

Prototype #3 - Jitter Bean

Mechanics worked with:

- I worked with a third person camera, player rotation around, and jitter effect from the camera.

Game Concept:

- The concept of the game was to have the main character "Jittery Bean" travel around a terrain and have a constant jitter motion. I would additionally want to add another player that the bean is trying to find, and have the jitter effect get progressively more intense as they get closer together. The terrain and the character both have a glass-like texture and I worked with the normal texture of the ground to make it seem to have a 'raised' look. I hoped that through the gameplay that the players would form an emotional attachment to the bean character because the camera allows you to see their eyes and try to stop them from jittering.

Design Process:

- I started trying to work with PBR shaders, trying to create objects that fade in and out using a texture decomposition effect. However I was getting too many bugs with it so I decided to move on to working more with third person camera effects. Going from my last prototype in making the gameplay difficult, I added the jitter effect to the camera to see how it would make certain players feel and react.

Questions for Players:

- *How did the jitter effect make you feel?*
 - Enjoyed jittery effect, gave the game a more chaotic feel
 - Felt that the jitter effect added to the idea that the bean is a jumpy character.
 - Didn't like the effect, a little hard to look at after a while
 - Wished there was a way to disable the jitter
 - Perhaps the jitter could be in response to certain things in the game
- *What would you like to see added to the scene?*
 - Some more obstacles for the player to encounter

- Some more interactions
- Did you form an emotional attachment to the character?
If so why?
 - Yes, the players liked to see the the eyes of the character
 - The soft color and shape of the character made the player seem cute
 - The searching around makes it seem like the character is lost
 - The jitter effect makes the character seem scared, players wanted to help them
- What could enhance the gameplay?
 - Encountering enemies
 - Respawn if player falls off the terrain
 - Add a jumping function
- What could make this game more exciting if another character was thrown in?
 - Perhaps make an interaction where the main character is one half and is trying to find their other half
 - Create a fight between

Reflections on Gameplay:

- I am glad the players formed an emotional attachment to the character. I liked the different reactions to the jitter effect and that regardless, the players thought the gameplay was good for exploration.