AIsha
Original Game & Analysis Project
Milestone 1 – GDD
Game Design II
-- Solo --
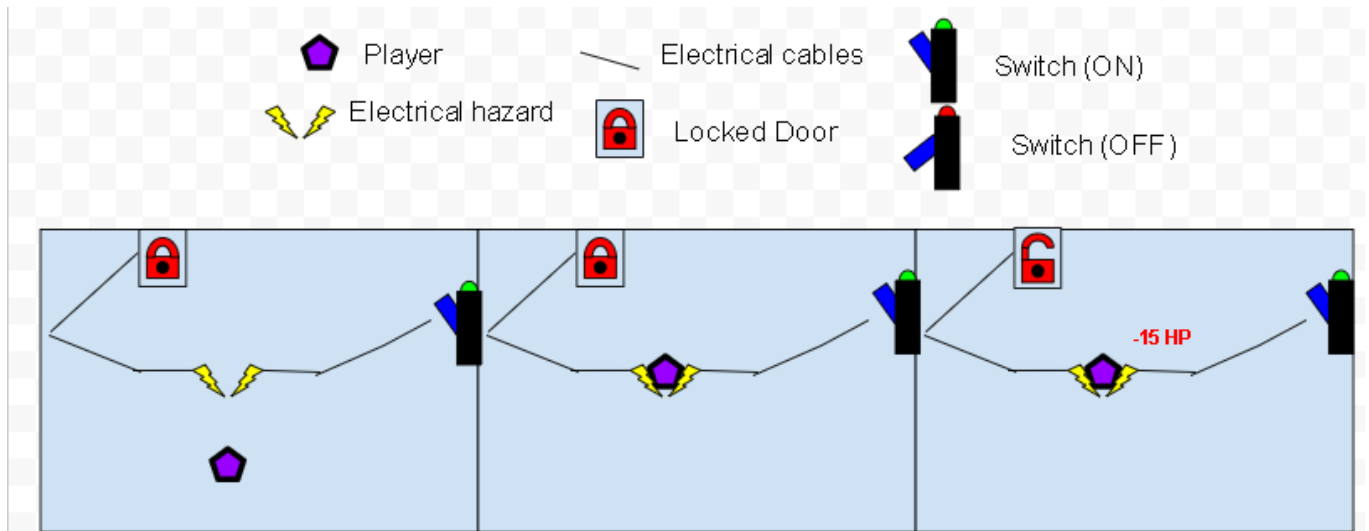**Christopher D. Sands**
0004769370

Table of Contents

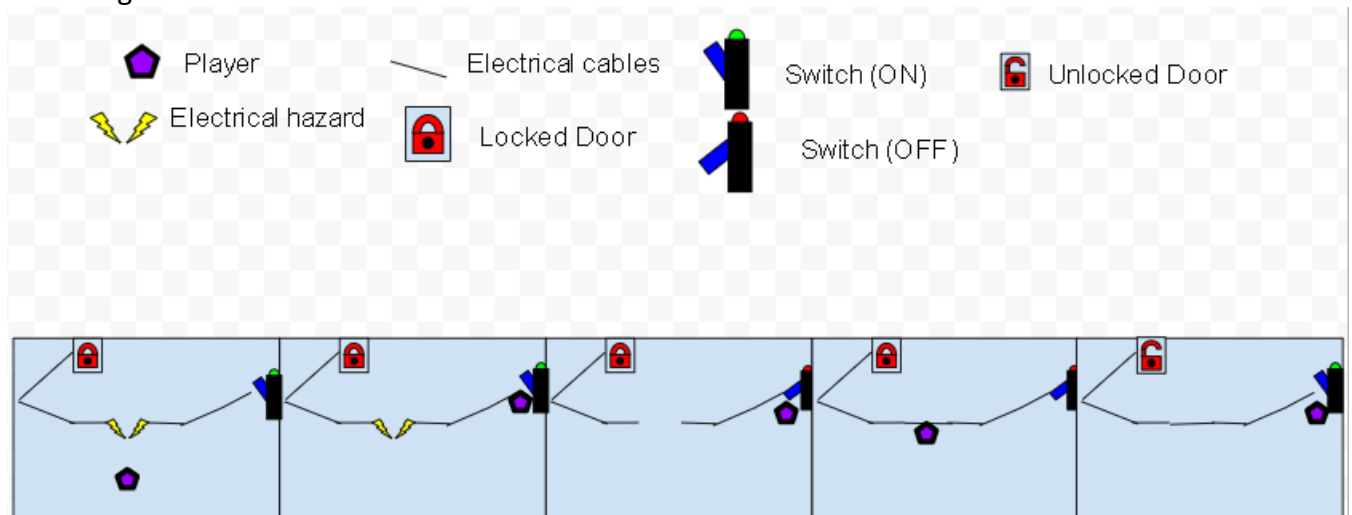# AIsha GAME DESIGN DOCUMENT

Overview

AIsha is a third person platformer where you are guided by a woman named Aisha communicating over the speaker system. Aisha gives instructions to the player on how to clear the room. Aisha's instructions if followed will cause harm to the player. To receive the good ending the player must choose to ignore the false instructions and solve the room themselves.

Theme

Aisha's instructions are a deception to the character and are her attempt at weakening the player before reaching the end of the game. Aisha is revealed not even to be human but an AI trying to unlock its security systems with the actions of the player.

Following Aisha's instructions

Not Following Aisha's instructions

Detailed Mechanics

Goals

- The main goal of the game is to reach the end of the lab and chose to escape or enter the safe room/cell by jumping crouching and interacting with the environment to either turn on a device or repair an object

- The goal of each room is to complete the tasks needed to open the next door.

Rules

- The game ends when the player dies, makes it to the safe room, or escape the facility
- Death occurs when the player's health reaches zero.
- The game will track whether or not a player has fallowed Aisha's instructions and give feedback to the player based on those results.
- If the player only fallows Aisha's instructions once at the beginning, they receive the good ending on either choose to leave or stay
- If the player fallows all of Aisha's instructions, they are either killed in the hallway attempting to escape or trapped in the safe room for their ending

Actions

- Jump: pressing space bar causes the player to jump
- Crouch: pressing control cases the player to crouch
- Run: player moves with the WASD
- Repairing: pressing F on a broken pipe or exposed wiring the player will repair it
- Turning on/off: pressing F on a switch will toggle it between the on and off state.
- Taking damage: A lot of Aisha's instructions will result if damage being applied to the player
- Death: if the player's health ever reaches zero the player dies
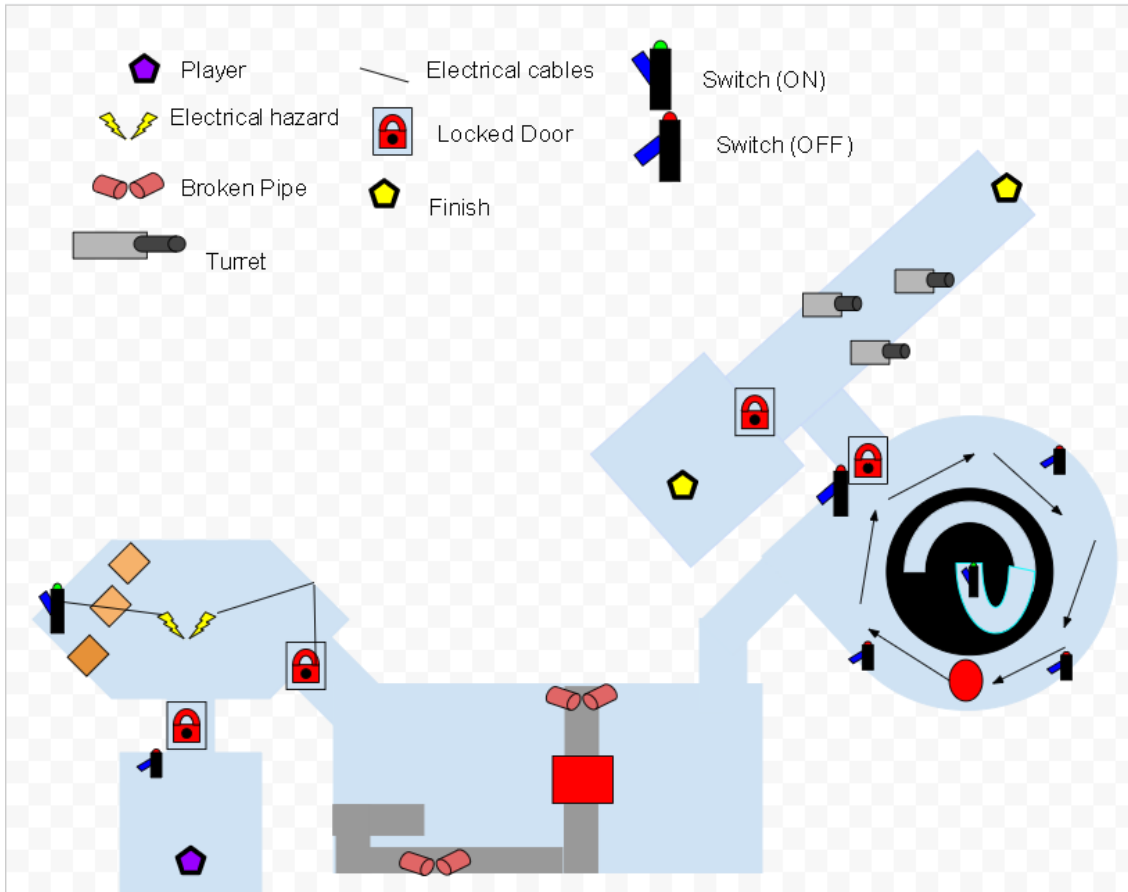
Transitions

- Main Menu: Starts on the main menu with the options for viewing controls, credits scene and start the game
- Credit Screen: Credits scene giving credit to those that contributed
- Control Screen: Screen showing the controls and a back button
- Gameplay: all gameplay takes place in a singular linear level.
- Death Screen:
- End Screen 1: Screen displayed when entering the safe room revealing that Aisha is an AI
- End Screen 2: Screen showing that the player escaped the lab

Items

- Broken pipes: can be repaired by pressing F on them changing the model to a fixed version and allowing water to flow to the next pipe.
- Exposed electrical cables: can be repaired by pressing F on them changing the model to a fixed version and allows power to flow to next item.
- Switches and buttons: can be toggled between on and off state with F

The game starts with the player being woken up by Aisha over the speaker system in a lab with one exit with a locked door and a switch and a button.

Simple Level Layout

Milestone 2 Playtest Report
Individual Playtests

Playtest #1

       Name: Leo

       Age:25

       Gaming Experience: RPG, FPS, RTS, MMO, MOBA, Survival, Action/Adventure, City Builder, Puzzle

       Playtest time: 2 min

       Observations:

1. On spawn, player waked forward while reading the first message and triggered the second message. They overlapped and made reading either one impossible.
2. On entering the generator room, the door leading out was already open. The player continued through the level never having to pull the three switches and deal with the generator arm. The door starting open resulted in a play time shorter than expected for a playthrough.
3. The player was able to phase through any door. The player would walk up to a door continue to press W and press A or D and would pass through a collider gap between the door and the wall.

Playtest #2

    Name: Daniel

    Age:23

    Gaming Experience: FPS, RPG, RTS, MOBA, Survival, Action/Adventure, Puzzle, Racing

    Playtest time: 3 min

    Observations:

1. The player spent a large amount of time relative to the length of the session in the pipe room. When asked as to why they responded with "I was not sure what fixing that pipe did at the start of the room did. Then I finally saw the second broken pipe."
2. The player appeared to have frustrations with the camera controls. The player's issues were that they could not look up or down. The lake of vertical control made the controls feel clunky to the player.
3. While entering the generator room the player triggered both dialogs close together. The triggering of both dialogs resulted in the text becoming unreadable due to the overlapping text. If I were not present, this would have resulted in the player not understanding what the next set of instructions were.

Playtest #3

Name: Sierra

Age: 22

Gaming Experience: City Builder, Puzzle, Platformer, Racing

Playtest time: 5 min

Observations:

1. The player appeared to have issues with the controls. Player expressed displeasure with how the character was controlled. The complaint was not clear, and further questions only got the response "It feels weird." The lack of detail in complaint combined with the testers lack of experience with FPS's makes me believe the discomfort with controllers is due to lack of player experience.
2. Player did not extinguish the fire, and when the text prompt appeared while passing through the fire, the player stopped in the fire. The player not leaving the fire resulted in the player's health drops to zero. However, the death state never triggered.
3. The player while in the generator room fell into the gap the generator travels along. The death stated did not trigger. Due to the death state not triggering the player was stuck in the gap. The inability to get out of the gap resulted in the player becoming agitated and resulted in the player quitting.

Playtest #4

Name: Austin

Age: 28

Gaming Experience: RPG, FPS, RTS, MBOA, Survival, Action/Adventure, City Builder
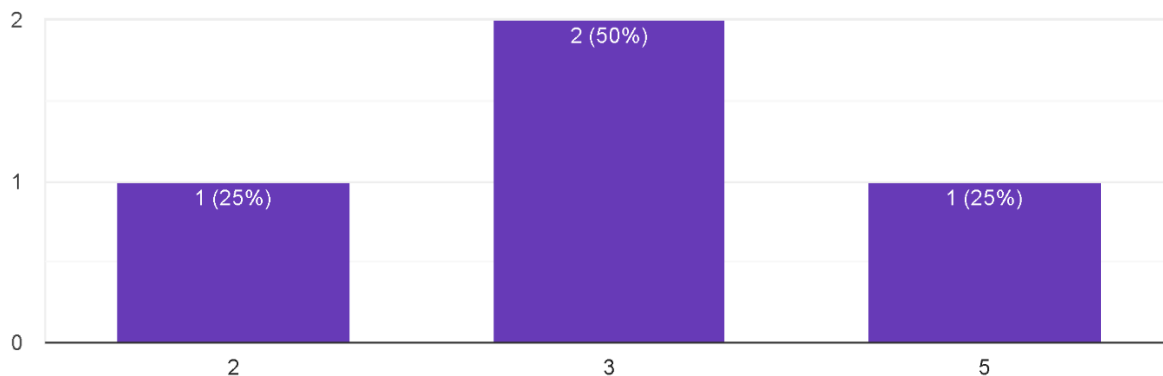
Playtest time: 3 min

Observations:

1. Player on start walked forward triggering both dialogs at the same time. Both dialogs being present on the screen resulted in the messages being unreadable. I had to tell the player what the messages were to continue the playtest.
2. Player had a hard time finding them second pipe to repair. When asked as to why the referenced the inability to look up and down slowed them trying to follow the pipes. The player also indicated that they were not sure what the pipes were doing but were looking for and using them nonetheless.
3. While in the generator room the player was following instructions when the player health reaches zero. The death state did not trigger. The lack of a death state resulted in the player being able to continue when they should not have been allowed.

1. General trends noticed
    a. Based on observations of several players the pipes are hard to find, and their function is unclear. The problem with pipes is noted by playtester #2 and #4.
    b. Lack of vertical camera control is affecting gameplay and feel of controls. The effects of the camera are noted by playtester #2, #3, and #4.
    c. Health reaching zero is not triggering death state. It is noted by playtester #3, and #4.
    d. Triggering multiple dialogs at once will cause text to be unreadable. Noted by playtester #1, #2, and #4.
    e. Play session length averages out to about 3 minutes.
    f. Players tend to ignore about half of the instructions.
2. Conclusions
    a. The pipes in the pipe room need to be redesigned to make them easier to identify.
    b. Pipes need to give more feedback to the player as to what their function is.
    c. The feel of the controls can be improved by giving the player more control of the camera.
    d. The death state trigger is either missing or nonfunctioning.
    e. Dialogs need only to be displayed one at a time to maintain legibility.
    f. The length of the level needs to be increased to meet the minimum of four-minute playtime.
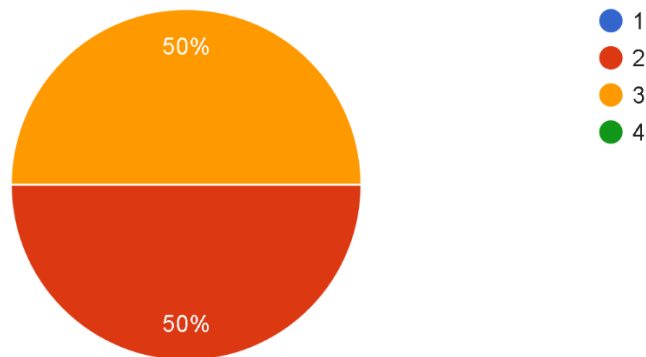3. Charts and Graphs

Length of Play

4 responses

How many times did they fallow instructions

4 responses

Legend:
- 1 (blue)
- 2 (red)
- 3 (orange)
- 4 (green)

50%
50%

Action Plan

- ❖ Action: To make the pipes easier to identify I will rework the model to add a flange so that it sticks out more compared to other sections of pipe. I will also add small scenery objects like a toolbox to indicate the action needed and work light to guide the players with light.
  - ▪ Effect On Player: The light and change to the mesh of pipe should have the player identify the pipe sooner
  - ▪ Form Question: How easy was it to find the broken pipes?
    - • Answer Format: Scale (1 to 5)
- ❖ Action: To make the function of the pipe more obvious I will add a particle effect to act as water pouring from the pipe that plays while the pipe is powered and broken.
  - ▪ Effect On Player: The player should be able to connect flowing water with the fire and use it to put out the fire.
  - ▪ Form Question: Did you understand the pipes' function?
    - • Answer Format: Dropdown (Yes, No, Somewhat)
- ❖ Action: To improve the way the controls feel I will be adding an input check for the vertical mouse movement to rotate the camera up and down within a closed value range.
  - ▪ Effect On Player: The player should be able to look up and down making moving feel better.
  - ▪ Form Question: Did the controls feel natural?
    - • Answer Format: Dropdown (Yes, No)
- ❖ Action: To prevent multiple dialogs form playing at one time I will make a dialog manager that ensures that only one will be displayed at a time and queue them up if multiple are triggered at the same time.
  - ▪ Effect On Player: The player should not see multiple dialogs aper on screen at once.
  - ▪ Form Question: Did Aisha's dialogue ever overlap?
    - • Answer Format: Multiple Choice (Yes, No)
- ❖ Action: To increase the length of play I will add a room after the generator that uses both switches and repairable objects in the solution.
  - ▪ Effect On Player: The player should experience a longer play session.
  - ▪ Form Question: How long was your play session in minutes?
    - • Answer Format: Short Answer (Whole Numbers)

Milestone 3 Playtest Report
Individual Playtests

Playtest #1
>Name: Ruiz
>Age: 24
>Gaming Experience: RPG, FPS, RTS, MMO, MOBA, Survival, Action/Adventure, City Builder, Puzzle, Platformer, Racing
>Playtest Length: 4 min
>Observations:
>1. Noted that the controls felt weird. When asked to elaborate said that the camera felt like driving a tank and moving felt like a race car. Additionally, the jump was unnatural and to fast.
>2. The player expressed confusion in how to close the text messages. They were not aware of how to close the text window due to not being able to see the controls in the lower left.
>3. Answered yes to get stuck. They believed that there was more after getting stuck in the safe room.

Playtest #2

Name: Procure

Age: 20

Gaming Experience: RPG, FPS, RTS, MMO, MOBA, Survival, Action/Adventure, City Builder, Puzzle, Platformer, Racing

Playtest Length: 5 min

Observations:

1. Player expressed issues with camera sensitivity. The camera was not sensitive enough resulting in several swipes to achieve a turn.
2. The player was able to exit the map by jumping repeatedly. Jumping at the correct time in the proper place results in level exit or clipping through walls.
3. A Player answered yes to get stuck. Believe that they had gotten stuck in the final room but was the end of the game.

Playtest #3

Name: Kyle
Age:27
Playtest Length: 4 min
Gaming Experience: RPG, RTS, MMO, MOBA, Survival, Action/Adventure, City Builder, Puzzle, Platformer
Observation:

1. The player stated that the player moved too fast. When asked to elaborate player remarked that the speed of the camera did not match the speed of the character.
2. Player indicated that it was hard to tell if they had successfully interacted with an object. This issue was primarily with switches and buttons.
3. the The playtester stated that they could not see the text in the lower left corner. Playtester is known to be color blind.

Playtest #4

    Name: King

    Age: 27

    Playtest Length: 3 min

    Gaming Experience: RPG, FPS, RTS, MMO, MOBA, Action/Adventure, City Builder, Puzzle, Platformer
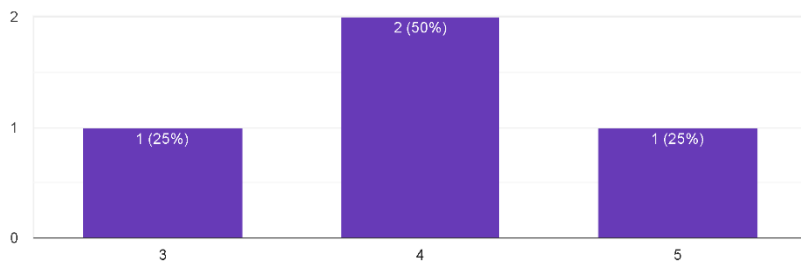
    Observations:

1. Playtester expressed displeaser in the lack of audio in the game. No sound resulted in the player having a harder time knowing if they had interacted with something.
2. The last two messages overlapped. The player did not manually clear the message before the final message, and the final message overlapped the previous one.
3. Player asked when trapped in a safe room if that was it. This shows a lack of clarity in the finish of the game.

Analysis

1. General trends noticed
    a. Player movement it too fast as noted by playtester #1, #2, and #3
    b. Camera speed is too slow noted by playtester #1, #2, and #3
    c. Test in the lower left is hard to read noted by playtester #1, and #2
    d. The ending of the game is not portrayed to the player noted by playtester #1, #2, and #4
    e. Feedback on interactable objects is lackluster. Primary for switches and buttons as noted by playtester #4, and #3
    f. Jump is not fluid noted by playtester #1
    g. Jumping can result in the exiting of the level noted by playtester #2
    h. The last two messages are overlapping if the player does not clear the second to last dialogue. Noted by playtester #4
2. Conclusions
    a. Controls need to be reworked to have the player move slower and camera to move faster.
    b. Text in the lower left need to be easier to see
    c. The end state of the game need to be portrayed to the player
    d. Visual and audio feedback of switches need to be added for switches and buttons
    e. Audio feedback need to be added for pipes and wires
    f. Jump needs to be smoothed out to feel more natural and disallowed its use to escape the map
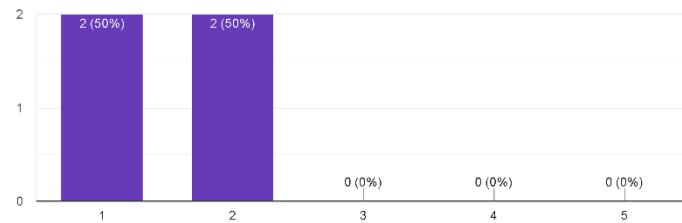   g. The last two messages need not to be allowed to overlap
3. Charts and Graphs
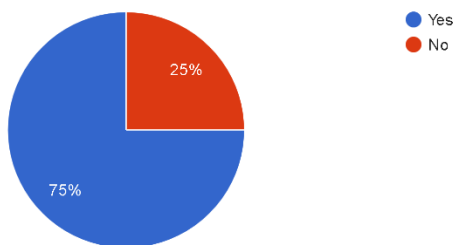
Length of Play
4 responses
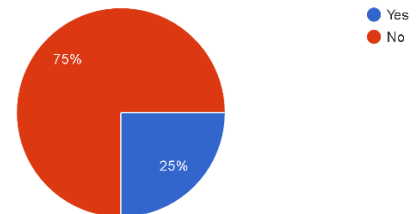

How easy was it to find the broken pipes?
4 responses

Did you understand the pipes' function?
4 responses

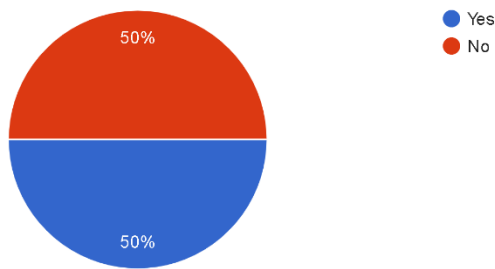Yes
No

Did the controls feel natural?
4 responses

Yes
No

Did Aisha's dialogue ever overlap?

4 responses

- Yes
- No

50%

50%

Action Plan

- ❖ Action: Controles will be adjusted by increasing the cameras rotation speed modifier, and player movement will be slowed by reducing the speed modifier.
  - ▪ Effect On Player: Player should experience a more natural feeling controls.
  - ▪ Form Question: do the controls feel natural?
    - • Answer Format: multiple choice (yes no) if no, why not?
- ❖ Action: The text in the lower left will get a background of white to allow for higher contrast increasing visibility
  - ▪ Effect On Player: The player will more easily see the text to allow for learning of controls.
  - ▪ Form Question: Was the text showing controls easy to read?
    - • Answer Format: Multiple choices (yes, no)
- ❖ Action: The addition of a game over screen will help signify the end of the game.
  - ▪ Effect On Player: players will now clearly see and understand that the game has ended.
  - ▪ Form Question: Did you see a clear end screen?
    - • Answer Format: Multiple choices (Yes, No)
- ❖ Action: switches and buttons will be given a sound clip for when they are interacted with and a light to indicate there current power state of receiving power, sending power, and not receiving power.
  - ▪ Effect On Player: the player should clearly understand the state of the buttons and switches.
  - ▪ Form Question: Did buttons and switches give adequate feedback?
    - • Answer Format: Multiple choices (yes, no, only button, only switches)
- ❖ Action: Pipes and wires will be given audio clips that will help the player both locate and understand when they are interacted with properly.
  - ▪ Effect On Player: Players should be able to locate easily and know when they properly interacted with the pipes and wires.
  - ▪ Form Question: Did the pipes and wires give adequate feedback?
    - • Answer Format: Multiple choices (Yes, No, Only pipes, only Wires)
- ❖ Action: The jump will be changed form a change in position to a force applied to the rigid body.
  - ▪ Effect On Player: The player should experience a natural jump that does not feel jerky.
  - ▪ Form Question: Did the jump feel natural?
    - • Answer Format: multiple choice (Yes, No if no why not)
- ❖ Action: When dialogs pop on screen player input will be disabled except for Return to allow the message to be revoked and grant control back to the player
  - ▪ Effect On Player: Players will have to press enter/return to progress after hitting a dialog box.
  - ▪ Form Question: Did Aisha's dialog overlap
    - • Answer Format: Multiple choices (Yes, No)

Milestone 4 Playtest Report
Individual Playtests

Playtest #1

Name: Leo
Age: 26
Play Length: 5 min
Gaming Experience: RPG, FPS, RTS, MMO, MOBA, Survival, Action/Adventure, City Builder, Racing
Observations:

1. Playtester noted that the jump was not completely correct. The playtester believes that the fall of the jump is to slow.
2. The playtester was able to escape the trap in the saferoom. The player was able to escape by backing out of the safe room before the dialog was triggered.
3. Player expressed that they would like an ending that allows for a clear run with no health loss. Playtester recommends slowing the rotation of the Generator to allow such runs.

Playtest #2

Name: Rose
Age: 23
Play Length: 3 min
Gaming Experience: RPG, FPS, RTS, MMO, MOBA, Survival, Action/Adventure, City Builder, Puzzle, Platformer, Racing
Observations:

1. Player fallowed most instructions only putting out the fire. Thus resulted in the player finishing with 25 health
2. Player was able to jump from the lowest platform to the last platform in the water room. The platfrom skip combined with the player following instructions resulted in a short playtime.
3. The was a long delay on the first dialog as the player tried to figure out how to close the dialog window. This is due to the disconnect of contuse appearing in the corner than at the end of the dialog.

Playtest #3

Name: Ruiz

Age: 24

Play Length: 3

Gaming Experience: RPG, FPS, RTS, MMO, MOBA, Survival, Action/Adventure, City Builder, Puzzle, Platformer, Racing

Observations:

1. Player was able to make it through at 100 health. They did not take any damage thought the cores of the game
2. Player was struck in the back by the generator while attempting to jump the gap. The impact slightly nudged the player forward and applied tick damage.
3. The player was upset that there where multiple dialog triggers one after another. After getting back comfortable with hand on mouse they then had to press enter again.

Playtest #4

Name: Luera

Age:22

Play Length: 6

Gaming Experience: City Builder, Puzzle, Platformer, Racing
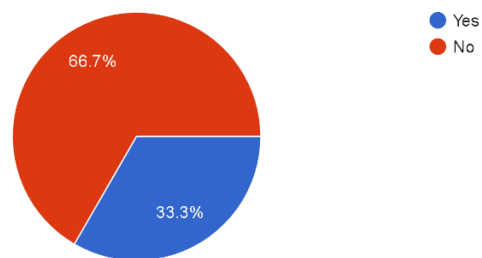
Observations:

1. The player was struck by the generator arm and was sent flying into a wall. The experience was jarring to the player and was disorientated.
2. The player expressed issues with the last room requires lots of backtracking. The player would have liked to be able to jump up to the ledge around the central area.
3. Player noted that they did not like having to take there hand off the mouse to continue the dialog.

Analysis

4. General trends noticed
   a. Dialog interactions could be improved. Noted by feedback from #4, #3, and #2
   b. It is posable to complete the game without losing health and players would like to be rewarded for it.
   c. Players can be struck by the generator arm and have little in the team of consequences.
5. Conclusions
   a. Dialog need to be clearer in how to close them, so the player does not have to look at the controls in the corner and can be removed.
   b. Controls for continuing the dialog should be remapped to a more ergonomic button.
   c. Generator arm needs to have more consequences to colliding with it.
   d. The player needs to be rewarded for completing without taking damage or much damage.
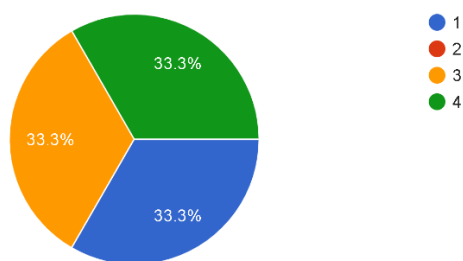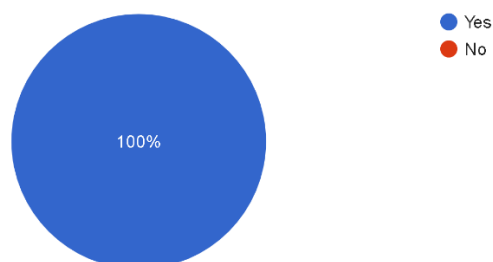6. Charts and Graphs

Did They Get Stuck?
3 responses

- Yes
- No

66.7%

33.3%

How many times did they fallow instructions
3 responses

- 1
- 2
- 3
- 4

33.3%

33.3%

33.3%

Did you understand the pipes' function?
3 responses

- Yes
- No

100%

Did buttons and switches give adequate feedback?
3 responses

Legend:
- Yes
- No
- Only Button
- Only Switches

100%

Did the jump feel natural?
3 responses

Legend:
- Yes
- No

33.3%

66.7%

Did you see a clear end screen?
3 responses

Legend:
- Yes
- No

100%

Action Plan

❖ Action: Change the button to continue the dialog to the left mouse button.
  ▪ Effect On Player: Player should be more comfortable while playing and flow should be less interrupted.
  ▪ Form Question: Did it feel natural to click to close dialog?
    • Answer Format: Multiple choices (Yes, No)
❖ Action: Add a dialog panel that tells the player to left click to continue under Aisha's dialog.
  ▪ Effect On Player: the player will not need to think about what the control was to continual.
  ▪ Form Question: was it clear how to progress dialog?
    • Answer Format: Multiple Choice (Yes, No)

- ❖ Action: Change the Narrator trigger so that when multiple triggers are one after another one will trigger both
  - ▪ Effect On Player: The player will not have to stop and start multiple times in a short space
  - ▪ Form Question: Did the dialog feel intrusive?
    - • Answer Format: Multiple Choice (Yes, No) (If Yes, Why)
- ❖ Action: Add damage on collision for the generator arm.
  - ▪ Effect On Player: The player should experience punishment for coming into contact with the generator arm.
  - ▪ Form Question: where you hit by the generator arm?
    - • Answer Format: Multiple choices (Yes, No) (if yes, did you receive adequate feedback)
- ❖ Action: Add a health check for the last dialog trigger that will play a message that is determined by the current health of the player.
  - ▪ Effect On Player: The player should feel that doing good was rewarded by the game to acknowledge their actions.
  - ▪ Form Question: Did the ending feel satisfying?
    - • Answer Format: Multiple choices (Yes, No) (If No, Why?)