Game Design and Concept Development

1. **Creative Ideation:**

   - **From the existing game (2D or 2.5D), bring a new concept of the game and describe it.**

     For my game concept, I've taken inspiration from Soul Knight and a popular anime DanMachi and a little from Sword Art Online to create 2.5D game concept that combine action of roguelike with RPG elements and character interactions seen in DanMachi. The game has a central tower that players explore, where it is filled with changing environments, monsters, and treasures. Unlike typical dungeon crawlers, the tower in this game follows a level-based progression inspired by *Sword Art Online*. The twist is the **Guild and Relationship System**, where players can interact with NPCs, build relationships, and gain unique buffs and abilities, similar to the *familia* system from *DanMachi*.

   - **Describe a unique 2D or 2.5D game concept you've thought about. What makes it stand out, and why do you think it would engage players?**

     This game idea is a 2.5D roguelike dungeon crawler with a focus on exploration and character relationships. What set it apart is the importance on the Guild and Relationship System, where players form bond with NPCs, via a contract which unlocks special abilities and quests based on their relationships. This feature adds a personal touch and gives player a reason to return and deepen their connections. Additionally, For combat, players can smoothly switch between melee weapons like sword, kinfe or use powerful magic spells like fireballs and healing. This mix of aciton, dynamic dungeons and engaging character interactions makes the game fell fresh and keep players hooked.

- **How do you approach designing game mechanics that feel fresh and exciting, while still being easy for players to understand and enjoy?**

  I approach designing game mechanics by focusing on easy-to-understand controls and familiar gameplay elements but adding a little twist to keep things exciting. In this concept, the combination of dual combat mechanics ensures players to have different options for combat, result for different play styles for each players. To keep the mechanics fresh, I introduce the Guild and Relationship System, where building bonds with NPCs directly influences gameplay, offering unique abilities and rewards. By using clear, simple tutorials and progressive difficulty, the game remains accessible while offering enough complexity for players seeking strategic depth.

2. **Monetization Strategy**

- **Imagine you're tasked with creating a 2D or 2.5D game for multiple platforms (Play Store, Apple Play, Steam, PlayStation, Xbox, itch.io). What monetization strategies would you consider, and how would you apply them without compromising player experience?**

  For a 2D or 2.5D game launching across multiple platforms, I'd consider a flexible monetization strategy to provide different expectations of players on each platform:

  - **Mobile (Free-to-Play)**: The game would be free to download, with optional in-game purchases focused on cosmetics like outfits, weapon skins, and character skins. This way, we won't interrupt core gameplay and it would be fair for everyone. I would just avoid pay-to-win concept, ensuring that purchases

are purely for enhancing the visual experience rather than giving any competitive advantage.

- **PC and Console (Premium Version)**: On platform like Steam, PlayStation, and Xbox, I'd offer a one-time purchase for a complete experience, with all core content included.This version would have exclusive features like additional dungeons and unique skins as a bonus for players who will be choosing premium route.
- **DLC and Expansions**: To keep on making players engaged and generate additional revenue, I'd release regular updates in the form of DLCs and expansions. These would introduce new dungeons, characters, and events, giving players fresh content.

- **What do you believe are the best ways to balance free-to-play mechanics with in-game purchases or premium features to ensure both accessibility and revenue?**

  I believe the best way to balancing free-to-play mechanics with in-game purchases indicate on making sure that purchases are optional and not required. The best way is to focus on cosmetic and convenience items that do not affect gameplay. By offering cool customization options like character skins, weapon effects, and unique outfits, players can support the game if they want to, without any pressure.

  For players who prefer premium experience like on PC and Console, the one-time purchase model provides a complete package upfront, making it a fair deal. Additionally, regular updates and optional DLCs ensure there's always new content to explore, keeping players interesting toward game without compromising the core gameplay experience.

This strategy allows us to cater to different player preferences while ensuring everyone has access to same exciting gameplay.

3. **Platform Optimization:**

- **Each platform (mobile, console, PC) has unique strengths and limitations. How would you adapt a 2D or 2.5D game to ensure it performs optimally across all these platforms?**

  To ensure the game performs well on mobile, PC and console, I'd adapt the experience for each platform's strengths.

  - **Mobile**: Simplifying touch control and optimised performance with adjustable graphics setting to cater to a wide range of devices. This keeps the game running smoothly even on lower-end devices.
  - **PC and Console**: Improved graphics with dynamic lighting, particle effects, and full support for controllers or keyboard/ mouse input. Customizable controls on PC ensure players have the flexibility they expect.
  - **Cross-Platform Progression**: Players can link their accounts to sync progress across all devices, so they can pick up where they left off whether they're on mobile, PC, or Console.

- **How would you incorporate cross-platform play or progression to encourage player engagement on multiple devices?**

  Cross-platform progression is key for keeping players engaged across devices. By allowing linked accounts, players can continue their game smoothly, no matter where they play. This approach respects their time and makes it easy for them to switch between devices without losing progress, boosting both engagement and overall player satisfaction.

4. **Storytelling and Engagement:**

- **How do you design stories or characters in a 2D or 2.5D environment that engage players deeply, even with limited dimensionality?**

  In a 2D or 2.5D game, strong storytelling and memorable character are key to creating emotional depth despite the limited visuals:

  - **Character-Driven Narrative**: I focus on creating a protagonist with a clear goal which means in this case, an adventurer seeking to prove themselves. Players can form bonds with guild members, each with unique backstories and personal quests. This relationship-building is similar to the DanMachi relation system, giving players a reason to care about each character.
  - **Anime-Style Cutscenes**: Even in a 2.5D environment, short, dynamic cutscenes help bring the story to life. These moments highlight key plot points and character interactions, making it easier for players to connect with the narrative.

  By focusing on character relationships and using expressive cutscenes, the story feels engaging and players become invested in the journey, just like in their favourite anime series.

5. **Market Trends and Analysis:**

- **Which recent 2D or 2.5D games do you think have been particularly successful? What features or elements from those games would you consider adopting or adapting in a new concept?**

  Not that recent ones but I find Hades and Dead Cells quite fun and interesting game which have gain a lot of attention of players which have help them to set the standard for 2D and 2.5D games:

  The feature that I would love to adopt from these game would be:

- **Fluid Combat from Hades**: I'd adopt the engaging combat system of Hades, with its responsive controls and rewarding skill-based mechanics. This keeps players hooked by making every encounter feels satisfying.
- **Procedural Generation from Dead Cells**: I'd apply the procedural generation seen in Dead Cells, ensuring that each dungeon run feels unique with different layouts, enemies, and surprises

- **How do you approach researching and analyzing player trends to inform game design?**

  I would approach player trends by studying successful games, reading player feedback on forums, and analyzing reviews. I would look for features players enjoy and identify as common pain points. This would help me understand what engages players and help in my design choices, ensuring that I'm meeting player expectations while also introducing fresh ideas.

6. **Problem-Solving in Development**

- **What challenges do you anticipate in developing for multiple platforms simultaneously? How would you approach solving these challenges?**

  For developing a game in multiple platform comes with their own challengers:

  - **Challenge:** One of the main issues is adapting controls and optimizing performance. Mobile devices need touch-based controls and lighter graphics, while PC and consoles require full controller support and enhanced visuals.
  - **Solution:** I'd approach to solve this challenge by implementing customize touch control for mobile and adding full controller support for consoles. And to manage performance, I'd use scalable assets adjust the quality based on the device's capabilities. Additionally, I'd conduct extensive testing on each platform to ensure smooth gameplay and consistent user experience.

7. **Testing and Iteration:**

- **How do you prioritize feedback from playtesting, especially when trying to maintain originality and appeal in a new concept?**

  I would focus on key areas as they would form the core experience of the game. When prioritizing feedback, I would look for common issues reported by multiple players and balance these with my vision for game. For example, if many players find a certain attract move too slow, it's a clear priority for improvement.

- **What's your process for iterating on a core game mechanic? Can you give an example where you improved a feature based on feedback?**

  My approach would involve rapid iteration which means making small, targeted changes and testing them quickly. For example, if feedback suggest a specific combat move is too hard to execute, then adjustment could be make for timing or other factors. After implementing the changes, I would gather new feedback to see if the adjustment improved the player experience.