

CS4303 Video Games Practical 3

Essay for Android Game “Reysoid”

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1 Introduction

In this essay I will explain the process of designing and implementing the game “Reysoid”.

2 Design Decisions

Firstly I had designed my game to be a 3D racing game, however, as I started implementing it I soon realized that to do a 3D game it would require much more time. Due to other coursework, the lack of time made me change the design to a 2D racing game instead.

3 Best aspects of the Game

3.1 Checkpoints

One of the best aspects of the game is the fact that it has checkpoints, so the player does not cheat. These checkpoints are hidden from the player, but if the player does not follow the track he won't be able to finish it. Regarding the implementation of checkpoints, I have used a collision map with different colours, as seen below:

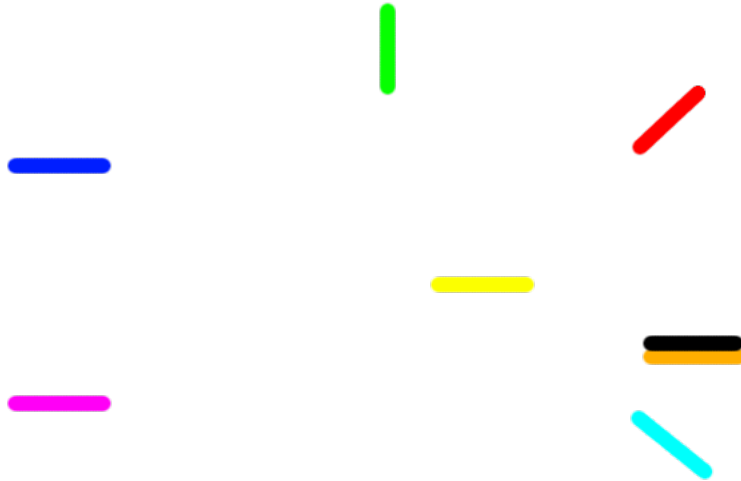


Figure 1: Collision map for checkpoints.

Each of the colours, with the exception of the black which is the finishing mark, represents a checkpoint. There are a total of seven checkpoints that the player has to cross in order to finish the track successfully.

3.2 Out of track

The implementation of out of track used, as well as for checkpoints, a collision map shown below:



Figure 2: Collision map for out of track.

This collision map was implemented so that when the player is on top of the colour black it slows down the car, halving its speed.

3.3 Arrow in front of the car

The arrow in front of the car, although a small detail, improved the game playability. The car is very small, and without the arrow it is quite hard to see precisely in which direction it is moving.

4 With more time

In the case I had a couple more weeks I would have implemented the 3D game of the original design, on the other hand if I had just a couple more days, I would have done a few improvements to the game:

- **Speed.** I would have improved the way the car accelerates and reduces speed, instead of having a steady speed the car would accelerate the more the smartphone is tilted forwards and vice-versa.

- **Obstacles.** I would have added obstacles on the track as I had designed primarily.
- **Levels.** I would have implemented different levels, for example, the second level the car would move faster making the player task harder.
- **Tracks.** I would have added different tracks so the user could choose from more than just one.

The game also takes a while to respond when the user clicks “Play Again?”, so I would have fixed that.

5 Conclusion

Overall, I think the game is fairly interesting to play. I confess I rarely play games, and it was hard for me in the beginning to get interested in creating a game, however, as I started implementing it I got more enthusiastic and now I really which I had more time to do the game a lot better. Unfortunately we were overwhelmed with coursework in the last couple of weeks and I could not have dedicated more time to the implementation of the game.