

How Our Concept Measures Up

Cal, Paul, and Ryan

February 1, 2004

Among the CS121 groups, there was a general consensus about what makes a good game. These ideas on the makings of a good game are summarized in the ten bullets below. We will see how our proposed game concept stacks up to these ideals.

- **Replayability**

Replayability is a notoriously difficult to quantify. Different people enjoy different sorts of games to varying degrees. Some people love to master every game they come across while others would never think of beating the same game twice. Having to *predict* the replayability before the product is made only compounds these problems.

However, as much as one can predict such things, our game looks as though it will have good replay potential. The levels are randomly generated, which means that the game varies each time it is played. Also, the goal of the game is to see how long you can last before dying. Each time the player can try to last longer and longer, trying to beat his own personal best score. This variety of game as proven its replayability over and over again with such games as Tetris, Pac Man, and Galaga. There is something about getting further than you did last time that keeps people coming back for more.

- **Graphics**

Given the POP framework in which we will be working, it is difficult to produce any truly stunning graphics. The best graphics supported by POP are bitmaps, a feature of which our group intends to take full advantage. We plan to have every element in our game represented by a bitmap which we hope will turn out better than the alternative of colored polygons.

- **Sound (Music and Effects)**

Again, POP's audio support hinders our ability to make an awesome soundtrack. The sound in our game will be minimal.

- **Simple/Intuitive Controls and Interface**

In this aspect of play, our game truly shines. The four directional mouse buttons move the player in the four corresponding directions. The player's goal is to get supplies from the supply cabinet and use them to fix any and all broken printers, all the while avoiding enemies. Anyone should be able to pick up this game and play it right away.

- **Room for Mastery**

Like replayability, this is also a difficult quantity to measure before the game is actually made and we can see how it plays. However, the game will get harder as the player progresses and will require greater skill to get farther in the game. Hopefully, this will equate to the elusive "Room for Mastery."

- **Multiplayer/Good Social Experience**

Unfortunately, POP does not easily support multiple players in the game. However, while we cannot have multiple player interaction, it will hopefully be the case that people might want to watch an especially skilled player play the game, making the game a social experience.

- **Good Learning Curve**

Learning curve is the harmonious union of “easy to learn” and “room for mastery.” Our game is designed to be learned by playing it once but still have room for improvement well after that.

- **Novelty/Originality**

Our game certainly has a humorous/satirical element to it. Any student who has used the CIS administered printers on-campus knows of their legendary propensity to be out of paper or toner, or be outright broken. Professors know the excuse, “The LAC printer was broken” all too well. Our game has attempted to harness this frustrating element of Mudd life in a humorous way, something which has never been done before.