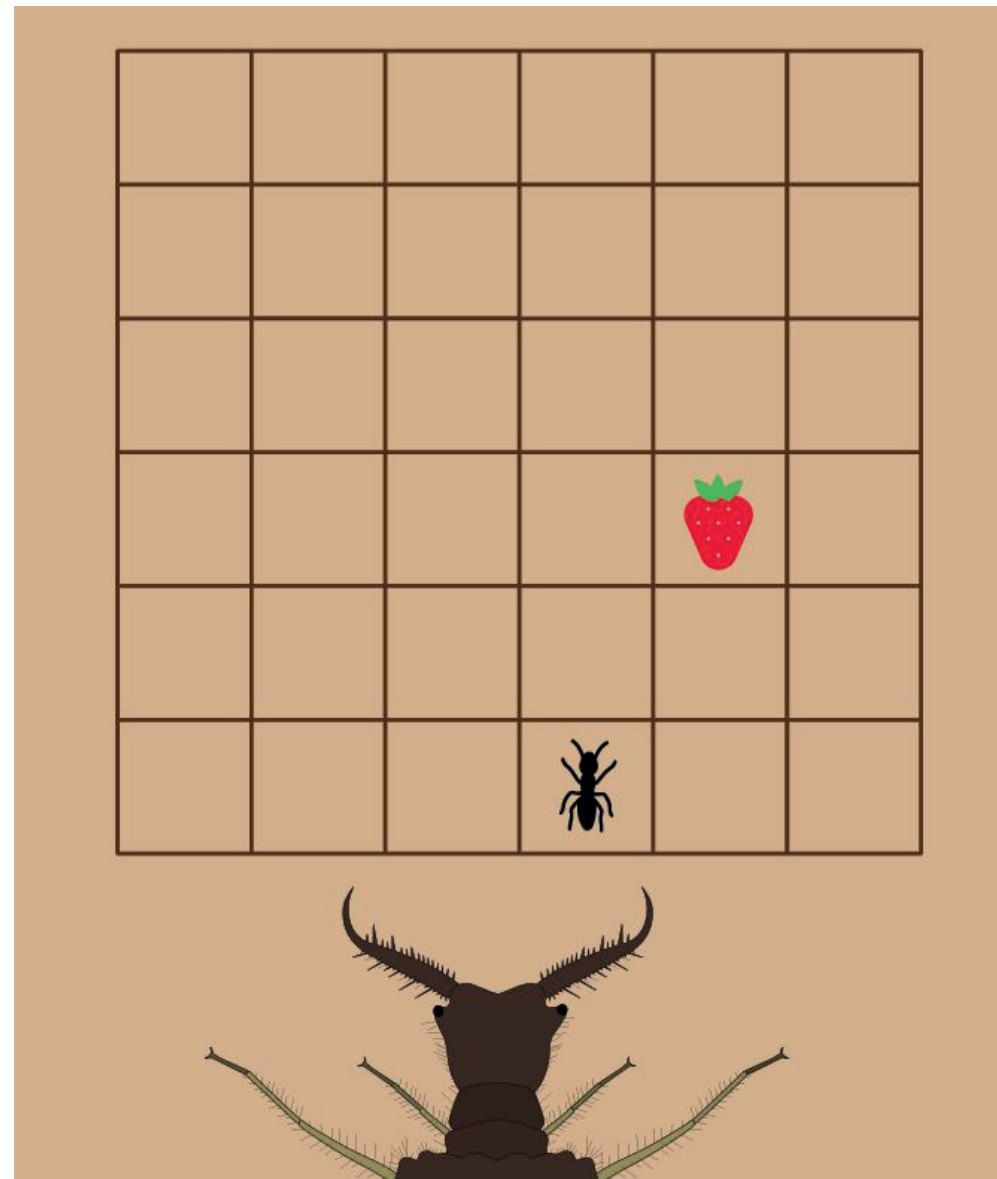
# Antlion Game Revision



Esther Young  
Ke Xu  
Josh Cheng  
Stephanie Bourgeois



# ORIGINAL PLAN

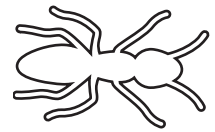


Use arrow keys to move left, right or upwards in order to avoid the landslides and reach the top escaping the Antlion successfully



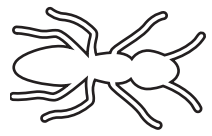
Collect fruits in order to boost the ant two steps forward in any direction

MAIN MENU

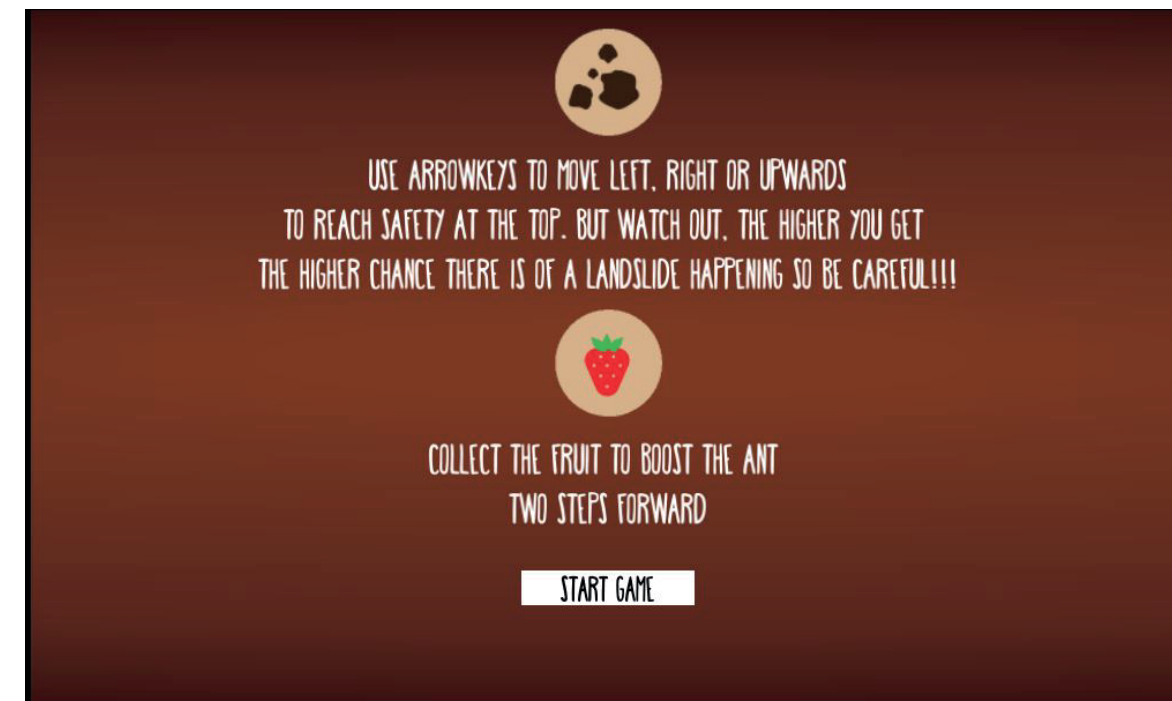
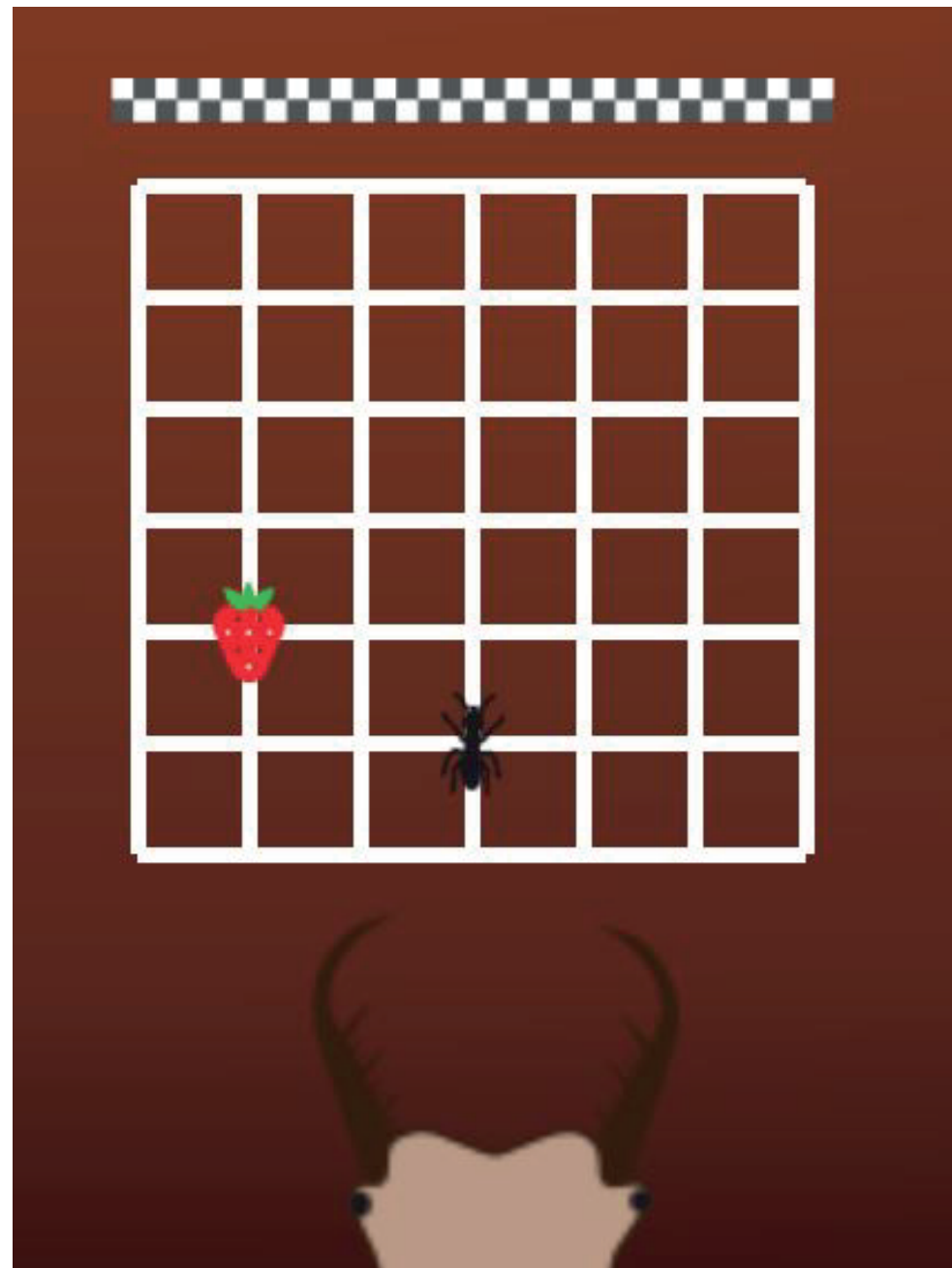


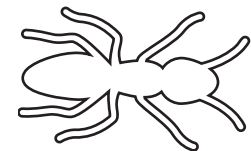
# CHANGES

- Mechanics: Added an end line at the top which gives the player more sense of the game's goal.
- Aesthetics: Improve the visual design to giving more information to player and providing more fun.
- Dynamics: Provide meaningful interaction between player and game world.



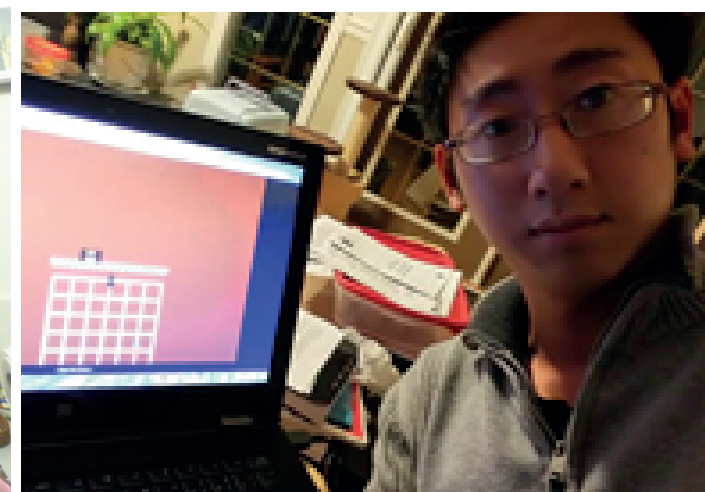
# CHANGES

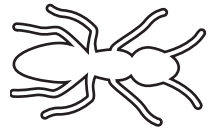




# TEST

- We set up four separate user tests, each with four participants varying in gender, age and knowledge of video games.
- The tests were set up at the participant's' convenience, using their own laptops, on web browsers.
- Minimized the chance that participants reactions would be affected by the stress of feeling tested and observed.





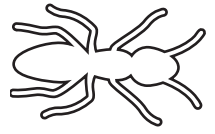
# REFLECTION

## What we learned:

- A good balance of uncertainty dictates the engagement of users
- Mechanic changes has great impact on overall dynamic and aesthetic of the game

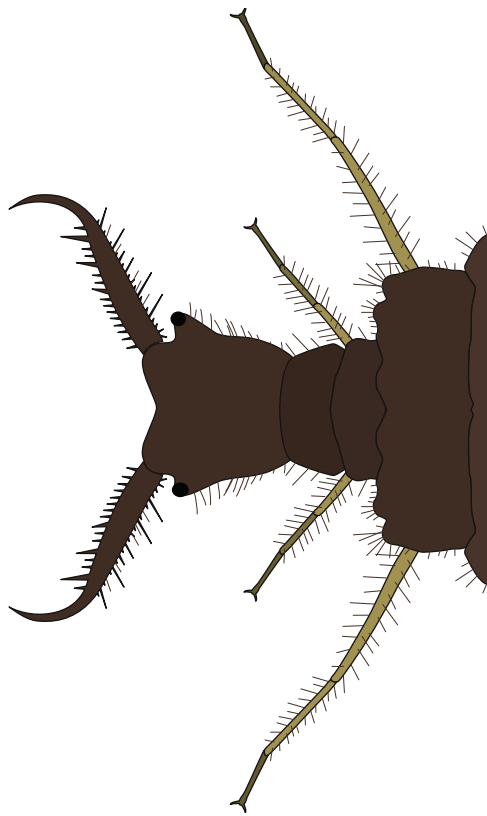
## Possible revisions:

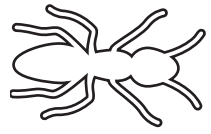
- A coin system that rewards its players after each successful round to entice continuous gameplay
- Using coins, they may purchase fruits and extra moves that help users with their strategies



# REVISION IDEAS

- Levels
- Meter
- Challenges
- Smooth Control
- Sound effect





# REFERENCES

<https://upload.wikimedia.org/wikipedia/commons/b/b1/Antlion.svg>