

Rationale

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1 Game Rationale

1.1 What historical designs influenced your work?

Battlezone (1980) from Atari, a classic 2D tank battle game, is one of the earliest examples of a first-person shooter. It is interesting to see how the game uses simple vector graphics to create a 3D-like experience. This is what influenced my game design, as I wanted to practice creating a 3D game experience through simple graphics. Another example that influenced my work is the game "Doom" (1993) by id Software, which is often credited with popularizing the first-person shooter genre. Doom's use of 3D graphics and immersive gameplay inspired me to create a game that focuses on camera projection and player perspective. Initially, I planned to create something like a combination of these two games, where the player would control in a first-person perspective and navigate through a 3D environment while engaging in combat. However, I decided to simplify the design and focus on the core mechanics of shooting, which is more in line with the gameplay of Battlezone. When it comes to the plot, I was inspired by Missile Command (1980) and Hover Bover (1983) from Atari, and Duck Hunt (1984) from Nintendo. These games have simple yet engaging plots that revolve around in the same area or shooting targets. I wanted to create a similar experience where the player is tasked with defending their base from incoming threats, which is a common theme in many classic arcade games, and it was a good fit for the mechanics I wanted to implement.

1.2 How did platform constraints shape your decisions?

PlayDate Device is very limited when it comes to color and graphics so I had to cut down on the complexity of the graphics and focus more on the gameplay mechanics. For example, initially, I wanted to add more detailed backgrounds and textures to the game, but I had to simplify the visuals to fit within the constraints of the device and the timeline. When it comes to the visuals, it is closer to the style of Battlezone, which uses simple vector graphics to create a 3D-like experience. I was not sure how to manage the several audio sources at the same time so I made sure too many audio sources would not be playing at the same time by limiting the frequency of the audio cues.

1.3 What were you trying to achieve for the player?

Not many people might know the plot of Doom (1993) but many people enjoy the game with the gameplay of Doom alone because Doom (1993) provides a satisfying shooting experience. The plot I added where the player is defending their farm from incoming drones is not the main focus of the game, but it adds a bit of context and motivation for some players. The main focus I was trying to achieve for the player is to create a fun and satisfying shooting experience with a simple vector graphics style. In other words, the simple vector visuals were inspired by Battlezone (1980), the satisfying shooting experience was inspired by Doom (1993), and the plot was inspired by Missile Command (1980), Hover Bovver (1983), and Duck Hunt (1984). This will be the summary of the game I wanted to create.

2 Instructions for Playing

2.1 Plot

After graduating from University of Alberta, you just purchased a farm in the countryside of Alberta. You are enjoying your peaceful life on the farm, but one day, you notice these random drones flying around your farm bombing your farm. You need to defend your farm from these incoming drones by shooting them down before they can cause too much damage. Losing more than 50% of your land will result in a game over. You still have a lot to pay off for your farm on top of your student loans so you need to make sure to protect it at all costs.

2.2 Controls

- D-pad: Move the crosshair around the screen to aim at the incoming drones
- A or B button: Shoot
- Crank: Unjam the gun when it gets jammed after shooting too fast