

Project 2: Rapid Prototype

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We all decided to participate in the Game Jam to make our rapid prototype. Initially we had an idea for a game in which the player navigates a ball through a series of platforms avoiding obstacles such as holes, blockades and enemies. In order to navigate the holes and blockades, you would change your player's ball to the pattern matching the holes or blockades. To avoid the enemies, you would switch to the same color as the enemy. However, with the unveiling of the theme for the Game Jam, we decided against using this idea. The theme for the Game Jam was "limits" and after two hours of debating what our mechanics should be to fit this theme, we decided make a game based on limits to vision and of resources to create that vision. From this our game developed into a horror game, which we attempted to add puzzle mechanics to. Players would navigate the main character through a series of levels, solving puzzles with limited light which was made through torches, and sticks that could be lit with those torches to give off light for a period of time. In the development of this idea, we hit quite a few troubles. This included balancing when and when not to give players vision and how hard the movement around levels should be during these moments of lacking vision. We also had troubles with the deadline of the Game Jam due to trying to implement too much.

When we had to balance the players vision and the puzzles or obstacles we put into the game, we found that our game was initially made extremely difficult. This hurt us a lot because we tried to produce too many levels during the Game Jam and didn't have enough time to properly test each of them to make sure that they were easy enough for players to complete them.

As the development of our rapid prototype ended, some of us felt good about what we had developed while others felt that there were some things that felt out of place. It was felt that the limit of time in darkness may have fought with the addition of puzzles into the game due to not allowing players enough time to think about each piece of the puzzle. Finding a balance between making a puzzle that felt good, and making players feel the limit of time and the stress from the environment was

very hard. It would be interesting to see how this limit of vision would work with a more action based game.