

## COMP 3218: Coursework 1 Fundamentals of Game Design

The Typer's Gambit	Thomas Hoad, tdh1g19
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### Core Dynamic

The core dynamic to our game is survival. The user must fend off incoming enemies to keep themselves alive. The volume of enemies increases over time, especially at night, so the player must keep on top of things. If the user does not interact enough then they will lose. The player has a health bar that they must manage as they lose health when enemies attack them and can gain health by killing enemies. Bigger words give more health or do more damage which gives the player agency in choosing which words to kill and which to take the hits from in order to survive longer.

### Feedback and Response

We went to two labs and got two somewhat similar bits of feedback. The first bit of feedback was that the overall idea was too simple and the tutorial/game overall may be a bit short. We introduced powerups that give the user more avenues to play and are also demonstrated in the tutorial to flesh it out.

Our second bit of feedback was to add more mechanics to give the player more agency over their actions. Since our initial idea we have added a health system, increasing difficulty tied to a day/night cycle, multiple varieties of enemy and a final boss during the 5<sup>th</sup> night before the game continues on forever at the hardest difficulty. This gives the player much more to manage and they must use their powerups to form a strategy. It also gives the player room to improve on their typing skills as the difficulty means they are unlikely to complete the game on the first go.

### Guide and Help

Enter your word via the keyboard and press space to fire. There is a known bug where pressing enter or esc can deselect the word field, if this occurs then just click the screen with the mouse and normal service should resume. To use the powerups simply enter the words boulder, freeze or health as demonstrated in the tutorial.

### Assets

Medieval music – <https://www.youtube.com/watch?v=4BRcY4o06A0>

Medieval bell (referenced but not used) - <https://orangefreesounds.com/medieval-bell/>

Dragon Sprite - [https://www.kindpng.com/imgv/ixRTiIT\\_green-dragon-pixel-art-hd-png-download/](https://www.kindpng.com/imgv/ixRTiIT_green-dragon-pixel-art-hd-png-download/)

Enemy Sprite - [https://toppng.com/show\\_download/189238/shovel-knight-shovel-knight-pixel-sprite/large](https://toppng.com/show_download/189238/shovel-knight-shovel-knight-pixel-sprite/large)

*All other assets are of our own creation.*