

# Hungry For War

Dev Slide \_ Experimental Games \_ Adil Hassan



## Week One

We discussed as a team different Ideas and voted on the ones with most depth and challenging gameplay in relatively short time.

We came up with two initial ideas, in the team meeting I also contribute with initial game concepts.

We, with the help of the tutors, after presenting two initial ideas, settle with the idea of a mouse imprison by the opposite side, cats and must, initial make is way out by poisoning the cats as the held prisoner cook.



# Week One Research

We explore different ideas from hunt and gathering, to trenches rationing. However we found best use of the VR technology is to become the cook and serve via counter. To add a twist and gameplay, you serving essentially the enemy and by poisoning them for victory, making the most of household item such as cleaning product served with food and hopefully eliminating them for liberation.



# Week Two

I took the role of searching different type of cleaning product for poisonous elements. I went to super store, and read the back of the product for warning of hazardous components.

However beside sign of hazardous content, I did not found the health warning ingredients.

So I result to a web search and likely enough I found the 8 harmful component and base such to my poison system.

<https://experiencelife.com/article/8-hidden-toxins-whats-lurking-in-our-cleaning-products/>







# Week Three

In the following week, I set myself the task, with the agreement of the team to create a challenge to the player in poisoning the cats, my first idea was a visibility meter different poison have different visibility that raise suspicious. After various contemplation, I settle with the idea of setting up a suspicious perimeter, to challenge the gameplay in decision making for the player and challenge time keeping.

I use excel random (ran) element to try out how it will work. I found out how to do so by my evening excel classes. And use it to set up the queueing system. Adding a 10 second between each cat + the suspicious level example 80% is  $(100-80)/10$  seconds.

random number (2-8)	6		
	8		
	4		
	8		
Suspicious Level	2	20%	
	3	30%	
	4	40%	
	5	50%	
	6	60%	
	7	70%	
	8	80%	
	Time in sec before getting suspicious		
First in line	9		5
Second in line	12	3	3
Third in line	26	14	5
Fourth in line	32	6	6
			2
			3
			4
			5
			6
			7
			8
			20%
			30%
			40%
			50%
			60%
			70%
			80%
	Time in sec before getting suspicious		
First in line	10		
Second in line	17	7	
Third in line	25	8	
Fourth in line	34	9	

And see if it permit the use of different poisons from the highest to the lowest with respect to time.



## Week Four

According to Alex Vu in his article in Gamasutra [http://www.gamasutra.com/blogs/AlexVu/20181023/329199/A\\_Different\\_Approach\\_to\\_Difficulty.php](http://www.gamasutra.com/blogs/AlexVu/20181023/329199/A_Different_Approach_to_Difficulty.php) talks about adding more depth is not only about simply adding more stuff in a game and making them obscure as they possibly can. But rather it is about leaving breadcrumbs, a term use in the article of Don Carson in environmental storytelling of cause and effect [https://www.gamasutra.com/view/feature/131594/environmental\\_storytelling\\_.php?page=2](https://www.gamasutra.com/view/feature/131594/environmental_storytelling_.php?page=2), to suggest that there is more than meet the eye, therefore encouraging player to explore further more possibilities.

I wanted to use the team idea of radio broadcasting to give more depth to the game.



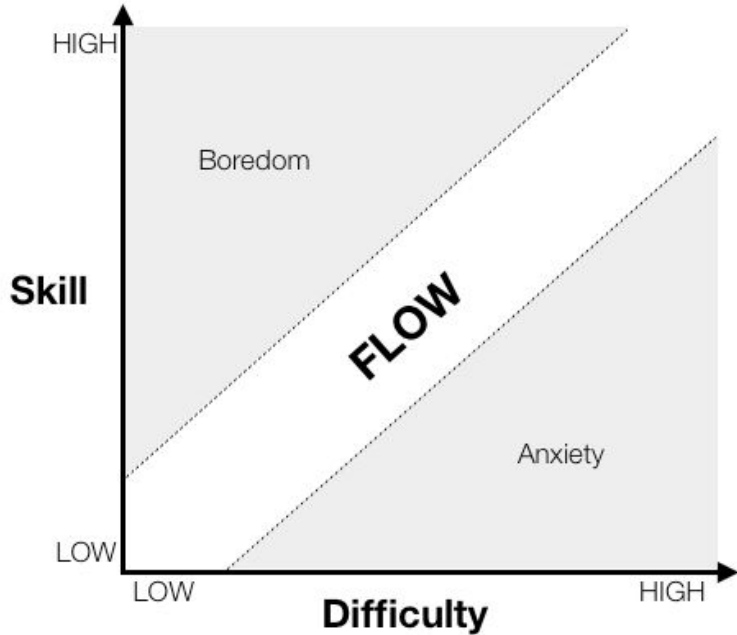


## Week Four

The idea of a radio giving news of the war. But like any war no two days are the same, so I wanted to have a variety: good and bad days.

So, I thought what could add variety, of course number of kills in nutshell, progressing and taking over enemy territories is essentially killing of enemies.

Thereby I thought of performance base after all we are in the business of poisoning, subsequently I gave the cat an hp of 250, if it reaches under 150 it will affect their performs thereby the kills. But if the cats will go gradually weaker by day the radio report will simply go from good to bad, with no turns and twist.



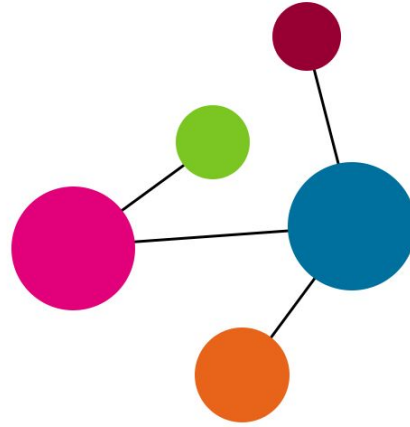




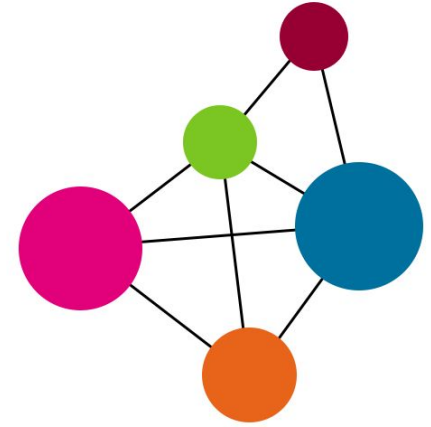
## Week Four

So we need more, how about a random selection of the fighting cats from a pool of cats, thereby any giving day it will be different, and to hence that on slightly more the half of the selection will have to be fit and not the entire unit same for a bad day only slightly more than half of the unit must be under the weather to be categorized as a bad day.

And such will have impact on the game most importantly, in a good day their suspicious level will go under by 10%, in a bad day it will rise by 10%. Giving more choice and impact, reflected back on their choices, thereby more depth to the game.



Low Depth



High Depth

### Next Week:

Bring fragment Ideas to a cohesive game system with end of game criteria. Also explore puzzle like games.

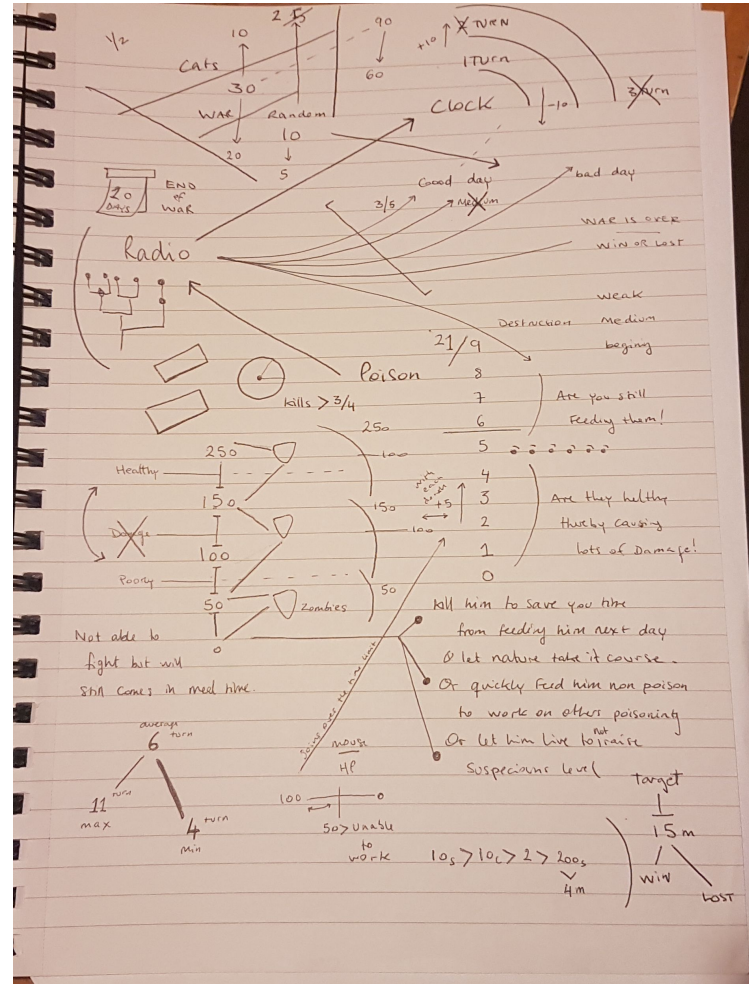


# Week Five

After reading Asher Einhorn's four steps puzzle design

[https://www.gamasutra.com/blogs/Asher\\_Einhorn/20150528/244577/Fourstep\\_puzzle\\_design.php](https://www.gamasutra.com/blogs/Asher_Einhorn/20150528/244577/Fourstep_puzzle_design.php), I try to whether we can identified this game as puzzle like game.

**Step 1** we are presented with on-going war scenario and the soldiers to feed, **step 2** we have the tools, the poisons, **step 3** with the radio feed, we notice the link between cats health and the outcome to the war, their ability to perform or their kill ratio, and **step 4** we are left to try to figure out the best way to solve the puzzle by winning the war.





## Week Five

I wanted a puzzle game, so first and foremost the game must be short, to solve the puzzle or more importantly not.

To that the game must quickly tell you whether you won or lost, whether the cat (because you get the cat side of things) won the war or lost the war.

Thereby time is critical, setting up short, intense targets and metrics: the number of days, the number of cats and more importantly the number of mice.

To be a puzzle the element of decision is central, and in our case rapid decision making (matter of seconds), so how did we do it: The Hp (health points) of cat is 250 we divided in three categories, ultimately fit for battle, great number of kills ( $250 > x < 150$ ), poorly fit for battle, weak number of kills ( $> 150 < 50$ ) and finally not fit for battle ( $50 > x$ ).

When a cat is unfit for battle, it will not be part of the random selection but will still come for food in meal times, affecting the time it takes to prepare food (I called them zombies). So our chef will have to ask him/herself: Do I finish him/her off to save me time from feeding it next day or do I quickly feed him non-poison food, freeing time to feed poisonous stuff to the next cat and let nature takes its course or do I try to keep him alive so not to raise suspicious level.

Because to add to the decision making, for every cat that dies the suspicious level will rise by 5% to all cats.



# Week Six

## End Game

Win and Lose (to be discussed with the rest of the team)

To get back to the number of kills if cats manage to kill of more than  $\frac{3}{4}$  of the mice they win and you lose, if 10 days go pass and they have 5 or more fit for battle whether ultimately or poorly fit the war goes on and you be shipped to another post, and you lose. If your Hp goes under 50% you unable to work, the war goes on and you lose. (chef Hp lose 5% each second a cat serving time goes below 0).

However, if cats fit for battle goes 0 than the war is over and you win, if ten days goes pass and cat fit for battle is less than 5 fit for battle, you get shipped to another post the war goes on but the mice have the better hand in winning the war, you...

I had different scenarios of gameplay, and find the game should last between 10 to 20 minutes and that total mice count should be about 5000 if cats over 150 kill 100 and less 50 mice. However this will be put in test once the game is up & running in the following weeks, with the main criteria that the game should last no longer that 15 minute in total.