



Post Mortem

This game was more of an experiment than a game. Its intent was to figure out if the storyline of a game affects the player's action in the game. In *The Grand Adventure of Elroy the Unipus*, this is pretty easy to figure out. The action of eating crabs significantly helps a player get thru tough areas, but characters in the game are telling the player not to do so. My hypothesis was that players will eat crabs despite being told not to because it helps them bet the game. However, much to my surprise, almost all playtesters avoided crabs and either tried to listen to Mindy or Fishkins. These results show that most players are affected by the story of games even when it makes the gameplay more difficult. I would like to get more specific results and see how different demographics play the game. It would be very interesting to see the statistics of how the story affects male vs. female players.

As for the content of the game, I am very proud of this game and how much I accomplished in the 15 week production cycle. I love how the boss fights turned out and players find them very memorable. There are seven unique enemies that each can be interacted with different and five objects the player can use or must avoid depending on the situation. The gameplay is very solid and fun in my opinion and I really wouldn't change anything about it if given the chance. However, I would definitely change the art. I believe this game would be significantly better if I had an artist to help make all the graphics. Designing puzzles, levels, and gameplay and creating all the art assets (except backgrounds) was a very big task for me to finish in the time allotted.

In conclusion, the experiment was a success with interesting results. I would like to play around with it more to get more detailed statistics. I also would like if I can find an artist to really polish this game.