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Prototype 2 Justification

My inspiration for this prototype came from the game Braid. Braid is one of my favorite platformers and puzzle games of all time and I wanted to try and make something using the rewind time mechanic in Braid. My initial idea for the prototype was for a single-player puzzle game similar to Braid that used the rewind mechanic in some unique way. I implemented the rewind feature and added a way for the player to get killed, but I couldn't think of any way to make the game unique. So far, all I had was a very basic implementation of Braid, so it was not very unique.

Eventually, the idea came to me to make the game competitive with 2 players. I still wanted to use the rewind mechanic but in a way to make it competitive. Now, instead of making the rewind mechanic unlimited, I made it a resource that can only be used every few seconds and regenerates over time. That way, with 2 players on screen, one person cannot spam the use of rewind, which would be frustrating for the other player. I also added the ability for players to shoot each other. The first person to lose all of his/her lives would lose the game.

Once I had my idea for the competitive multiplayer game, I tried out several ways of implementing the rewind mechanic. My first idea was to allow each player to rewind his character individually. Therefore, when a player would rewind, nothing except the player would rewind. I thought this would lead to an interesting dynamic of being able to avoid incoming bullets and getting back to a platform that you had just fallen off of. However, I also wanted to try and see what would happen if when one player used rewind, both players were reversed. I also made bullets freeze in mid-air, so when time returned to normal, the game state would be slightly different than when it was originally. In my opinion and the opinion of a few playtesters, this version of the time mechanic was much more fun than each individual player rewinding independently.

The final iteration of this prototype is very original to me. I have taken mechanics from a few different kinds of games and blended them into a unique experience. Taking the rewind mechanic from Braid and mixing it with a competitive shooter like Awesomenauts has turned into something I believe to be original. When I was in the first iteration of my prototype trying to think of ideas to make it a unique puzzle game, I couldn't come up with anything that wasn't just a rehashed version of Braid. Nothing I could think of seemed original, so I decided to rethink the game entirely. With my final version, I have taken a traditional 2D multiplayer shooter experience and added a twist with the ability to rewind time, which is something I haven't experienced before. If I were to continue working on this game, I would like to add several mechanics, such as different playable characters with different unique abilities, more maps, more weapons, and power-ups, to name a few. I think that this idea has a lot of originality and potential to grow into a much bigger experience.