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Unit: Games Design

Unit Code: CGP2001

Assignment Number: 1

Unit Lecturer: Mark Doughty

**Course: Computer Games
Production**

Introduction:

This assignment has been to produce a Half Life 2, game modification, using the valve “Hammer” toolkit.

This assignment is to test the knowledge we have gained over the first semester, in both the use of hammer, and the ability to design games.

Overall Design:

My concept is that you are captured, and hunted for sport, you must fight your way up and out of the underground complex you are held in, dealing with all obstacles you face.

Overall I have 4 levels, comprising of puzzles and combat:

Balance:

I have attempted to give the game a good balance of both puzzle and combat elements, I have also attempted to balance the difficulty of the game, so that players are challenged while keeping objectives obtainable. To gauge the level of difficulty I constantly tested my design, both on myself and on others, from a range of gaming backgrounds.

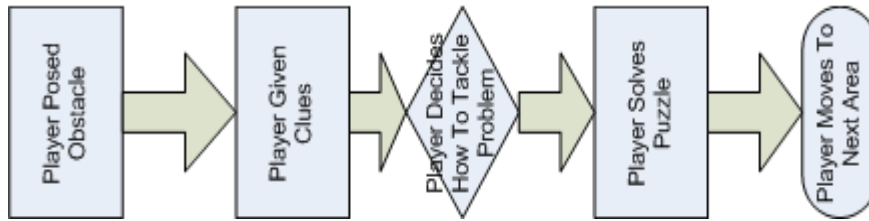
Combat:

Combat is a large part of this modification, as the player has to fight their way out, I have spread the battle areas over each map, having several large battle zones, and some smaller more enclosed battles. I have also included a “Boss” NPC at the end of the game, to give the player one final challenge, and to add to the feel of being hunted.

Puzzle:

I have three key puzzles in my modification:

- ❖ The Start – This section has the player locked in a room, in order to open the door they must go and pick up their weapons, which they are instructed to do to help them.
- ❖ The Stairs – This section sees the player stuck in an area, with the next door up on a platform they cannot reach, in order to get there they must move crates into three different points of the room, which are clearly indicated, in order to raise platforms and progress.



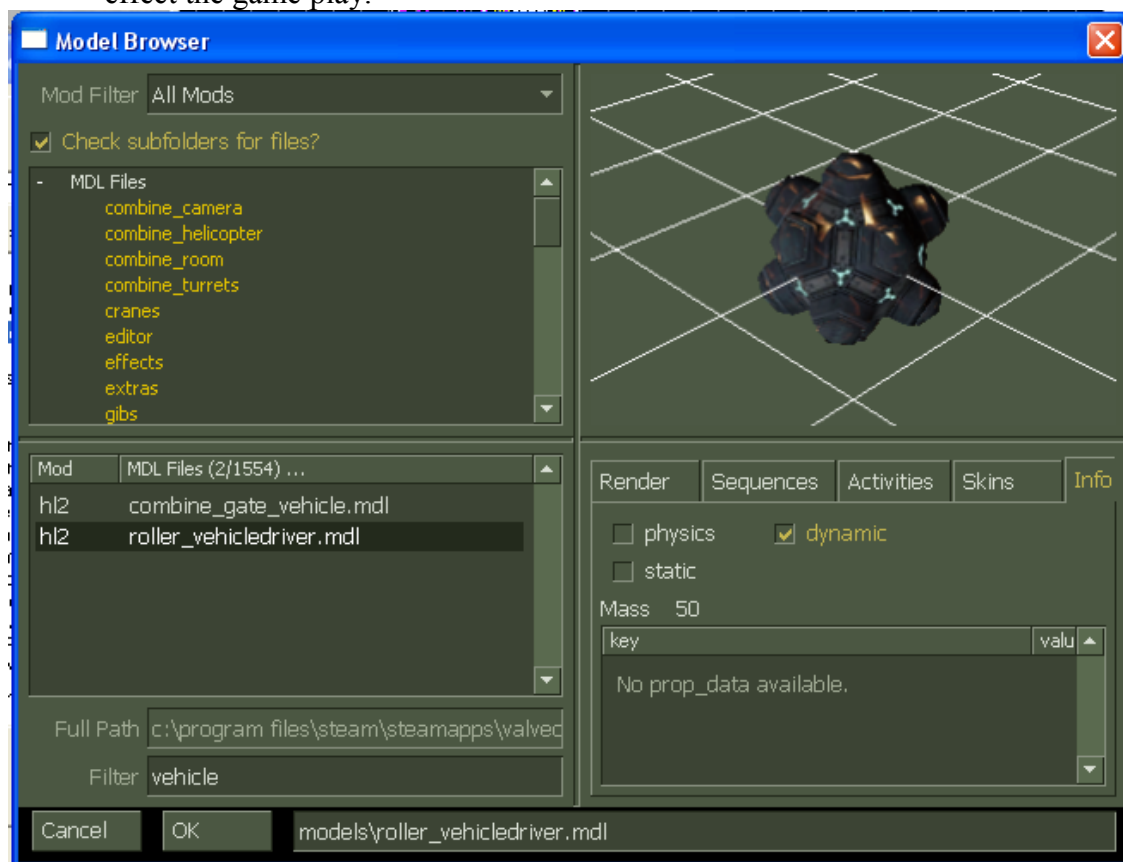
- ❖ The Crates – This section comes directly after the final main combat section, the player must stack crates in order to attain access to the next level.

I have attempted to make these puzzles a challenge for the player, however give hints to help the player along, I also clearly indicate areas that the player must interact with in order to make it easier.

Object Types:

I have used several prop types:

- ❖ Static – E.G my custom model, these models do not move.
- ❖ Physics – E.G Tables, these models can be moved, and destroyed.
- ❖ Physics_override E.G Crates, the same as Physics, however they cannot be destroyed.
- ❖ Dynamic – E.G the Roller Vehicle, these objects can be interacted with, and effect the game play.



Files Modified:

\The Hunted\gameinfo.txt
\The Hunted\scripts\credits.txt
\The Hunted\scripts\gameinfo.txt
\The Hunted\scripts\titles.txt
\The Hunted\resource\ClientScheme.res
\The Hunted\resource\GameMenu.res

Modifications:

I added to the modification:

- ❖ A custom model (Light)
- ❖ A custom texture (Metal)
- ❖ Three Custom Decals
- ❖ A custom start image
- ❖ A custom menu background map
- ❖ Custom menu options, and title
- ❖ Altered the colour of the HUD slightly
- ❖ Updated font settings for the title screen

Included:

I have in my modification:

- ❖ A ladder
- ❖ Elevators
- ❖ Triggers – Text events, door opening events, etc
- ❖ Level transitions
- ❖ End game credits
- ❖ Switches/Buttons – Elevator Control etc.

Conclusion:

I have attempted to create a game modification which is well balanced, so that the player is posed with a challenge, however are able to overcome it.

I have achieved this by creating different functions, switches, triggers, elevators, combat sections, puzzles etc.

Bibliography:

Websites Used:

<http://www.google.co.uk>
<http://developer.valvesoftware.com/wik>
http://www.youtube.com/watch?v=B_3v7KtkPPQ

Other Sources Used:

Lincoln University Blackboard – Games Design Lecture And Workshop Notes