User Experience Fundamentals

Achievable Objectives?

We feel as if the gameplay for each room is achievable and obvious (but not too obvious). We help the player out with signs and some smoke and mirrors (In the screen where you need a sword guy to smash the boulder, there is always at least one sword guy in the screen)

Learnable Gameplay?

We feel as if the gameplay of Shadow Lightning is learnable. Control wise, Shadow Lightning has pretty intuative movement controls, for other controls, they are always on screen.

We try to teach mechanics one at a time with signs that guide the player on what to do / where to go / how to do things.

Plausible given Context?

We feel as though all elements of the game are plausible given the context of Shadow Lightning.

Delivery on Pitched Idea

Are your original Aesthetics supported?

We feel that Shadow Lighting delivers all of our original pitched pitched aesthetics:

- Challenge

We have challenging combat (and a boss fight) and puzzles, but we're not too punishing when players fail, which hopefully does not disincentivize the player.

- Sensory

Shadow Lightning delivers a sensory experience with all sorts of music, sound effects, screenshakes and particles.

- Fantasy

Shadow Lightning has a story and a world (the lightning temple) that the player can explore and dive into. The player plays out a character in an immersive setting.

Are the stated Dynamics playable?

We feel that Shadow Lightning delivered on each of our stated dynamics:

- Possession

Most of the screens of Shadow Lightning requires the player to possess and use that possession in a hopefully interesting way; smashing a sign with a big sword guy, dashing over spikes as a shield basher, etc.

- Combat

The player must sometimes fight enemies and has to fight a boss in order to beat the game.

- Platforming.

The player must jump over spikes and perform some platforming challenges in order to beat the game.

Example: Over the course of the game the player learns a specific way to jump in order to jump over spikes (jump and then unpossess, which creates a little double jump), then learns to dash as the shield guy, then must combine the two in order to complete the final platforming obstacle

How is it different from what you set out to do?

We focused less on combat than we originally set out to do, the shadow does not get stronger as originally pitched. We ended up hyperfocusing a little bit more on the dynamics of the possesssion mechanic and how the enemies interact with each other and the enviroment.

It's also a bit more comedic, the ending and some signs ("If you're reading this, you're fired") have a less serious feel than anything we originally pitched.

We think Shadow Lightning is a game that has a lot of depth, mechanics, and interesting choices. Hopefully, you are impressed by Shadow Lightning!