Game Mechanics

Game Post Mortem

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# Introduction

This Post-Mortem is about a game created by Arnold for the Course Game Mechanics.

It will consist of the experiences I made during the design and creation process of said game.

The game itself is an puzzle platformer where the player plays as an angry hero that is on fire.

While dodging and burning enemies in his wake, he seeks to find the evil mother-in-law who kidnapped his princess.

# What went right?

I loved (albeit a bit too much) creating the lock and key mechanisms in the game as balancing them was more challenging than the rest of the game.

The idea to keep the look of the game as simple as possible really helped me adjust the game.

I happened to coincidentally make the lock and key mechanisms in a manner that allowed the enemies to be introduced in the same manner as in megaman, where the enemies are shown before the player interacts with them. I ended up enjoying creating the puzzle more as a result.

# What went wrong?

I either badly designed the boss fight or totally planned it badly, since I did not go in-depth to what the boss fight required me to do.(first I just wanted the boss to use different enemies every state, but that required a different ‘setting’ every state for the player to learn from, which in turn required a transition between environment due to credibility).

Although the usage of simple basic shapes kept my time creating levels low, I ended up spending too much time making the plot look credible.

I’ve spent too much time thinking about implementing water, due to my misunderstanding of needing a rock paper scissor element in my game.(should’ve read the rubric better before designing)

In the second review, they commented that for the player the goal was too unclear. I then spent too much time resolving the feedback immediately. This could’ve been done better at the end phase of creating the game since resolving feedback was no part of the rubric.

# What have I learned

I’m still not a big fan of Unity, but that might be slightly prejudiced due to my experiences with older versions of Unity.

I should definitely read through the rubric more carefully when making an assignment as it would definitely have saved me some time.

I shouldn’t stray too far from the original planning.

Also I need to get some priorities in planning straight as I shouldn’t commit to making a game look pretty before actually finishing the game itself.