Final RSA Submission

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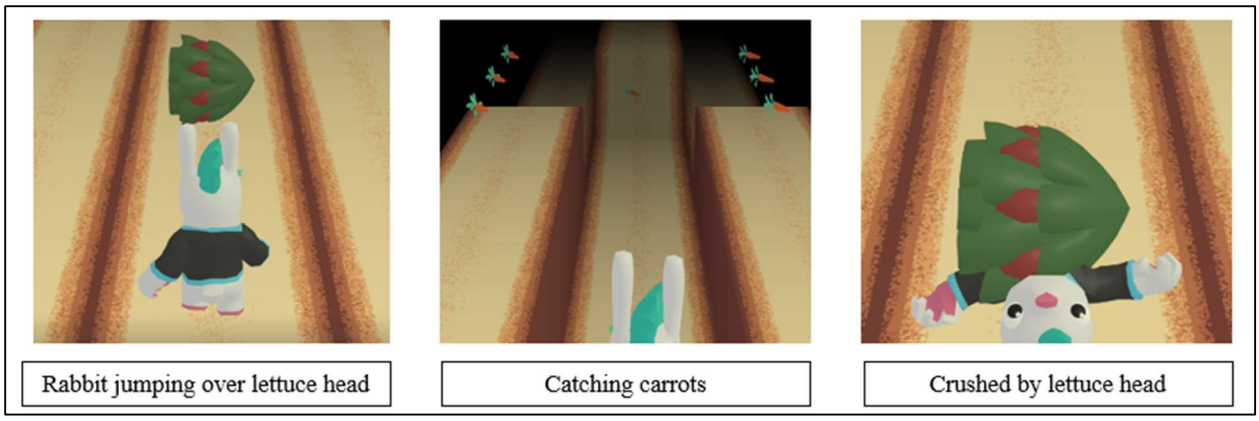
Link to Video Game: https://gd.games/ashley1684/3d-lane-runner

Pictures:

Figure 1.



Note. Screenshots taken on October 16, 2024 from https://gd.games/ashley1684/3d-lane-runner

Written Log:

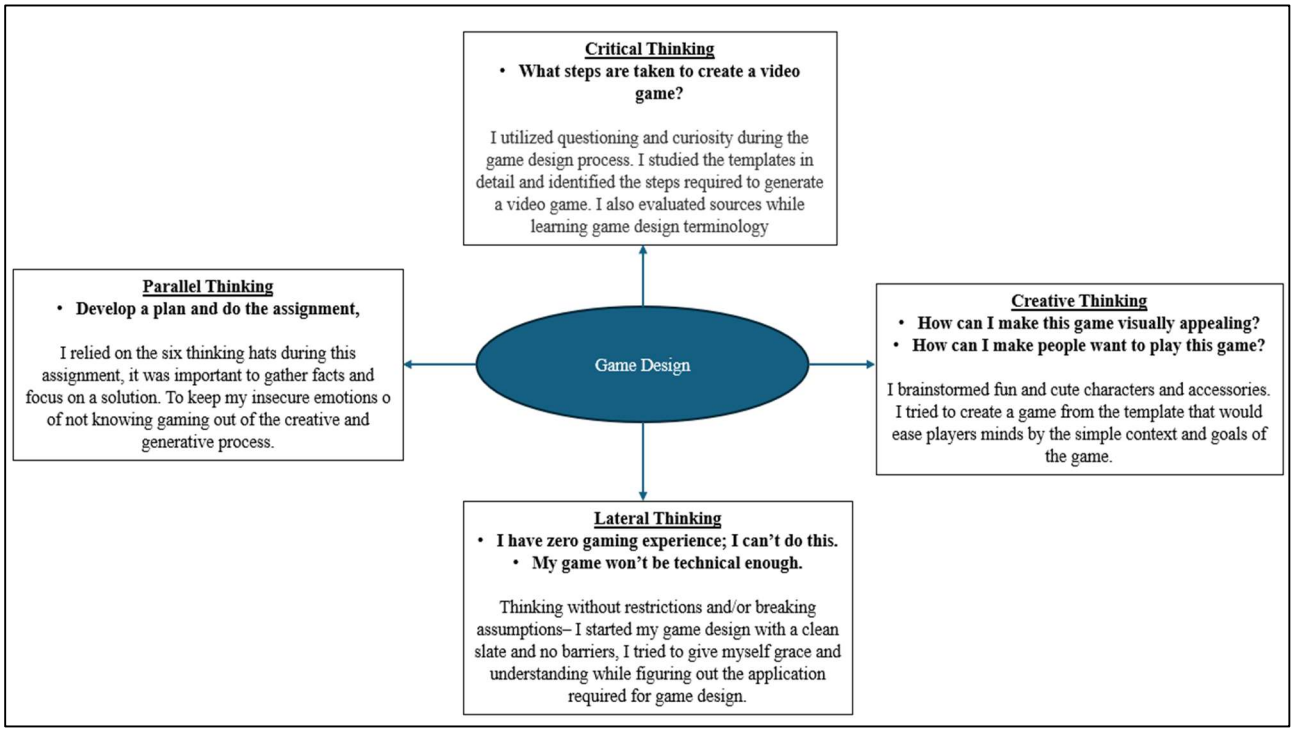
Figure 2.

Date	Task	Comments
21-Sep-24	What type of game would it be?	Endless Runner Format
21-Sep-24	What type of background/character/enemy art would you need?	White Rabbit/Tourquiose Mohawk
21-Sep-24	Do you need to create it or can you find most of it through royalty free sites?	Free through gd.games.com
21-Sep-24	What is the objective of the game?	Pick up carrots avoid lettuce
21-Sep-24	What obstacles are in the way of meeting that objective?	Lettuce heads and the spaces in the track
21-Sep-24	What metrics are you bound by?	Player movement, speed and jumping
21-Sep-24	What does the game's macro design require from this level?	Simple macro design
15-Oct-24	Breaking assumptions	I don't know anything about video games, I can't do this
15-Oct-24	Avoid criticizing ideas too early in the process	My video game won't be technical, I'll get a bad grade
16-Oct-24	Final RSA on project from an option A	Submit summary of Module 2, option A

Note. Screenshot taken on October 16, 2024, from Excel, created by Ashley Kennedy.

Diagram of Thinking Strategies Used:

Figure 3.



Note. Screenshot taken on October 16, 2024, from PowerPoint, generated by Ashley Kennedy.

Assignment 2.1 Build/Code a Game

What type of game would it be (platformer, block breaker, fortress, endless runner, etc.)?

After researching the types of games above, I believe the game template I went with is similar to the endless runner format. I found different types of this format via coolmathgames.com. There are different activities you can do aside from running such as skating, jumping and biking. I didn't realize there was a big audience for this type of game, just briefly looking on YouTube I was able to look up a number of different tutorials on how to create your own endless runner game. For example, a video on YouTube called, "Unreal Engine 5.1 Endless Runner Tutorial" has a multi part series on how to make your own endless runner game and customize it to your liking.

What type of background/character/enemy art would you need? Do you need to create it or can you find most of it through royalty free sites?

I was able to choose my character and other art on a website provided in class, gd.games.com for this assignment. There were hundreds of characters you could go with, from a dog character to a grandpa character. I ended up going with a white rabbit that has a turquoise mohawk. I was also able to pick out certain props. For this game I chose to stick with the theme of rabbits and selected carrots and lettuce heads to incorporate into the game.

What is the objective of the game?

The objective of the game is for the rabbit to pick up carrots while avoiding lettuce heads and large gaps in the track the rabbit is running on. The more carrots the rabbit collects the better. There is also fun sound effects when the rabbit picks up carrots and/or falls into a gap in the

track or run into a lettuce head. For movements, you will utilize your keyboard and the space bar and arrow keys to navigate the rabbit from left to right or to jump.

What obstacles are in the way of meeting that objective?

Two obstacles that are in the way are the lettuce heads and the spaces in the track. If the rabbit runs into a lettuce head you lost and need to start again. Or if the rabbit can't jump far enough in the spaces in the track, you lost again.

What metrics are you bound by (player movement, speed, size of player, enemies, jumping, collisions/interactions, etc.)?

The primary metrics are player movement, speed and jumping. When playing the game, you have to move pretty quickly on your keyboard in order for swift and timely movement in the game.

What does the game's macro design require from this level?

I think the macro design requirement would be a simple macro design. I'm basing this off of an article on thegamingmecca.com "What Are Macros In Gaming Ang How Do I Set Them Up". The game created via gd.games.com has predefined commands or actions that can be executed by a single keypress.

Using lateral thinking what creative twists will you include to increase the novelty and playability?

Destroying the assumption that video games like this are pointless. There's really no ending or more specifically it lacks any incentives. The creative twists I would include to increase novelty and playability would be posing this to users: You're going to be scrolling

anyways, why look at the same old social media posts when you could calm your scrolling with this cute carrot obtaining rabbit game. Or, how many times are you in that awkward moment where you feel like you have to look at your phone but have nothing to look at other than the weather app? Instead of looking at the weather in Greece, open this rabbit game and look preoccupied while you collect carrots and avoid lettuce heads.

Discussion 5.1: 1 Week 5: Your RSA Summary

Game design coupled with lateral thinking has taught me to think without restrictions. During this module, I utilized https://gdevelop-app.com/ to create a basic video game. The site itself is user-friendly and easy to use for someone with zero gaming experience. Initially, when getting started, you can choose from different templates like a 3D car game, flappy bird cone, frogger game, a physics-based game, a 3D or 2D classic runner game, and a 3D hungry shark game. For this module I went with a 2D classic runner game.

Once you have the template selected, you can then build on it. The first option is selecting your game art. You can swap out your player and other accessories of your choosing. The site has a pretty wide range of options. For example when choosing the character you can choose a farmer or a mockroose to a yeti. There are dozens of options to pick from when selecting your theme.

After you've selected the characters and accessories of your choosing, you are taken to the next phase which is "tweak gameplay". At this point, you can make adjustments to the player's and accessory's movement. For example, for the character, you can adjust the lane change duration, gravity, and jump speed. You can also adjust their walk acceleration and give the character a max speed.

Next, you get to make your game logo. You can change the text to whatever title you prefer. You can also change the font size, color, and vertical alignment. Within this logo phase, you can also preview your game in its totality to make sure it's visually up to par and working as you see fit. Lastly, it uploads your game and generates a link that you can share with others. In this module, I learned how much art and programming is put into game design. Most

importantly, I learned the significance of lateral thinking when overcoming barriers in this assignment.

The barriers I had to overcome while designing a game were:

1 – Breaking assumptions: I don't know anything about video games, I can't do this.

2 – Avoid criticizing ideas too early in the process: My video game won't be as technical as the other students, and I'll get a bad grade.

When researching more about lateral thinking, I learned the importance of "thinking outside the box" and "breaking assumptions". Specifically, suspending judgments and the importance of avoiding criticizing ideas too early in the process. Diving deeper into these topics, I learned the benefits of challenging assumptions and expanding ideas. An article on https://hobonext.com talks about the benefits of challenging assumptions being: increased activity, improved problem-solving skills, enhanced decision-making, greater adaptability, and personal growth.

In conclusion, I learned the ins and outs of creating basic video games via the templates provided by https://gdevelop-app.com/ and the details that go into game design as well as the importance of lateral thinking. An article on https://www.betterup.com states, that without lateral thinking, there is no space for innovation. And that, adjusting your mindset can help you start a more open problem-solving process and drive innovation. As initially stated, game design coupled with lateral thinking has taught me to think without restrictions.

Assignment 5.1: Your RSA Check point

In 3-4 sentences, IN YOUR OWN WORDS, explain the project. What study/prep must be done, what skills must be learned, and what defines a successful result?

For the RSA, we were told to select a project from a previous module to focus on, I selected module 2, game design and lateral thinking. During this module, I utilized the recommended website, https://gdevelop-app.com/ to create a basic video game. The site has templates that make it extremely easy to generate an actual game. I have zero gaming experience and when looking at the templates to utilize had no clue what their purpose was. For lack of better terms, I basically just poked around on the site until I felt comfortable utilizing the templates. The site walks you through the basics of character and accessory selection, gameplay alterations and logo selection. It also generates a link for you to share among others once you've completed your game. Through this I learned the detail and programming that goes into video game design. I would define a successful result by going through the motions on the site, figuring out what works best for your video game and then generating a link that can be shared and played by others.

In 3-4 sentences, explain the basics of the thinking strategy being used for this assignment. What is it called, and what steps are taken to use it?

For this assignment I utilized lateral thinking. When we were initially instructed that we were going to have to create a video game, my first thoughts were, "I don't know anything about video games, I can't do this" and "My video game won't be as technical as the other students, and I'll get a bad grade". Through lateral thinking I leveraged two tools, one being breaking assumptions and the other was avoiding criticism too early in the idea process. Because of these

tools I was able to think outside of the box and without restrictions and produce the requirements for the game design module.

References

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