CS 498 Game Development MP2 Design Document

My general idea for my design is to be simple and straightforward. For enemy placements, I put the majority of the enemies in a seemingly obvious but indeed reasonable positions, so that the player can have the chance to learn the main mechanics of the game without being exposed to too overwhelming amount of information. For platform and special mechanic design, I built the teleportation mechanic for my player, which I think is a must-have for any adventure game and greatly increase the playability. And my design also consists of different areas for the game, so my game logic can be clearer to my player: they will notice the early game – recovery – final game pattern, and therefore have a better understanding of my game design. Moreover, I think I make use best use of the mature patterns and build my unique design upon them. Thus, that will make my game more organized and decrease the probability to create a bad game. I really believe that as a beginner in game development, making no mistakes is sometimes much better than building a somewhat fancy yet irrational game.

In conclusion, my design for the MP2 is pretty classic. When I am first thinking of my design for MP2, I hope to do a game that can make player focus on the game itself. Guided by that central idea, I did not make many modifications to the map design. Going through the project, I actually had all kinds of ideas for my game, like building buff and de-buff systems, misleading the player in some tricky way, or letting the player make some decisions, but these components did not finally come to my MP because of the limited time. They will definitely show up in my final project. Personally I think my game design is good and can get better with more time. I hope you like my game design!