

Tower of Babylon Justification Document

Basic Info

Tower of Babylon is a platform game with unique action control based on Xbox joystick.

Creative Process

I tends to reason the hero's movement, for example, why can Mario, a human, jump so high. There should be some tools that a human relies on, and it would be concise if this tool helps both jumping and attacking. Initially, I design this tool to be the ball and chain for fettered prisoners. After practicing, I found that it is hard to implement a reliable chain. Hence I changed the tool to be a hammer. The hammer reminds me of the science fiction story, Tower of Babylon. Therefore, I designed my map to be a tower instead of a regular 2D map.

Development and Playtesting

First, people said that this is a hard game due to the new control method. Besides of adding tutorial levels, I decided to reduce the difficulty by weakening the enemies. Letting the players focus less on fighting can help them focus more on movement, which is the unique part of this game. In the brainstorming phase, enemies are designed to give damage to the hero, like the ones in regular platform games. In the final product, the enemies will not hurt the hero, but will just disturb the hero's movement.

Second, some people said it is weird to see the hammer going through the platform when jumping, but colliding with the platform when attacking. Therefore, I added the propeller mode. When jumping, the hammer switches to the propeller. Propeller does not collide with platforms or enemies, while the hammer always collides with them. This also restrict the direction of joystick rotation for jumping in conditions where the hammer may be block by the platform, which lets the player think more before taking action.

Third, people said it would be interesting if the hammer can help climbing. Therefore I enabled switching from the propeller to the hammer while jumping. If the hammer hits against the platform when the hero is jumping, the hero can jump higher. This also inspired me on level designing. I added some platforms that is too high for a regular jump, and can only be reached if the player hits it. This became the most challenging part of this game.