***I can make it.*** **Report**

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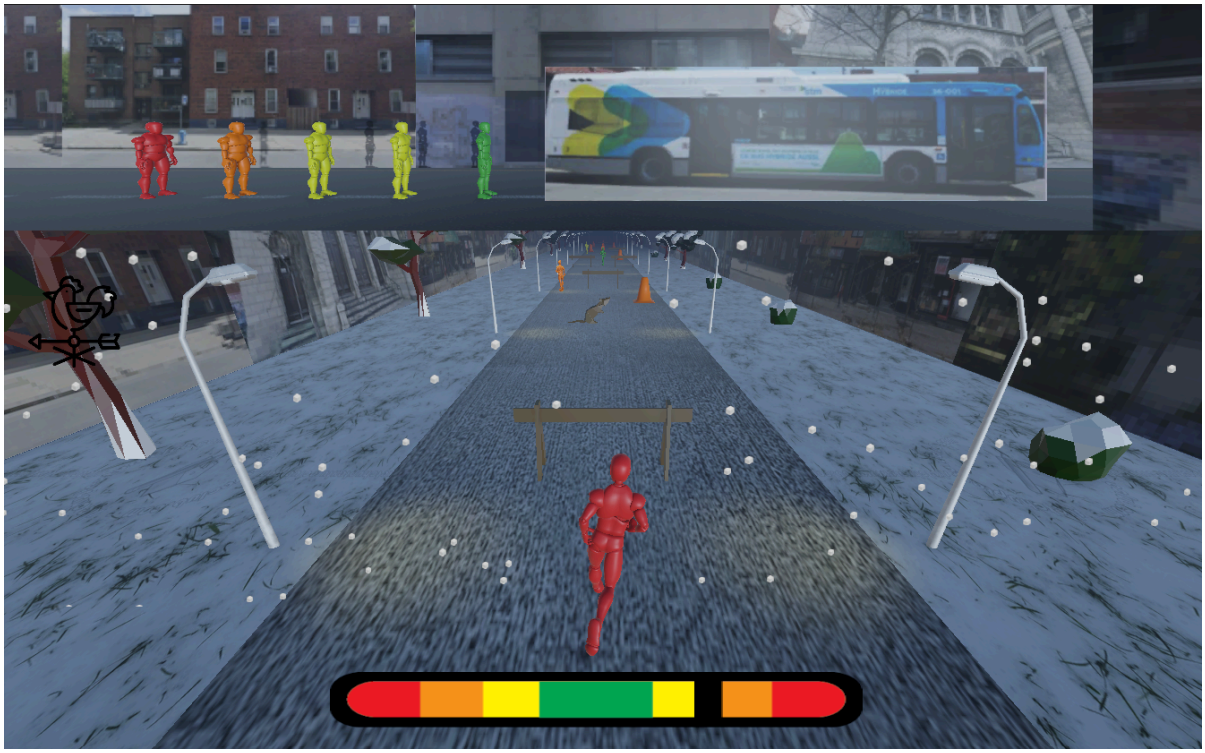
**Introduction:**

*I can make it.* is a vignette game of trying to catch the bus as it's about to depart. It is based on a 3D endless runner style. You play as a faceless dummy running and avoiding oncoming obstacles to make it to the bus. Unfortunately, this dummy has no balance and trips constantly. The main loop of the game is managing your balance to prevent tripping while avoiding obstacles in a harsh environment, ultimately trying to reach the bus before it takes off.



**Situational Game Design Breakdown:**

This analysis will examine this instance of the Thursday level of *I can make it.* (see image for reference).

Choice:

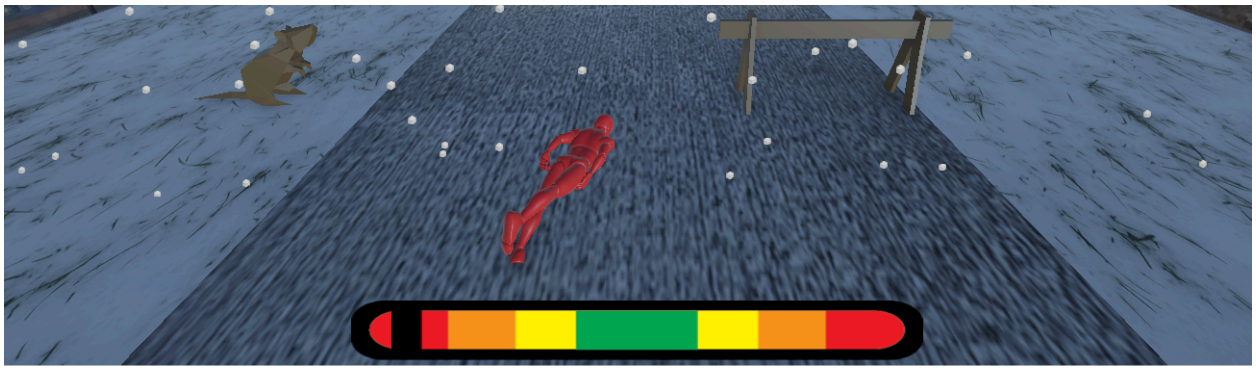
In this game, the player has really only 2 choices available to them. They can go left or they can go right. Going in a direction affects the dummy's balance, making the player prone to dropping. There is an implicated third option, which is to do nothing. In this level, we can observe that the player needs to prioritize maintaining balance and avoiding the obstacle. Since the bar indicator is towards the right, the apt choice is to move to the right.

Variety:

The variety in the player's gameplay is minimal. It comes from the movement in the game. Going left or right makes them the only actions available to the player. However, to curb the lack of variety in the player's interactions, I made the obstacles and weather variables randomly generate. This makes the gameplay slightly more replayable. Yet, it still lacks variety to maintain extended interest.

Consequence:

In *I can make it.*, the unbalanced mechanic is what determines the consequences for the player. As seen in the image below, being unbalanced slams the player into the floor, stunning their movement and slowing them down. In turn, it causes them to miss the bus and fail the level. The consequences of the player's actions are meant to encourage the player in learning the mechanics of the game. Having a level system also adds interest in continuing the game by utilizing constraints and creating a goal, which makes consequences have more value.



Predictability:

Since the game only has 2 inputs for the player, it is a highly predictable gameloop. They can either move left, right, or not move. They are aware that obstacles will spawn and that wind will push them. They can even observe the approaching obstacles in the distance before they even reach them. This predictability grants the user a sense of anticipation and control through the chaos. It affords users the capability to strategize their next move.

Uncertainty:

While this game has minimal interaction, uncertainty presents itself in the form of randomness. The obstacles spawning, the changing winds, and the slightly buggy gameplay all contribute to the uncertainty of the game. Even the art assets are randomly generated, making each run unique. Another layer of uncertainty to this game is the progression. As you unlock new levels,

additional mechanics (like rats and wind) are introduced which makes the levels more difficult to finish. In the Thursday level example, all the previous mechanics are in play and now the obstacles are much more likely to double spawn. This uncertainty allows the gameplay to be more replayable.

Satisfaction:

Similar to my previous game, the satisfaction in *I can make it.* comes from mastering the chaos. However, unlike my previous game, the levels add a goal for the player and incentivize progression. The escalation in difficulty also affords that feeling of accomplishment. The end cutscreen is also a small reward for the player finishing all the levels. The game would definitely benefit from more satisfaction for the player.

**Playtest Observations and Fixes:**

1. Game Art:

Observation: Needs more polish visually to make it look better. Embrace silliness.

Design Analysis: During the playtest, this was brought up the most. Having the sides of the track empty and a generic ground made it less visually appealing. I received various notes on how the art direction can go (such as mobile game and low poly), so I went with the photo art suggestion. I found it fit the style and silliness while connecting it back to the purpose of the project, which was to make a vignette of a life experience.

Modification: Added 8 blurred and pixelated images of Montreal cityscapes that would randomly be selected to be the walls of the game. Also made winter assets spawn randomly. This made the game have a more polished look while fitting the janky gameplay stylistically.

2. Level Design:

Observation: Make levels to the game that serve as the tutorial, where a new mechanic is added each level.

Design Analysis: Observing the tester allowed me to see that I was throwing too many elements too fast at them. The learning curve started way too high. It was also evident that there needs to be a tutorial to explain the elements in the game. Making the game into levels would allow the

player to have elements introduced to him one at a time, making it much easier for them to increase their functional understanding.

Modification: Added a level system where each element is slowly added, going from only non-moving objects, then adding moving objects, winds, and double spawning. Made the transitions look like days of the week to create a more implicit narrative. Made each level have its own music fitting to the level of chaos.

3. Bus Area:

Observations: The bus area was not clear enough. Needs to be more visible and distinct.

Design Analysis: Since the bus area was hard to distinguish from the main tracks, it was hard to gauge the distance to finish. It was also less satisfactory to make it to the bus since it wasn't immediately clear and polished.

Modification: Changed the low poly bus model to a photo of an STM bus as per suggestion. Also added a road for the bus as per another suggestion. Added walls behind the bus that are facing the camera to differentiate from the walls of the track. Added some lighting to make the scene more visible. Modified the colour of the people waiting in line for the bus in an escalating colour (green to red) to illustrate how close the timer is to finishing and make the dummy models stand out from the background.

4. Difficulty:

Observation: The game starts off way too difficult. Need to have a proper balance.

Design Analysis: In the playtest, the game did not have any levels and was all the elements at once with no explanation. It was also made to be hard to finish the game, since there was only 1 level. Yet, because the learning curve started off too high, it made testers feel annoyed when losing and had little satisfaction. It was also difficult to understand and play the game correctly.

Modification: Making the levels was the biggest help for this issue. It allowed for players to get early satisfaction by moving up levels, and gain a better functional understanding of the mechanics. I also tweaked the values of certain elements to make it easier for the player to complete early levels. I also went all out making a very difficult final level to make players feel accomplished.

5. Player Character:

Observation: The player character model is not visible enough.

Design Analysis: Because the player model is a grey colour, it was blending into the ground of the tracks. Also, the lighting I was using in the playtest was blue, which made it even harder to see the grey model. Due to this low visibility, it created an inadvertent layer of difficulty where players could not easily track the character model.
Modification: Changed the colour of the player model and adjusted the lighting of the scene. Made the colours of the player model correspond to the level of difficulty. (Green being easy to red being hard)

**Personal Narrative:**

When I first heard of the theme of this project, I was ready to do something more serious and thematically heavy. Since I just came from making a silly 3D game, I thought I would try to do something different. Obviously, I went the complete opposite direction. But why? I could have made an emotional game that had a serious tone, but it would have been much harder for me to make it. I would have wanted it to be super highly polished, and ensure that the tones and themes were coming across properly and with nuance. With the scope of the project, the end product would have ended up being a mid-fidelity prototype.
Instead, I made a game that was an evolution of my previous. This allowed me to practice the skills I learned from the previous game and implement them into this one to make an overall better player experience. And I think I achieved that. The game is janky, silly, and pretty fun to play. The levels make it a more cohesive game and add a narrative to the otherwise unstructured nature of it. The music and sound effects amplify the looney tunes-esque nature and just make me giggle. I think my favourite part of this game is how I learned to just embrace its bugs and flaws. While I initially tried making it a more tailored experience, something about the buggy nature of the game added so much fun to it. From flying in the air after hitting an obstacle, to the bus departure time varying by like +/- 5 seconds, it all adds to the experience.
If I had more time I would definitely make a few adjustments. For starters, I would add more levels with more obstacles. I was pretty close to adding ice patches in the final level but ran out of time. I wanted to also add a percentage grade score for each level so you can see how well you did in a specific level. I'd want to rework the entire end screen honestly but the way I have it

now is not too bad. If I could have I would have also liked the main character model to be photo based as well as the other 3D model assets. Yet, as it is, I am content with the end result. I hope you have as much fun playing it as I had. Thank you for a great semester and a fun class :)

**Credits:**

Construction Obstacle Models:
https://assetstore.unity.com/packages/3d/props/traffic-control-pack1-4919
Rat Model:
https://assetstore.unity.com/packages/3d/characters/animals/origami-animals-pack-123159
Winter Schrubbery Models:
https://assetstore.unity.com/packages/3d/environments/landscapes/lowpoly-forest-pack-winter-129565
Street Light Model:
https://assetstore.unity.com/packages/3d/props/exterior/street-lights-pack-01-309482
Character Dummy:
https://assetstore.unity.com/packages/3d/characters/humanoids/humans/human-character-dummy-178395
Character Animations: Mixamo
Background Images: Google Maps
Concrete Image:
https://www.vecteezy.com/photo/11833538-texture-of-old-concrete-wall-concrete-wall-of-light-grey-color-cement-texture-background-grey-pastel-rough-crack-cement-texture-stone-concrete-rock-plastered-stucco-wall-painted-flat-fade-background
Grass Image:
https://sketchfab.com/3d-models/snowy-grass-surface-2a3eb2bc691d42668a64d1849e71eb0a
Bus Image:
https://www.stm.info/en/about/major_projects/major-bus-projects/bus-network-electrification/hybrid-buses

Pole Image:

https://www.airmastersigns.com/products/sign-posts-bases-stands-hardware/sign-posts/

Sky:

https://assetstore.unity.com/packages/vfx/shaders/fastsky-procedural-sky-and-clouds-urp-209857

Background Music:

Monday Level - Tchaikovsky, Russian Dance Trepak

Tuesday Level - Offenbach, Can Can Music

Wednesday Level - Aram Khachaturian, Sabre Dance

Thursday Level - Rimsky-Korsakov, Flight of the Bumblebee

Sound Effects: all downloaded from Pixabay