RMIT UNIVERSITY

Cover sheet for submission of work for assessment

SCHOOL: School of Media and Comunication

Program name	Master of Animation, Games and Interactivity	Program code	MC232	Office use only
Course/unit name	Advanced Play Design	Course/unit code	GRAP2580	
TAFE National Module Unit of Competency (UOC) name		TAFE National Module Unit of Competency (UOC) ID		School date stamp

Assignment no.	02	Due date	11 Oct 2018	Name of lecturer/teacher	Brendan Harwood
Campus	City	Class day/time	Thu 4.30pm	Tutor/marker's name	

STUDENT/S

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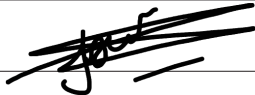## DECLARATION AND STATEMENT OF AUTHORSHIP

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Advance Play Design

Reflective Responses of weekly exercises

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Tutor: Brendan Harwood

Folio 2 Submission:

Reflective Responses on short production exercises in response to weekly themes, 9 artifacts uploaded to the MAGI website.

Introduction

When I looked at my work as a context which I have done for weekly exercises. My weekly exercises resolve around 3 major concepts Ideating, Prototyping, and Conceptualization. As I was learning and understanding the subject of advance play design, unknowingly I have divided the weekly exercise into these concepts. In the field of designing these concepts are the subcategories of 3 very important subjects pre-production, production and post-production.

Ideating

Ideating means forming a mental image of something that is not present or that is not the case. To explain anything to the audience first we must structure the ideas comes into our mind. Animation, Games and Interactivity industry is working on our imaginations. Presenting our work to the audience or clients we first need to give it a form o that they can understand what we are thinking and want to produce. The work done in the first two weeks themes comes under this category. The work done by me in following themes best represent the ideating.

### Theme: Play and Observation

Link to work: http://magistudio.net/work/advanced-play-design-week-1-activity-1
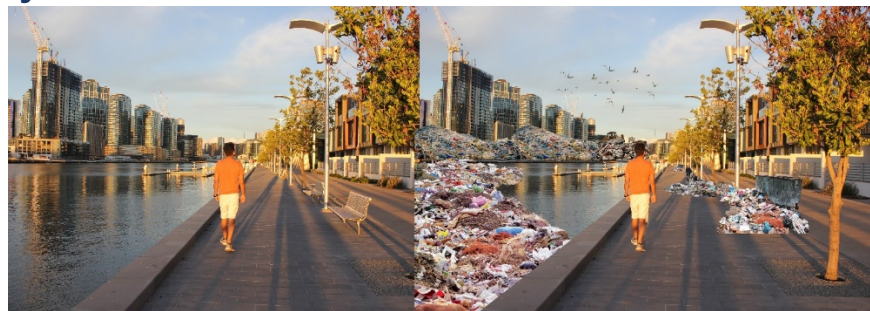
Context:
http://www.slate.com/blogs/behold/2014/07/08/gregg_segal_photographs_people_with_a_week_s_worth_of_their_trash_in_his.html

Observation; when we hear the world, the only thing comes to my mind is how we see the world in our mind, the vision of the artist how we portray the idea to describe what we think or believes. I want to make a game to spread awareness about sanitation. So, started thinking on how to express the sanitation conditions in underdeveloped countries to the masses who are unaware of such practices. The project aims to educate the demography of people who are unaware of the current whereabouts of the situation or people who have had to face a similar problem.

Using image editing tools like Photoshop, I tried to show the conditions in 3rd world countries from my perspective and observations.

Theme: Play and Tinkering

Link to work: http://magistudio.net/work/advanced-play-design-week-2-activity-1
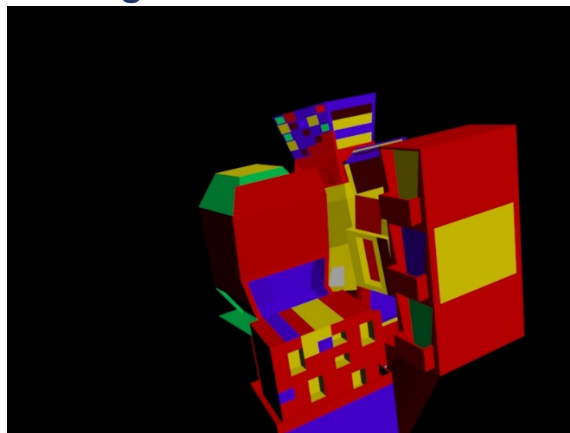
Tinkering; this word gives me feeling a vibe of random, unplanned work. Taking an unconventional approach than any traditional method. So, while doing this exercise in the class I didn't think much of my style, the way I do stuff generally. I just opened a 3D design software which I am familiar with like Autodesk 3Ds Max and started creating something which I never do usually without planning out first. After spending some time on it, I started seeing it taking a form.

Even if it does not relate to my project which I am doing for this semester, but I enjoyed the process of creating this work, it gave me a different perspective and I saw the outcome analogous to a city alley like the structure of an imaginary fantasy world from different planet or dimension. I animated it on a path spline to give it an effect like it is taking shape out of a few colorful things.

Conceptualization

Conceptualization means inventing or contriving an idea or explanation and formulating it mentally, elaborating the concept. Crafting a detail concept or story for the idea is very important to create a project. The work done by me in following themes best represent the conceptualization.

Theme: Play and Characters Events

Link to work: http://magistudio.net/work/advanced-play-design-week-7-2
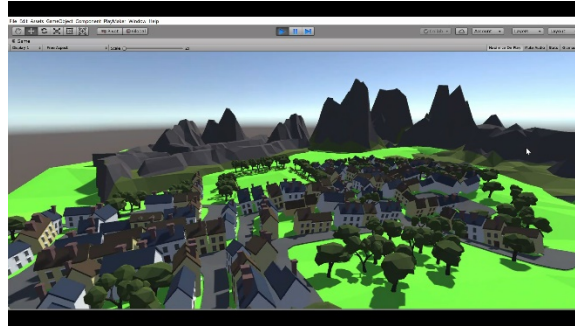
Context: I am making a game in which player has to navigate the character through a level

Response: To navigate the player around the level controls the view using a mouse to orbit around.

Theme: Play and Time

Link to work: http://magistudio.net/work/advanced-play-design-week-8-1
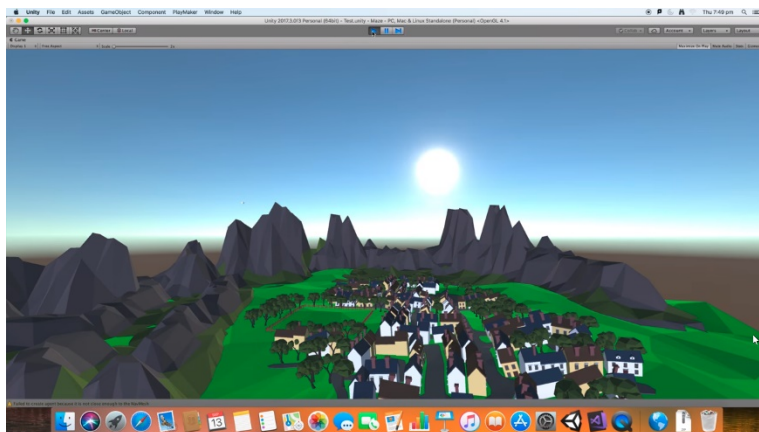
Time; The continuum of experience in which events pass from the future through the present to the past. Everything happens in this world revolved around the concept of time. In animation and games, everything is time-based. Timing is the most important factor, creating different action on every frame on timeline give still objects and pictures life in animation which we call animated. Time creates motion because the motion is measured in time.

Context: https://www.indiedb.com/games/equilinox

I want to show the different timings in the game by which player can experience the time shifting. There is an indie game developer on YouTube who is working on a game called "Equilinox", the nature simulation game that I'm currently developing.

Theme: Play and Force

Link to work: http://magistudio.net/work/advanced-play-design-week-9-1
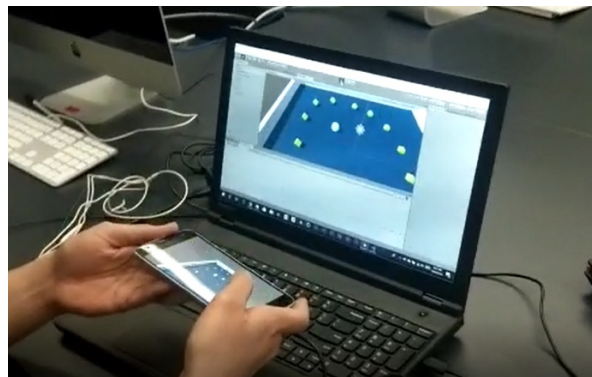
Force; The influence that produces a change in a physical quantity is the exact definition of force. In animation and games, it is used as an effect to create interesting motions or movements. Force can be eternal or internal, an external force is which drives the object into motion or displacement. Internal for can be anything like explosion means literally exploding material like a bomb or an emotional of human one which inspires a action. I took it as a mechanic for the game by which we control or play a game.

Context: After watching examples in class I got the idea to create a "Marble Labyrinth" game which I used to play in my childhood.

https://www.youtube.com/watch?v=4nb_1sAZESk

To create an explosion effect as an ability in the game.

https://www.youtube.com/watch?v=uY9PAcNMu8s&t=62s

Concept: A small game concept which uses the accelerometer of mobile phones to interact in the game.

"Blow up" is a mini adventure game about adventures and explosions. The player controls a small fluffy creature who is radioactive. The character is unstable who can explode at any time and rolls around in the world like a ball. The game is inspired by many retro games like snake, Pacman and board game about rolling marble through the maze.

The character is the controller using the accelerometer of a device, nowadays all the smartphones have accelerometer build-in by default. The player has to collect items on the way to get charged up which can be used as abilities to counter enemies. Shaking the device, they can use this ability as a power against enemies in the game.

The player must avoid and dough the enemies to survive if character touches the enemy whatever charge they have collected for abilities get a discharge. If no charge is left the player dies with a self-small explosion. The only way to defeat the enemy is to use one of the abilities like an explosion and get as many enemies as possible in the blast radius to gain more points. The enemies cannot be killed they only can be disabled which sends them back to starting point from which they were originated.

The player's goal is to make as many points as they can to achieve a position on the leaderboard and try to break the highest score recorded. The player also can collect pickups like coins or diamonds in the level which can be used as in-game currency to buy abilities and power-ups. They can also use virtual currency in the game to buy special items in the game to stay on the top of the game.

There will be abilities in the game like flash run which increases the speed of the character for a limited time, invisibility cloaks to hide away from enemies for short amount of time, hidden shortcuts to advance further into the level etc.

Theme: Play and Stillness

Link to work: http://magistudio.net/work/advanced-play-design-week-10
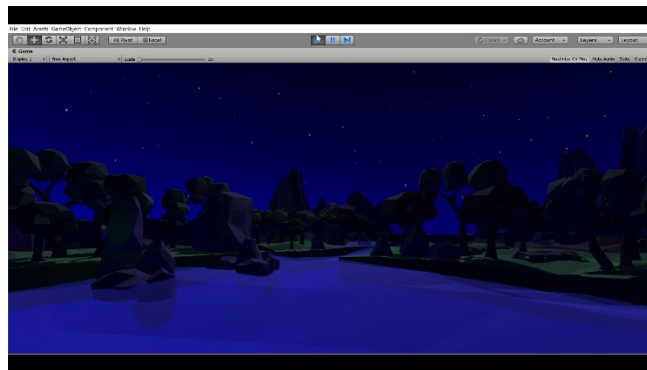
Stillness; A state of no motion or movement is the literal meaning of stillness but in animation or gaming it can mean anything. A notion of the feeling of calmness experienced by audiences by our work. Emotions or feeling are the most important thing to convey a message through our work, playing with the mentality of our user. It need not

be motion or movement less, it just needs to represent the emotions or feelings. Looping an animation, creating effects like wind blow, water ripples, and waves or small movements which hip notices the user to involve emotions into our work. With this theme, I got the idea of creating a game concept. Nowadays the problem within the players is they want to rush through the game. So, they can get the feeling of achievement by completing the game before the world. But they forget about the heart and soul poured by the designers to design the game. To give the player the best experience of the game and its story, they give their best to look and feel of the game.

Context:

The game idea is inspired by a game called "Journey" 2012

https://www.youtube.com/watch?v=bKqeD7ojynw

Response

The game is an open-world adventure game were player controls a mystical spirit adventurer who is traveling through nature for the afterlife. The world is made up of beautiful scenic environments like flowers, grass, waterfalls, and mountains. The player goal is to complete the journey through afterlife by exploring the nature and soul-searching to find the meaning of life.

Travel slowly through the level to enjoy the scenic beauty and soak in the environment designed to motivate the player. The game is about tackling the players though emotions, the outcome of the game depends on how player travels through the level to the end goal. The faster they travel the scarier or difficult the journey becomes the world turns into a dark dull space with monsters, ghosts, and creatures. The slower they travel by enjoying and experiencing the nature calmer and beautiful the level becomes.

The game is about a beautiful journey through experiences and learning curve though nature which we as humans have forgotten nowadays in our modern busy life's. Instead of rushing through levels of the game to achieve the end goal of the game.

Prototyping

Prototyping means constructing a model of our ideas and concepts through our imaginations. Prototypes can be physical or virtual they help us to explain our project. Giving our audiences to experience our work on to production. It's a proposal for our work which we are doing. Prototyping gives our audiences or clients a clear understanding of the project. This work gives them clarity and helps us to get a feedback from it which is very important for the project. The work done by me in following themes best represent the prototyping.

Theme: Play and Materiality

Link to work: http://magistudio.net/work/advanced-play-design-week-3
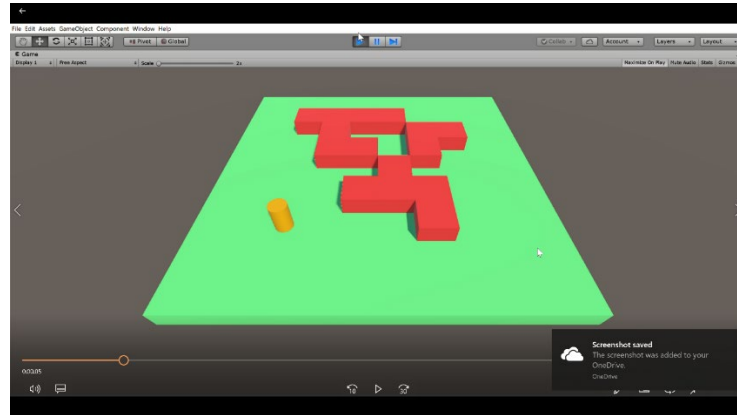
Materiality; the first thing that comes to my mind is existence. It's a physical and tangible thing that we can experience using our senses. It can be analog or digital. I was confused on how to approach this exercise because, during initial phases of my project, I was working on functionalities for the game mechanics, learning the code behind it for the game programming and prototypes. So, I decided to make a script in C# to generate a random maze-like level in Unity 3D.

Theme: Play and Place

Link to work: http://magistudio.net/work/advanced-play-design-week-4-1
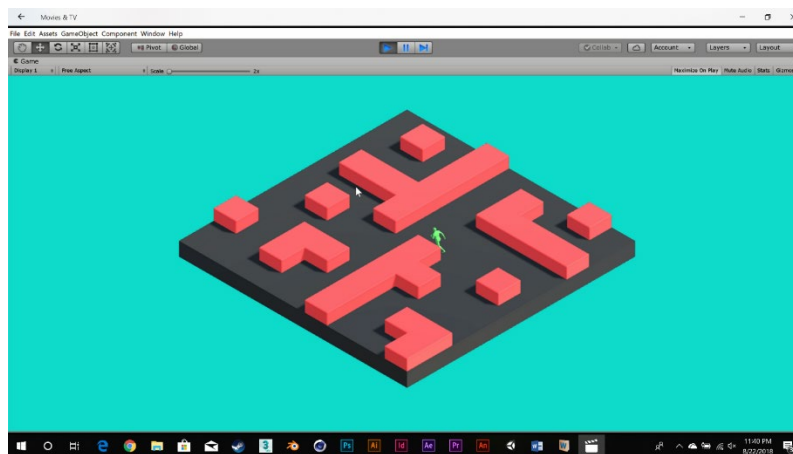
The place is the location or environment where things take place, any area set aside for a purpose. Place plays a crucial role in explaining an idea or concept as it transforms our imagination into a real-world scenario. My project theme is a time-based maze puzzle in which we as a player must navigate the game character through a maze-

like level. So, for this exercise, I decided to make functionality in Unity 3D for the game mechanics. I used C# programming for navigating the character, controlling its animated movements in NavMesh feature of Unity 3D.

Theme: Play and Objects

Link to work: http://magistudio.net/work/advanced-play-design-week-5-1
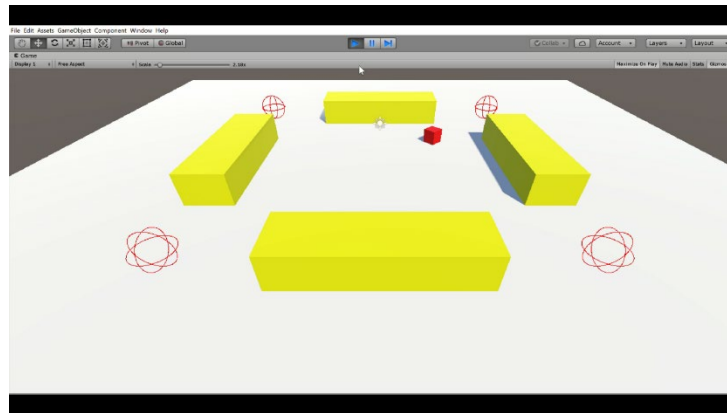
Object; A tangible entity that can cast a shadow. In this case, I focused on the generalized concept of it because object also can be the goal planned to be reached and which is believed to be achievable. So, for this exercise, I decided to make a functionality in Unity 3D. I used C# programming to defines a path for a non-playable character (NPC), which can be an enemy or an obstacle in the game. This exercise is about moving NPC's automatically to make them patrol around set path.