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| TASK: Game design reflection |
| Task explanation |
| The task that was given to me to complete was to research 2D game ideas and then map out a design for a level on 4 sheets of A4 paper. |
| Problems |
| The problem that I encountered whilst mapping out the game level was deciding on how the game should look this is because if it was designed in too much detail it would be harder to make in the program and if it was designed too simply it would not be good enough to be a game and it would also be too boring/not entertaining. Another problem I ran into was deciding on what type of 2D game it would be for example a top down game or a platformer. |
| Solution |
| The solution I came up with to get the best design for my game was to research other 2D games and incorporate them into the design of my own an example of this would be mega man. The reason I did this was to get a better understanding of what a 2D platformer would look like and also the behaviours of the enemies, platforms, and weapons fired etc. This was a solution for me as it gave me a better understanding of how a 2D platformer works. Another solution I came up for deciding on what type of 2D game it would be was by playing similar 2D games so that I got a better idea on what will run in the engine that will power my game design. |