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Devlog #1: Risk of Rain

Playing Risk of Rain was interesting because I’ve heard of the game and its sequel Risk of Rain 2, but I had not seen any gameplay of it before. Initially, the player is presented with a short cutscene followed by the main menu start screen. Buttons are the first game object that the player can interact with. When selecting your class, or what the game calls survivor, I was only able to play as the Commando. The gameplay controls consisted of only keyboard. Helpful instructions were shown above my character to describe which keys I needed to press. Movement was handled using arrow keys; space to jump; and abilities with “Z”, “X”, “C”, and “V”. Enemies stood on platforms, however, some floated in the air and chased after the player. Some enemies couldn’t path off the platforms, while others could jump down and follow the player. I found that since attacking using my abilities required enemies to be on the same x-axis and the direction of my attack corresponded with the direction of my player. I theorize that there is a game component attached to the player that is used as a trigger to see if there is an enemy in front of the player. Besides the enemies, terrain, and the player, I found additional game objects like coins and new UI elements that would appear depending on the environment. Opening a chest for example uses the “A” key, however, this was never shown in the original instructions. It was helpful to see the UI element pop-up to explain how to open the chest, since I didn’t know that there was a chest to begin with.

I would say that Risk of Rain is a very casual looter-shooter platformer which seems to have lots of replayability. While I did not have all the classes unlocked, I don’t even know how to unlock new Survivors, it seems like it has many possible gameplay experiences. For an investor, I would argue that Risk of Rain is simplistic in art style and mechanics, but this does make it easy to expand upon with additional content. Since it is singleplayer, has no server cost, and theoretically could be ported or recreated for any device or platform.

I would integrate mouse support into the aiming. I found it very frustrating when an enemy was above or behind me, and I couldn’t shoot at them. UI scaling was also very poorly handled. The maximum resolution was 1920x1080 which may cause issues in the future with modern hardware. Classes being locked and unplayable also was a questionable decision since I am now curious about what those classes bring, but not invested enough into the game to want to spend time to unlock them. Having a variety in the starting classes and showing what the classes were called, as well as their abilities might entice me to play more and want to unlock them.

For my final game I would like to do something in 3D, however, the genre and gameplay are still unknown. Something small that is scalable would be easiest, but also making an arena PVP based game might also be interesting to test out. I have made a game in Unity that utilizes local multiplayer connection, which I was able to then bridge with a program called LogMeIn Hamachi to get a sudo-online multiplayer, so it’s also a possible route.