

# Project Movement Prototyping Presentation

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# Went Well

- We tested all the levels we designed
  - Receive helpful feedback from the players
- Players generally understood how to play a platformer
  - What the goal is, how to move directionally in 2D, jumping
- Players combine different movement together to dodge from obstacle
  - Have improvement on user's controlling skills through time

# Went Less Well

- **Hard to consistently simulate abilities**
  - How far does dash go? How much effect does each ability have?
- **Communication to players**
  - There was stuff we hadn't really decided on, like how grapple hook was going to work, or forgot to introduce to players right away, like wall jumping is possible
- **Rigor of prototype simulation**
  - Not able to fully calculate player movement like a game would, so it was imprecise, jumping height, distance, running speed, velocity, acceleration/deceleration
  - We wanted to simulate abilities on cooldown but didn't really do that

# Disappointments

- Some skills such as slide, ground pound, and grappling hook were later ignored by players
- The boss fight was not planned out well leading to bad interaction with player
- Player attacks was not intuitive and hard for player to use
- The levels were not clear on where to go

# Prototype changes

- We rearranged a lot of the ability controls to have labels alongside the ability icons.
- Put more passive abilities like double jump next to the computer and away from the controls so that player would not click it as a button
- Rearranged several levels
- Improvised sound effects on the go

# Feedback we received

- Design feedback on our hook prototype variant
  - Not a good idea to have a unkillable boss scripted death event at the start of the game, may be frustrating
- Put some enemies in the game
  - This is a good idea and we intended to put it in the game but didn't put any in the prototype
  - Also maybe have more interesting obstacles instead of just platforms
- Think about UI - cooldowns, level transitions, level completion
  - How to show abilities are on cooldown
  - What visual effects when a level is completed

# Other Design

- How to get players to use all abilities
  - Players didn't use all the abilities, need to factor in abilities when designing levels to encourage their use
  - Or unlocking abilities gradually in the actual game so players are familiar with all of them, since players seemed to reach for what might already be familiar for platformers (like dash)
- Redevelop hook
  - One of our hook variations was to have all abilities unlocked at the start, then lose to scripted boss in event and lose abilities, but considering that abilities may be unintuitive to use it could be confusing at the start

Q & A