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Game Design

AMDG

Post Mortem (2D Game)

After working on my 2D sidescrolling game for about three weeks, I finally have a playable prototype. An animated sprite runs, jumps, and warps up relative to their current position. There are wall obstacles that end the game when colliding with the side of it, but will allow the player to run on top of it. There is a repeating floor cycle to provide the illusion of endless scrolling. And lastly, there is a working score UI that tracks the “distance” that the player has run during their current attempt. Also, in losing the game, text appears and a prompt is given to allow the player to retry once again. I believe that the movement mechanics work very well, and the obstacles placed in the world allowed for a variety of solutions that the player could choose to move past the wall, whether it be jumping, warping, both, or simply not doing anything. The UI setup also worked very well, but I would have preferred it if the score counter ticked up more frequently than every second. There were several points that I would have improved on the game, the first being adding background, floor, and wall sprites, as well as music and sound effects. While the game controls ran quite smoothly, I would have taken some steps to have some form of a difficulty curve or increased the pace of the game. Increasing the speed at which the walls and background moved over time would have helped this, as well as a wider variety of obstacles or bonuses that the player could have interacted with. There could be some obstacles with a collectable that would provide bonus points, but at the risk of a more difficult path. This would incentivize the player to take riskier moves, and make the game objectively more difficult. After having never coded or scripted anything in the past, I am very proud of what I have done in my game. Of course, there is still much more to learn about coding, but I think that I have made great steps in the right direction. In addition, I feel like I am capable of making at least simple animated sprites quite well. I also feel that I have a better sense of how to design a game, whether I was able to implement it in my game or not. The shortcomings of my game only further showed what I could do better in the future. In terms of flow, interest, and difficulty, I believe that I have a strong grasp on what is needed to make a good game fun, at least conceptually.