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Subject : Game Development

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Theme : Lost In Space

1. An elevator pitch

A character in the void has to move around in the airless environment to collect resources, destroy enemies, pass through obstacles and continue the game indefinitely. That is, there is no end to the game, the record is updated every time. The main idea in the game is both to discover new things and to survive.

Examples of resources, enemies and obstacles that will be in the game are:

1. Resources are different things like food, drinks, money etc. will be

2. The enemy is the opposite of the character, or other enemy characters such as birds, dino, etc.

3. Obstacles such as dynamite, trap, broken part of the road, etc. will be

2. How is this game related to the theme?

This is closely related to the theme of the game. Because the character moves in space, that is, in a place he does not know, the game is usually "Lost In Space". The character walks there, and along the way collects resources, passes enemies, overcomes obstacles and overcomes difficulties to update his record.

3. What does your game communicate to the player?

This game offers several things to the player:

1. In the game, you have to make discoveries, carefully look around, collect resources, destroy enemies and overcome obstacles!

2. You have to make quick and accurate decisions in the game and overcome the challenges in the game to break the record!

3. The game conveys to the player the emotions of struggle for survival and success. I'm sure you'll enjoy it even more as you play!

4. What kind of player (according to Yee's model) does your game target?

Yee's model of player motivation and preferences focuses on four main components: Achievement, Social, Immersion, and Exploration.

According to Yee's model, the my game targets players who are Exploration and Achievement oriented, and players enjoy it more as they play.

Explorer: This type of player enjoys exploring new environments and discovering new things. In "Lost in Space" game, the player can discover different things, for example new resources, obstacles, etc. enjoys exploring.

Achievement: This type of player enjoys setting and achieving goals in the game. In Lost in Space, the player enjoys collecting resources and using those resources to update the record.

5. List important mechanisms in your game. Describe them using Pieces, actions, rules (or words, verbs, grammar) decomposition discussed during the lectures.

There are 3 main mechanisms in the game. These are Discovering, Resource management, Endurance.

Discovering - The player discovers new resources in the game.

Resource management - The player uses discovered resources more efficiently along the way

Endurance - The player defeats enemies and destroys obstacles in the game to break the record in the game.

6. Classify the mechanisms listed, e.g. Control, Progression, Uncertainty, Resource management, etc…

1. Discovering: Discovers various new things (resources, enemies, obstacles).

2. Resource management : Players need to use resources more efficiently.

3. Endurance : Players must endure challenges and break their records.

7. Justify your mechanisms using the design heuristics discussed in the book (Agency, Variety, Consequences, Predictability, Uncertainty, Satisfaction)

Predictability:Predictability refers to a player's ability to understand and predict game mechanics and outcomes. After playing the game once, the player knows what the game wants to tell him and makes it easier to progress through the game.

Satisfaction: Satisfaction refers to a player's sense of achievement and satisfaction in the game. I hope that players who play the game will feel satisfied with the game.

8. Describe the main gameplay loop in your game

The main gameplay loop of the "Lost in Space" game is as follows:

1. Collect resources - While playing the game, you have to acquire new resources and use them effectively.

2. Overcoming enemies and obstacles - You have to overcome enemies and overcome obstacles at the same time.

3. Update the record - Since the game is not finite, the game does not have fixed levels, so the main cycle in the game is to update the record every time you play the game.

(Resource, Enemy, Obstacle are shown above)

9. Describe the systems in your game

There are 3 systems in the game:

1. Research System : Players can acquire new resources.

2. Combat system: Players can encounter and fight with enemies and obstacles during the game

3. Survive System : Players use resources to survive in the space.

10. Explain why the listed mechanisms and systems are not redundant, i.e. why your game needs them and why it couldn't be without them

The systems and methods mentioned above each have a specific function in the game, therefore they are not redundant. The game would be significantly different without any of these features or techniques.

For Example :

1. If there is no Research system, players cannot get new resources.

2. If there is no Combat system, players cannot overcome the enemy and obstacles.

3. If there is no Survive system, players can't use the resources they get.

4. If there is no Endurance mechanism, players will not endure the challenges and replay the game.

5. If there is no Discovery mechanism, the players will move without doing anything, which will make the game very uninteresting.

6. If there is no Resource management mechanism, the resources collected by the players will have no meaning and the uniqueness of the game will decrease.

As you can see, these systems and mechanisms complement each other and make the game unique and interesting.

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