

ANT LION GAME

Project Report

TEAM GEMINI

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User testing, created survey

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User testing, graphics of prototype,
presentation slides

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Project/Play testing report, graphics of prototype

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Revision of prototype, user testing

OVERVIEW: GAME CONCEPT

Goal of the Game

Our project will be focused on adding challenge and submission into the game. We are aiming to achieve mostly easy fun, but also some hard fun by introducing the following features:

Challenge - The joy of overcoming obstacles or other players in getting to a goal.

The challenge aspect is added by having the antlion chase directly behind the player while attacking it. The player has to not only dodge the antlion but also the incoming rocks that lie ahead while collecting useful items. It is further enhanced when players choose to be closer to the antlion to gain more points.

Submission - The relaxation that comes from mindlessly following orders and not having to worry about anything beyond simple choices or rules.

Because the controls and rules are simple to learn, players will find it easy to play and find it relaxing as well. It is easy for players to pick up and play and addictive enough to go back and try to beat their past high scores.

Fantasy - The make-believe aspects of a game that resonate with the gamer and hereby make the game more enjoyable.

A background story for the game will let the player know why they have to save the ant, giving the player motivation and allowing personal connections to be made. This enhances the fantasy element by allowing the player to imagine themselves as the ant trying to escape the antlion.

Sensation - The raw pleasure a gamer gets from the look and feel or visceral experience of a game

We will change the game's looks and also add some new sounds to immerse the player into the game and make it more exciting.

Target Audience

The target audience this concept will be: all ages, M/F, casual gamer, conqueror and achiever player type

Achievers will try to gain more exp through staying close to the antlion and gain coins to use for the coin shop.

Conquerors will find enjoyment from trying to beat the game, escaping the antlion and surviving.

GAME FEATURES AND MECHANICS

Core Mechanics

- Players can now pick up items to aid them on their escape.
- Four movement options: left, right, up, down
- More obstacles: rocks, wood
- Sliding sand towards the antlion
- Antlion can move and attack the player
- The closer you move to the antlion, you gain more points
- Loses limbs (instead of HP) every time antlion hits player

Secondary Mechanics

- Coins drop randomly which can be used to unlock certain features.
- Coin shop allows for buying different things eg. powers
- Special pickups allow you to slow down the antlion or heal yourself. Can save powerups for bigger effects.

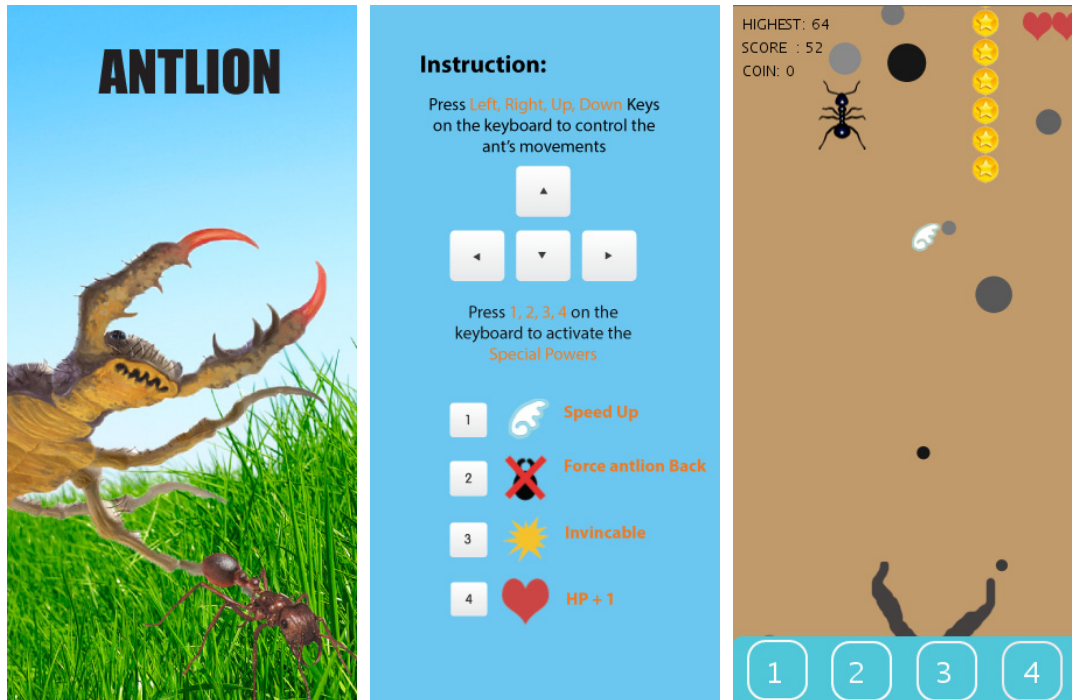
Implemented Features in Prototype

- Players can pick up items to help escape
- Four movement options
- New obstacle: rocks
- Sliding sand towards antlion
- Attack ability for antlion
- Coin Collecting
- Unlocking items
- Power up system

Non-Implemented Features in Prototype

- Losing limbs as HP
- More points when closer to antlion

STORYBOARD



TESTING

Analysis of Playtesting Results

Majority of our participants think that the ant runs too slowly, yet a few enjoyed and think that it is challenging. Some participants were confused by power-up system and did not know how to rapidly activate resources by using coins collected, and some did not like the way the obstacles were implemented and think that the size and position of the rocks are random and unpredictable. They generally have trouble struggling with the sliding sand setting at the beginning since they did not know that they need to consistently move the ant up while they played it for the first time.

Suggestions for Design Modification

Suggestions include speeding up the ant, reduce the difficulty level at the beginning, reducing the number of rocks, and making the power-up system more straightforward.

Reflection on Project Overall

Through this exercise, we have learnt to design a game from the player's perspective. By working together through this game re-design and analysis process, we had a more clear idea about what the main and important components that are needed for making a "Good and Fun" game. For example, usually when we judging a game we try to point out what we like and what we dislike about the game, but we were not clear how to make better improvements about the game. After learning the different types of game fun, and understanding the defines of the different player types and gamer types through this project, we started realize how to achieve our goals when we try to make a good game.

Play testing is important for not only to improve the game, but also can help us better understand our target users. Through the process of game testing, we do feel sometimes whatever how hard we tried to design a good game, but if the player does not like, the game can never be signed as a "good game". Figuring out and understanding what the target players expect will help us as game designers to focus on the more primary features of the game, and making it as more fun and attractive as we can.