

# Slime quest

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BSc Computing (Game Development)

## Introduction

Slime quest is a project where a game demo will be created to give players enjoyment and satisfaction when playing. In this project a game development methodology is used throughout to ensure the quality to a high standard. A literature review was also conducted to see opinions and ways that a game demo can be successful.

## Research

Research was conducted, through academic research papers and books, on the topics of what makes a game enjoyable, comparing different game engines to each other, the importance of character design, the impact of level design, the types of development cycles and how video game prototyping can be compared to negotiation theory from rhetoric.

## Feedback

Four in depth interviews were conducted, testers were selected so that they represent a large variety in their playstyles and experience in video games to have the most diverse sample. Testing the gameplay to get the perspective of someone new to the mechanics, they gave suggestions to make the experience easier and more enjoyable.

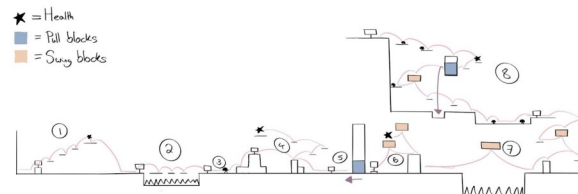
## Aims and objectives

The main aim of this project is to create a video game with the intent to give the player enjoyment by giving them a unique concept and giving them the satisfaction of learning new mechanics and using those mechanics to complete levels.

- First objective is to gather information and plan out what a game demo needs to have to be successful.
- The second objective requires a game demo to be developed and created.
- Third objective is to interview play testers to gather feedback to see what needs to be changed
- Final objective is implementing the feedback having gone through a successful development loop.

## Implementation

The intent of this project had the player play as a slime character who jumps, swings and leaps around to progress through the levels, in this demo the player has the ability to move, jump, pull objects, avoid enemies, swing from ceilings and launch themselves forward. A level was also designed to slowly teach the player mechanics by slowly increasing the difficulty.



## Conclusion

In the end of this project most objectives were complete except the final one due to time, methods were learned from different literature on how to entertain and teach players how to play a game, a game demo was created that was play tested by several unique people and the feedback was documented so that if this project would be continued improvements to the pre-existing mechanics can be improved upon first. If this project were to be redone, an earlier feedback would be recommended so that the basics would have been improved before starting the more complicated mechanics.