

Aesthetic Goals

1. The player experiences a sense of achievement when they have collected all the crystals and are able to return home.
 - a. Success: The player feels satisfied with collecting crystals and the journey conclusion.
 - b. Failure: The player is not motivated to collect crystals, and does not care about the story.
2. The player experiences tension and excitement as they encounter the vorax.
 - a. Success: The player feels a sense of adrenaline while trying to avoid or defeat the vorax.
 - b. Failure: The player doesn't find the vorax challenging or engaging.

Core Loop

1. Switch elemental state to air. Fly around, explore, avoid vorax projectiles.
2. Switch elemental state to water. Shield against vorax projectiles.
3. Switch elemental state to fire. Shoot fireballs to defeat vorax.
4. Find crystal. Go collect crystal.

This core loop implements the aesthetic goals by having the constant threat of the vorax provide excitement, challenge, and tension. Additionally, there is an element of discovery when the player searches for and finds the crystals, which contributes to a sense of satisfaction once all the crystals have been collected and the journey is concluded.

After Action Summary

I originally set out to make a platform game that followed a character trying to get home, and facing challenges. I wanted to incorporate the design of having the character toggle between different elemental states, which is included in my final game. My aesthetic goals stayed the same throughout the creation process, as I used them to guide the design of the game. I feel like I accomplished these goals by adding details such as creating the ending cutscene, or through design choices such as the tracking vorax projectiles. I am happy with the way the game turned out – I think that the design and gameplay is pretty close to what I had envisioned at the start. I do wish I had been able to get more detailed animation, such as with the sprite movement and abilities, but I didn't have the time. I wish I had made a more detailed work plan at the beginning, and listed out smaller goals to accomplish throughout the process, as I think that would have helped me work more efficiently. I learned that keeping a devlog is actually very helpful to look back on and track what I've worked on and what still needs to be done.

Devlog

11/11:

- Decided not to add movement and ability animation
- Made some game balance adjustments after testing with friends
 - Increased the player health
 - Increased fireball range
 - Increased sprite switching time
- Added background music
- fixed the camera so it doesn't go off the edge of the map

11/10:

- finished the cutscene/game win
- added portal behaviour
- to do
 - animation??
 - balance vorax frequency, speed, lifespan
 - balance skysprite speed, lifespan
 - fix camera
 - background music?

11/9:

- decided that the fire sprite's fireballs will fire in a circle around the fire sprite
 - to simplify and take away the confusing aiming and such
- adjusted the collider so it fits each sprite
- implemented the instructions screen (both main menu and within game)
- to do
 - add sound effects
 - sfx when scoring
 - sfx when losing health
 - sfx when hit vorax?
 - add portal behaviour and game win management

11/5:

- implemented health and point/crystal tracking, and ui display
- draft of main menu

11/4:

- finished the map - converted from draft squares to dirt sprites
- implemented health and damage tracking
 - and crystal collection
- decided vorax shot will be tracking
- roadblocks
 - should the skysprite pass through the vorax?
 - the projectiles still slow down as they approach target
- to do
 - implement health and crystal ui

11/3:

- implemented vorax shooting
 - range/player detection and player tracking
- roadblocks
 - should the shot follow the player or have fixed velocity?
 - should the shot destroy the shield?

11/2:

- implemented fire ability
 - fireball will shoot in the direction of the mouse when click or space
 - added a timer, so the fireball will destroy after a certain amount of time
- roadblocks:
 - known bug: if the mouse is closer to the player, the fireball will be slower and vice versa

11/1:

- chose a wall sprite
- made a simple map with square placeholders
- decided to call the void creatures "Vorax" because I thought it sounded cool
 - decided the vorax will not chase after the player, will instead stay stationary and shoot at the player if they get too close
 - which enables the water ability to be useful
- implemented vorax idle animation
- changed the water ability to a shield, used to deflect the vorax projectiles
- implemented the shield toggle - spent a long time debugging because I was using `fixedupdate()` instead of `update()`
- Also decided that the air ability will be double jump - fire and water can still single jump
- roadblocks:
 - can't decide if the double jump should be whenever, or if it has to be consecutive double jumps
 - can't decide on the proper input mapping - don't think will implement rotation, so shooting fireballs will probably be easiest with mouse? but then all the abilities will use different mapping so could be confusing
- to do:
 - implement the fireballs as the firesprite ability
 - implement the vorax player detection and shooting

10/31:

Game Brainstorming:

Idea 1:

- A 2D fantasy-themed "open-world" game
 - lowkey small-scale terraria
- Plays as a fixed character
- Small map to explore and find objects
- The final goal is to beat a big boss - win game

- can challenge the boss at any time
- spawn with very low health and damage
- have to explore and collect items first to be able to beat the boss
- fighting mini enemies will increase damage
- collecting armor/plants/other items will increase damage
- what happens if you lose to the boss? do you lose all your progress?

I like this idea, but it seems a bit too big in scope. Maybe for a later project. Also not really arcade-style

Idea 2:

- 2D platform game
- you play as a little elemental sprite
 - collect all the crystals and return home
- can switch between elements at will
- navigate the map to reach the end
- each element has a different "ability"
 - use for different things
 - fire can shoot fireballs
 - air allows you to jump
 - water can heal??
 - would need some sort of mana system to stop it from being op
 - or can pass thru walls? might be easier
- need some sort of enemy - void creature that chases after player?
 - begin at fixed points in the map - if the player is within range, the phantom will chase after them

Work completed today:

- implemented element switching, sprite movement
 - got the idle animation, not the other animations
- cannot seem to find a nice looking wall/grass sprite :/

dev objectives:

- get map, crystal, elemental sprites loaded
- design map
- implement element switching and movement
- implement element actions
- implement void wraith phantom thing
- implement game management screens