

WSOA3003A

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Assignment 01

Data Design Micro Project

Analysis

In looking at the creation of my data design micro project, there is clear evidence of an intention, process and personal reflection. To introduce the topic beforehand, this assignment was focused on reaching the goal of creating a simple video game which displayed data design and control. The requirements had to be turn-based and had to show some sort of effect when data has been handled. Before starting any project, there must be an intention behind it.

Following the brief that was given, the intention of the video game had to display manipulation of data in a simple way. It was also clear that it had to follow a turn-based structure, where each of the two players will have turns to play one after the other. Unlike following classic turn-based games, I wanted to focus on another idea of using data manipulation in a different context. An algorithm needed to be set up in order to control entities in the game, being the player and AI (artificial intelligence). Instead of a basic attack system, the player is put in the context of taming a horse. The process of taming is unpredictable due to random number generators; however, the player may only have control over which action they choose, even though they cannot determine the consequence of that action. The overall intention of the project is to create a simple way to demonstrate a turn-based data struggle between two entities in a game. In a way, demonstrating tug-of-war. The use of data throughout the game is explained in further detail when reviewing the processes of the game.

The player is put in the position of a horse tamer. The horse is visible on the screen and is the AI (artificial intelligence) that the player is challenged with. Both entities have 30 health each, they may decrease below 30, but never increase above 30. The player goes first, and may choose between two options, "Throw a Treat" and "Give Some Space". "Throw a Treat" depletes stamina of the player, however, depletes the horse's stamina as well. "Give Some Space" generates a number between 1-9 and adds it to the player's stamina. Both entities deplete their stamina over time, and eventually the player will tame the horse (win), or the horse will run away (lose). The win condition is whoever can deplete their opponent's stamina the fastest. The presence of data structures is evident in the demonstration of when a player "Throws a Treat", it decreases the Stamina Points by 5 on the horse. However, the horse will reduce 6 points on the player's stamina in response. It is up to a chance based RNG number system between 1-9 that the player may have a possible chance of winning or losing. Focusing on a more personal approach to the game, a reflection following the intention and process is incorporated in the following ideas.

When creating the game, I wanted to follow what I enjoyed creating. This was a small and simple way of trying to crawl out the box of conventional games. With the inspiration and encouragement of my tutor, I wanted to take a standard, turn-based, combat-styled game and convert it into a new idea. With a personal touch, the idea of taming a horse comes from life experiences and my personal hobbies. Instead of a conventional health system, a stamina

point system was used to indicate the realism of dealing with horses. It is tiring dealing with large creatures. It is evident that I demonstrated a glimpse of immersion that can be expanded on at a later stage.