Mindbender

A Warwick Game Design project

Alan Hazelden

Project scope

- Year long project
- Team:
    - Lead developer (me)
    - Secondary developer
    - 2 artists
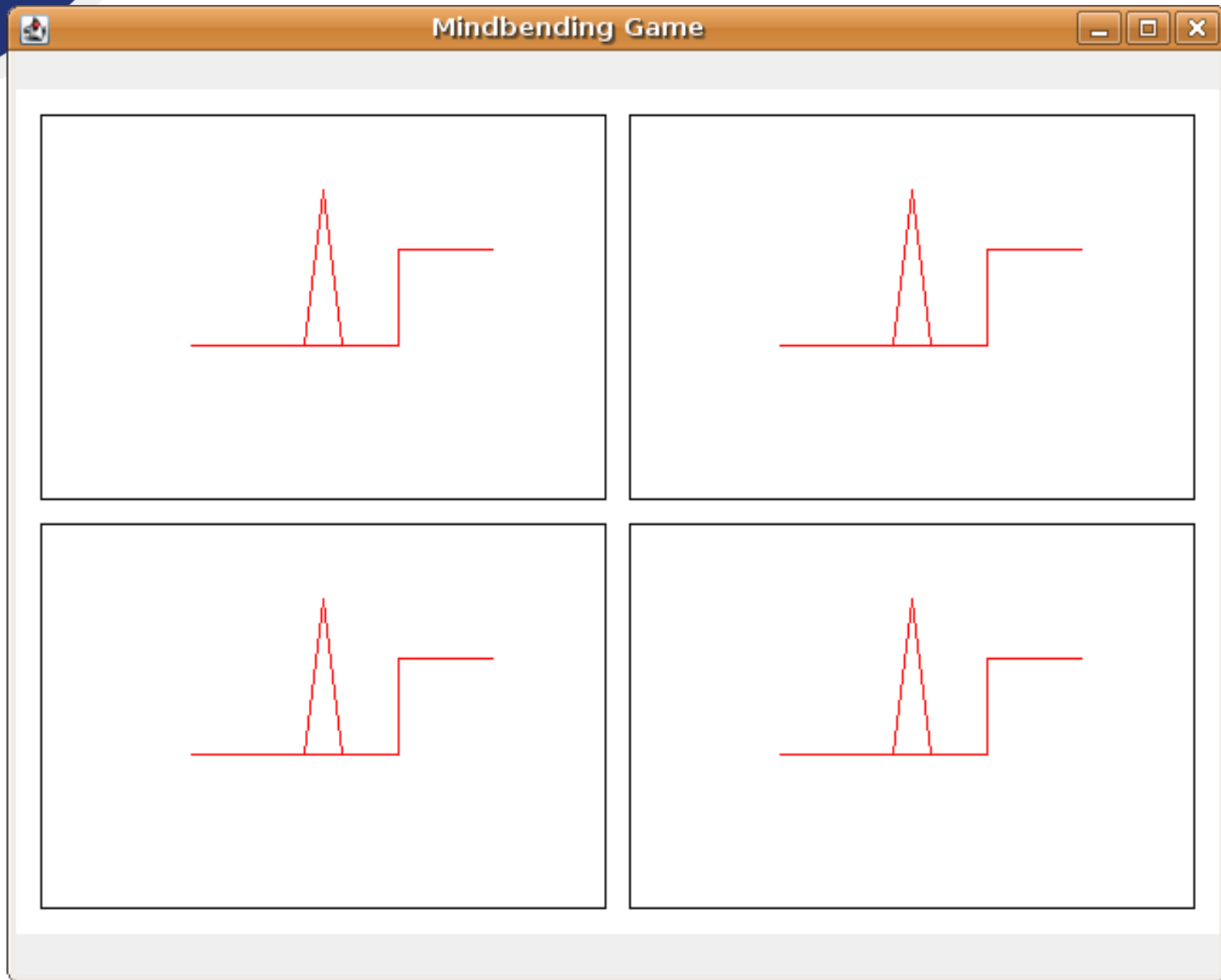   - Variable number of level creators

Project conception

- One button game
  - On multiple screens
  - With linked inputs
- Target audience
- Technology
  - Java
  - SVN
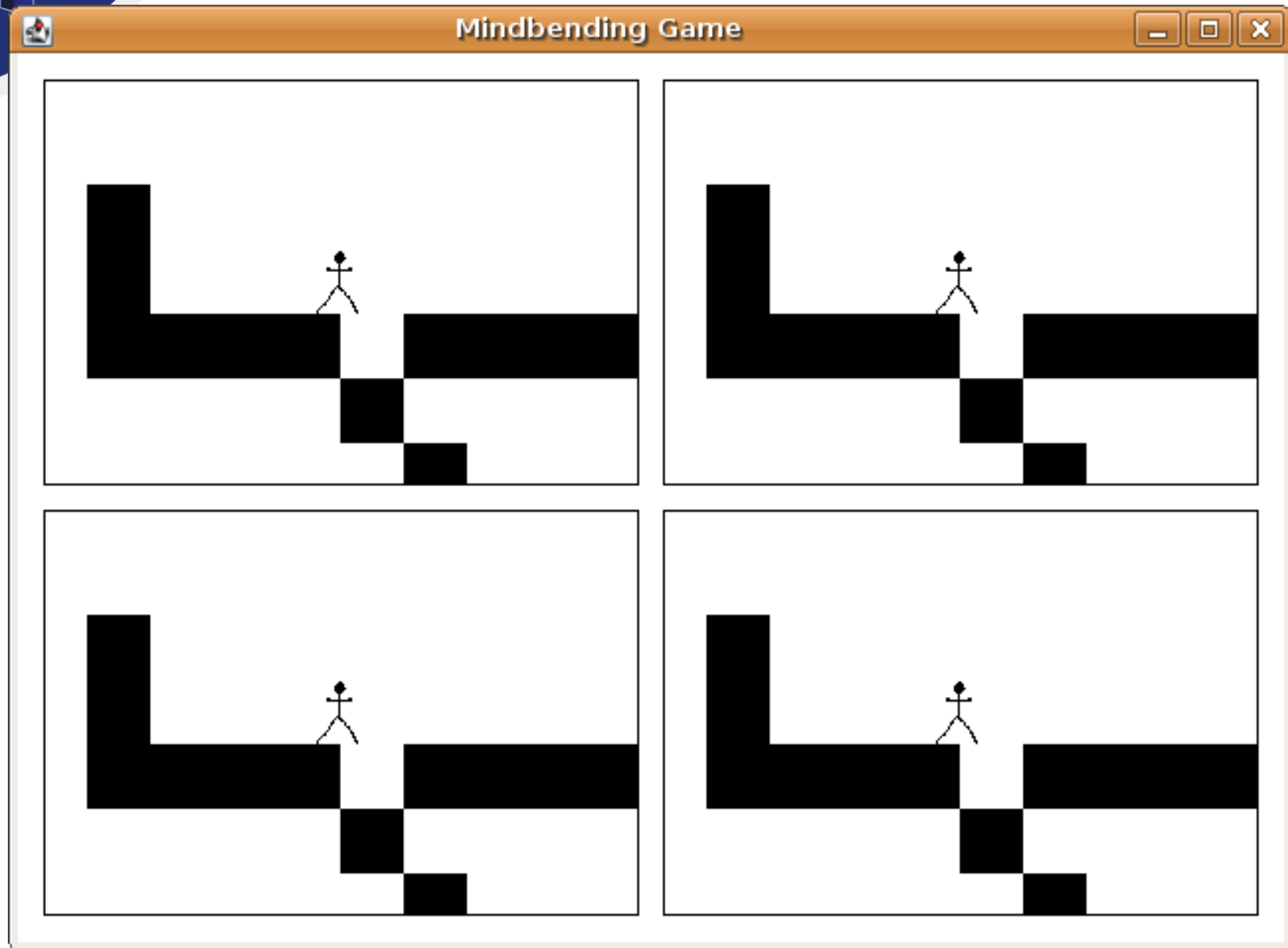- Short development cycles
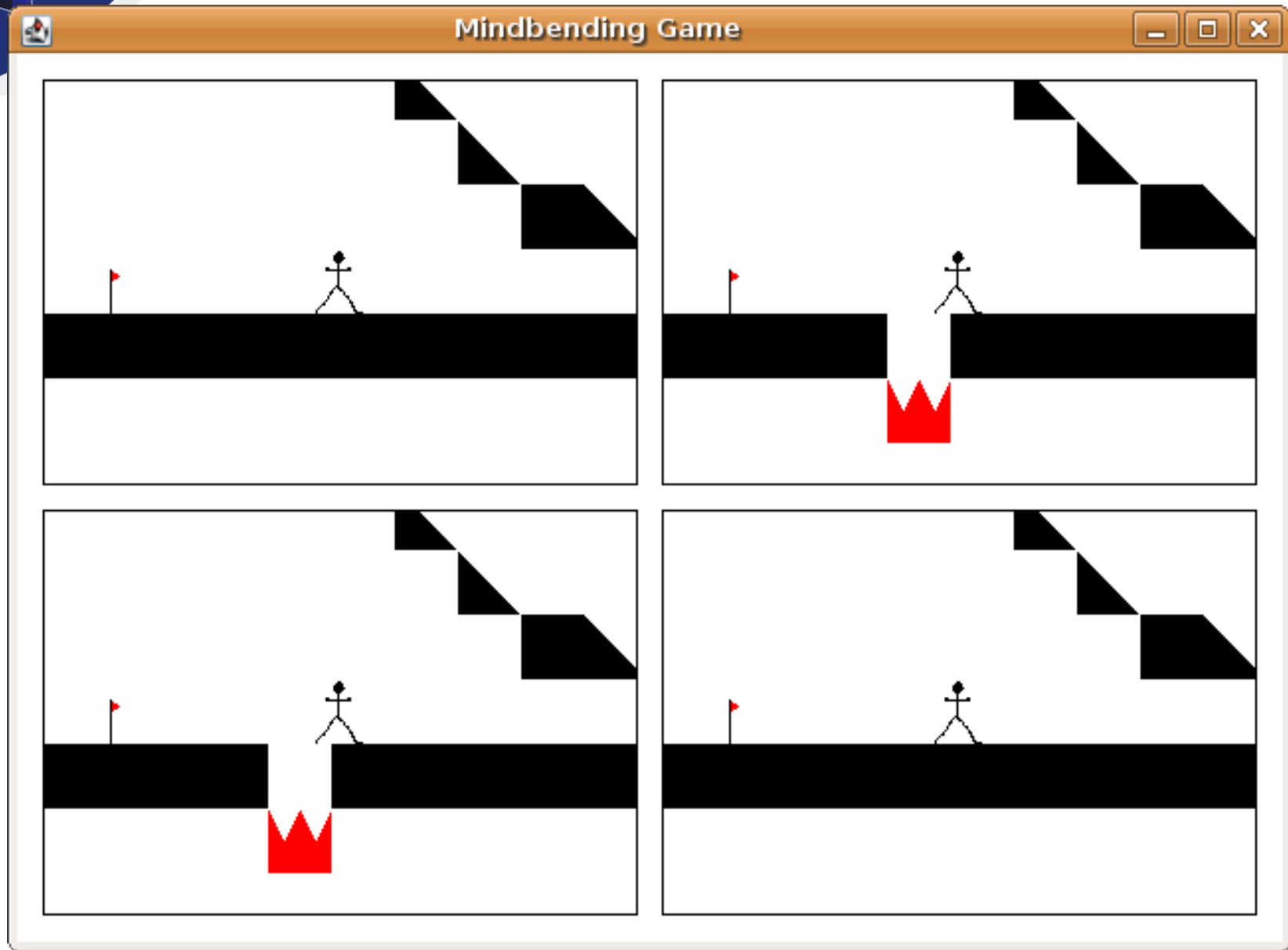 - Make it fun quickly

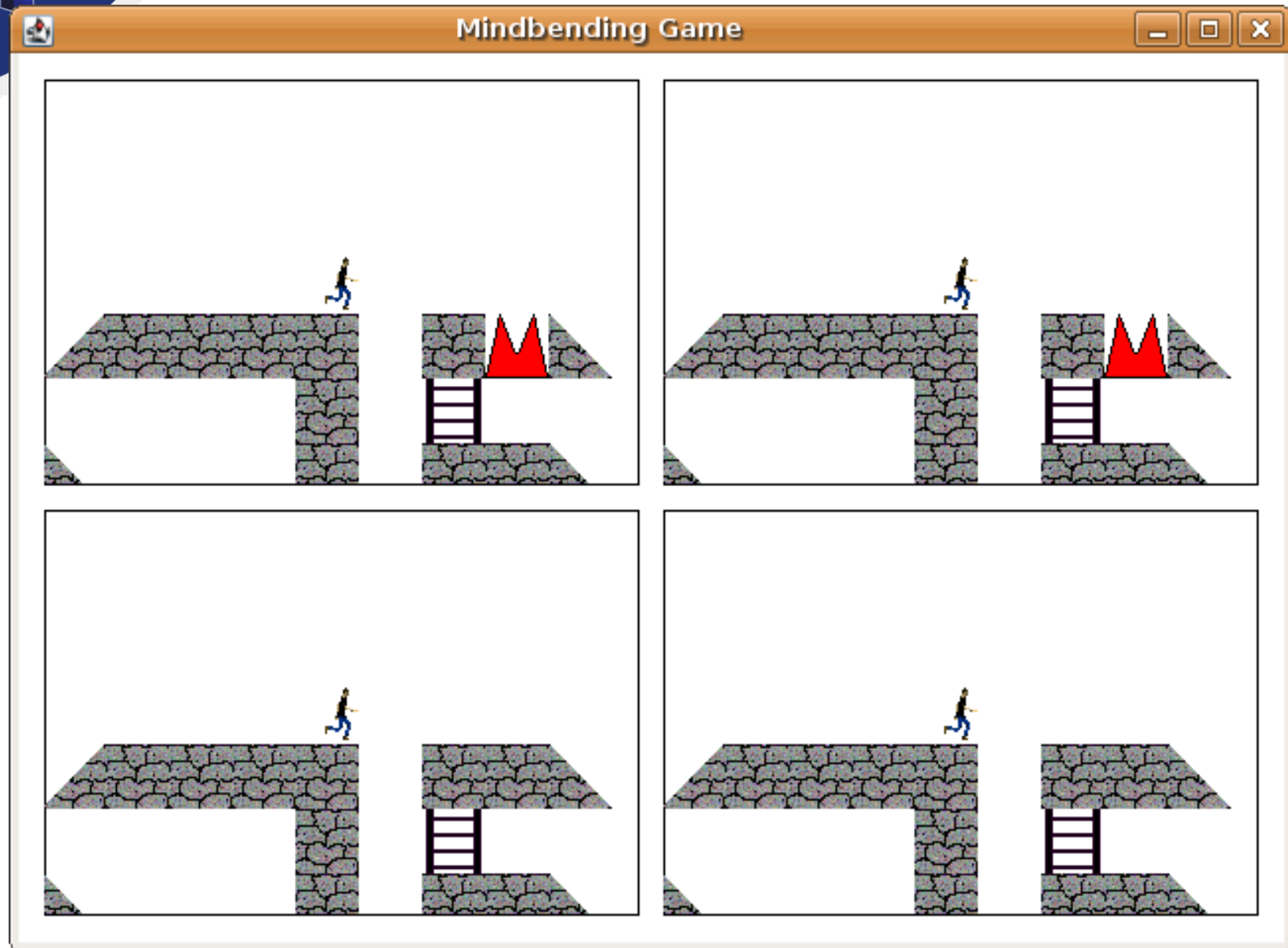# Earliest prototype

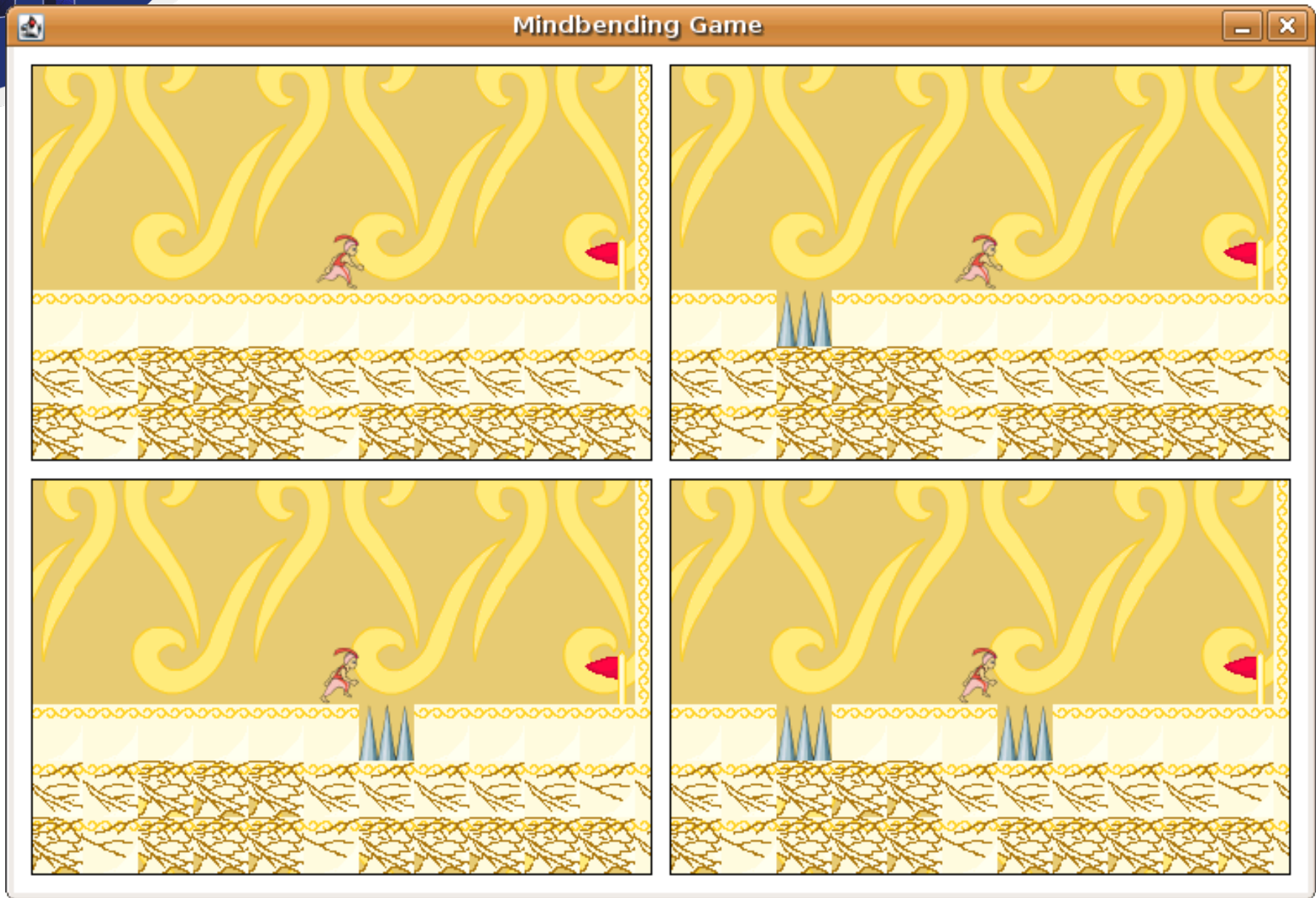# Stickman and blocks

Stickman and more blocks

Reused graphics

New graphics

Mindbending Game

Mindbender

Zig Zag 1
Zig Zag 2
Switches and Doors
Jen=D
something
alicore1
alicore2
Think Fast!
test
level2
steve3
How's your memory?
Zig Zag 3
Remember me?
level3
level4
sam1

Tutorial 1

Difficulty: 1/5

Attempts: 18

Completed: 15

Best time: 5.1s

Play

Settings

Exit

What went well

- Short development cycles
- Simultaneous work on graphics and engine
- Low commitment of level creation
- It was fun (to some people)

What didn't go so well

- Undefined feature set
  - Online high score system
  - Create your own levels
- Level editor
  - Unfriendly
  - Visual Basic
- Java applet issues
- Legacy code

Summary

- Games are never completely finished

- Be clear about what you are aiming for

- Sometimes you have to draw a line

- Play online at:
http://www.draknek.org/java/mindbender/