

GAME PROJECT 1



**Locked  
MAN**

**YUDONG WANG**

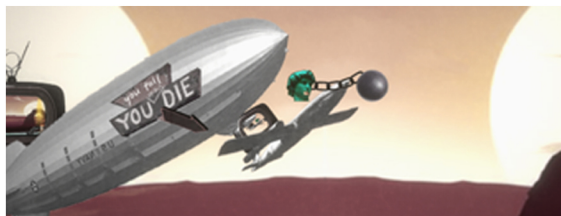
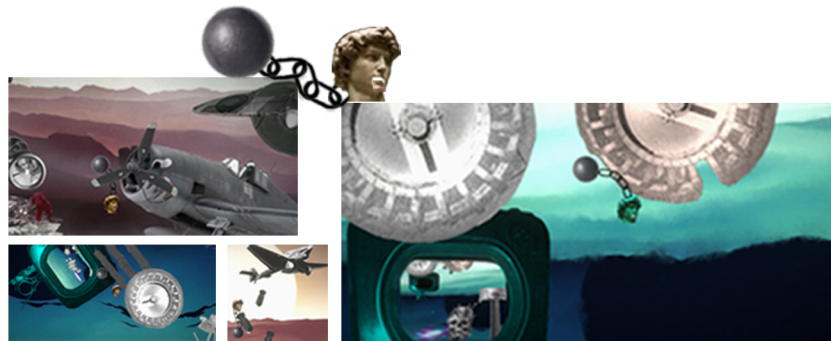
The logo features the word "Locked" in a white, rounded, bubbly font with a thick black outline. The letter "L" is connected to a black chain that ends in a dark grey sphere. A small, realistic marble bust of a man's head is attached to the top of the "L". Below "Locked" is the word "MAN" in a similar white, rounded font with a thick black outline. Underneath "MAN" is the name "YUDONG WANG" in a white, bold, sans-serif font with a black outline.

# OVERVIEW

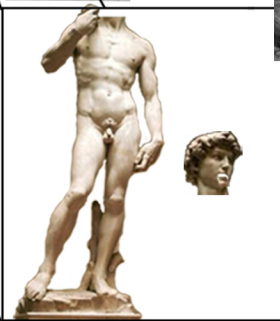
LockedMan is a platform game that focuses on the movement control research of game characters.

In this game, I design a character that consists of two components. One is the head of a man. The other feature is an iron ball locked and connected with the head by chains, just like the fetter. Therefore, I call this character locked man.

This game's primary challenge is to control the character across the barrier and find the body part of the man, then get rid of the fetter.



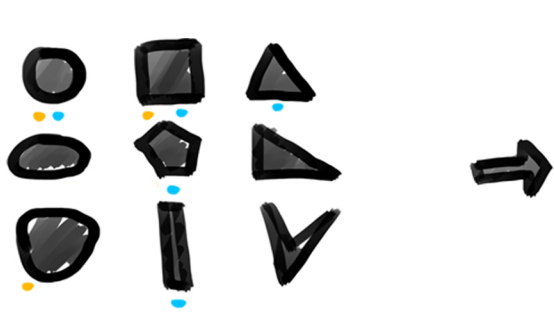




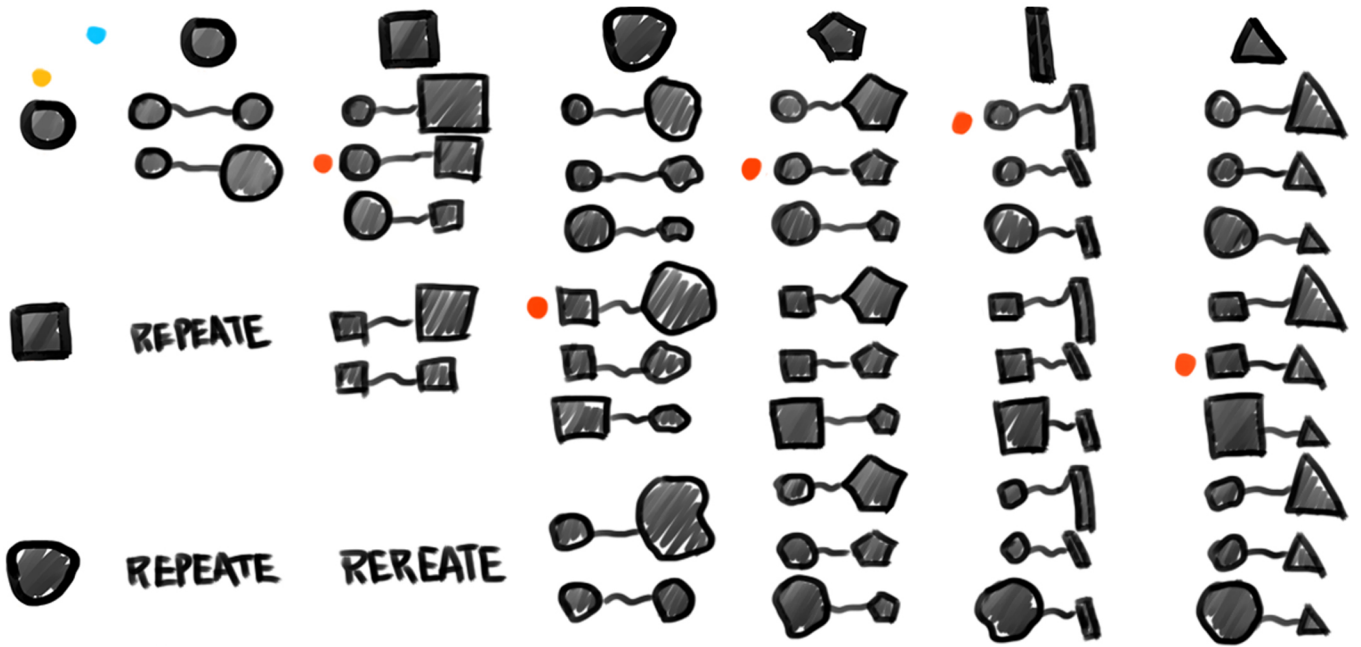
# CHARACTER LOCKED MAN

I begin this character design with ancient sculptures. These sculptures are related to famous people like warriors, ideologists, leaders, or gods. Finally, I picked David as the origin of the game character since this work well described the feature of ancient people without any cover stuff. My game needs a character who can represent a purely average human, and David could be a good choice.

I divide the character into head and body, the head locked the head by handcuff, chains, a fetter with an iron ball, or a cage. These things represent the constraint of human ideology.

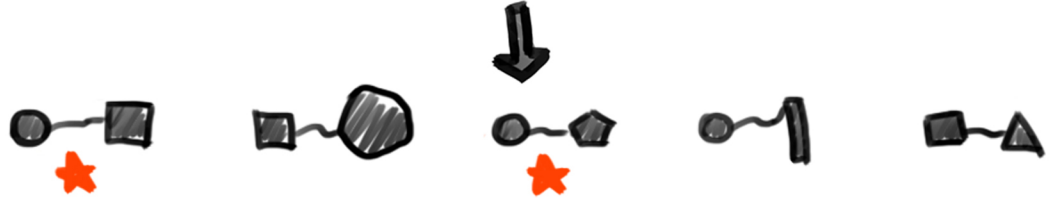


Based on this relationship, the head should use the locked thing to forward, but the locked stuff also tries to stop the head. This is how I reveal the challenge of the movement. Then I experimented with some movement modes differentiated by the connection mode, the size of components, and the movement control.



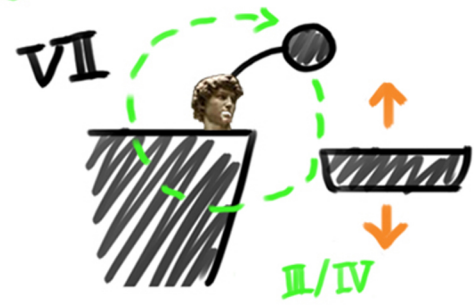
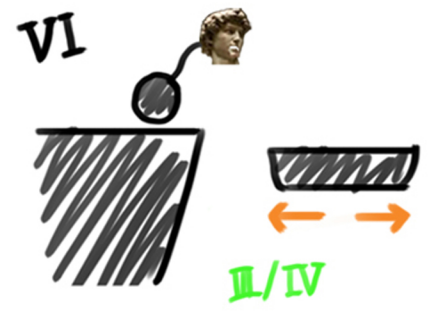
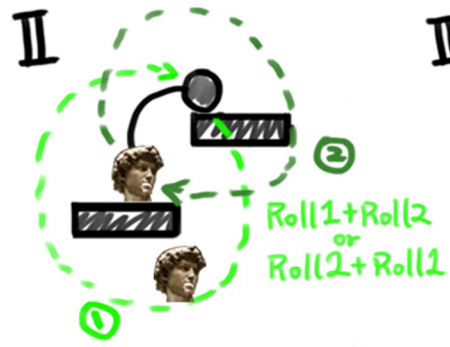
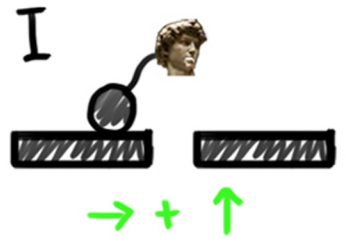
# CAHRACTER SHAPE & MOVEMENT

I start to design these specific parts of this character, which has two components. Since the people always developed with difficulty in every era, the difficulty is the challenge for people, and people make the breakthrough and meet the new challenge again, the difficulty is kind of thing that pushes the human to develop, but people feed hard in each challenge also. Thus, the head should be connected with something that slows down the movement. The movement of the character should reveal the relationship between humans and the difficulty.



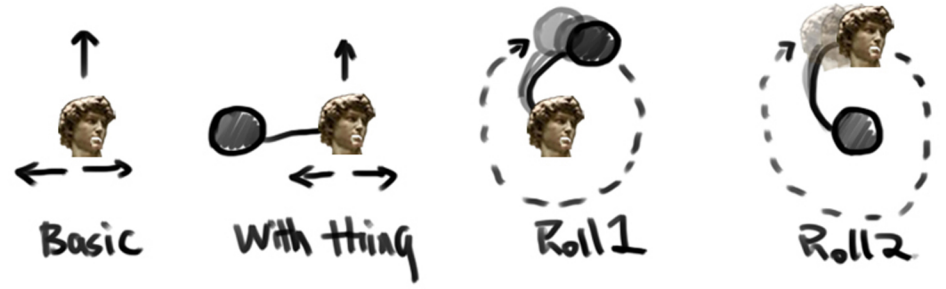
The fetter shall have excellent performance on slowing down the movement of the head. In this case, I chose the cycling shame as the head's fetter, which is also related to the iron ball fetter in real life. The cycle shape is smooth and easy to roll. Therefore, when it is massive compared to the head, it will easily drag the head when the ground is not flat. In this case, the head is hard to move and jump. Even when the head stopped, the fetter may drag the head, sliding into the trap.





# CHARACTER CONTROL

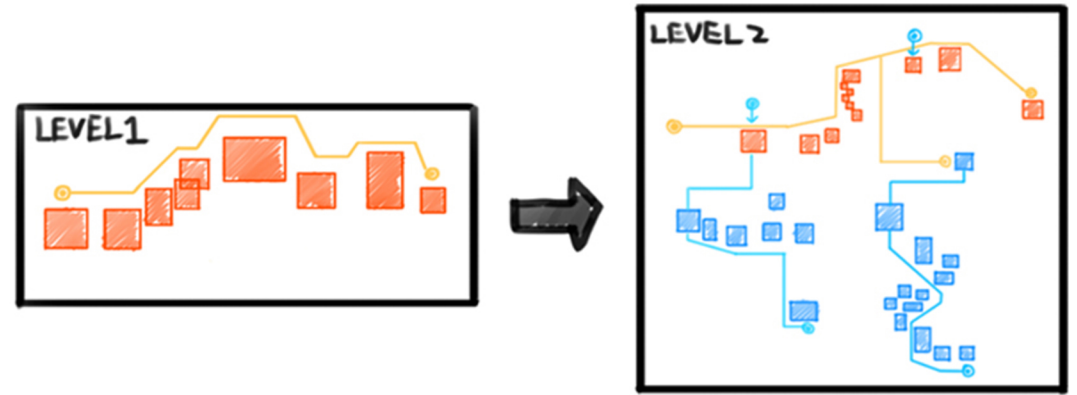
With the preselected character component shape, I start to test each mode to decide the character's final version. The indicator is the relationship between these two components, which I mentioned before. I designed several scenarios on the map and checked the real character control experience in the game.



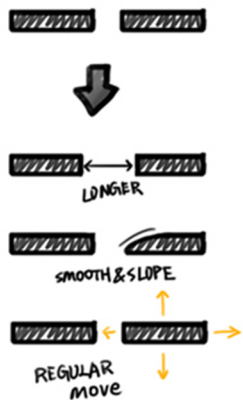
# LEVEL DESIGN CHALLENGES

In the level design process, I focus on the gamer experience and strengthen the core gameplay. I create many challenges, divided them into different levels, and then combined them to form a complete map. There are several concerns that I mention during the challenge design and the combination.

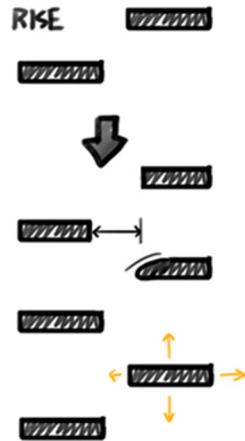
The challenge is divided into different levels so that general people can play this game, and exports can also get some fun and challenge in more challenging levels. The combination focuses on the game experience, which interprets the theme that humans developed with difficulty and made progress by overcoming new challenges in the next iteration. These concepts will be reflected in the level. For instance, the player may use the combo to arrive at the next platform, but the iron ball will unconsciously drag the character back to the start point if the player relaxes.



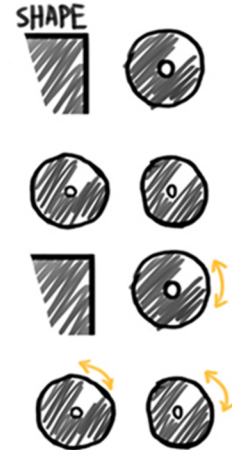
## FLAT



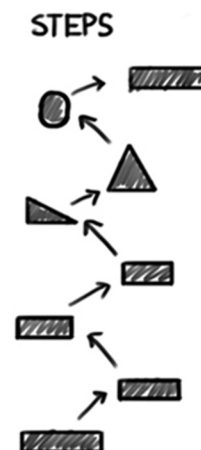
## RISE



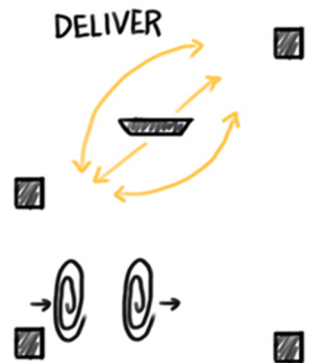
## SHAPE



## STEPS



## DELIVER

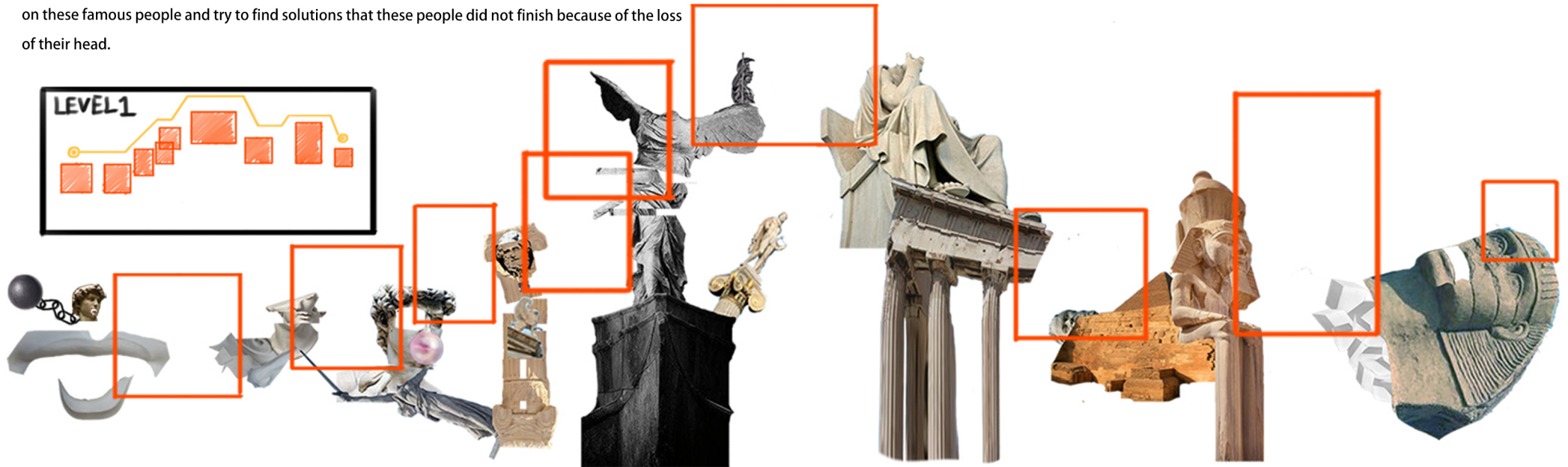
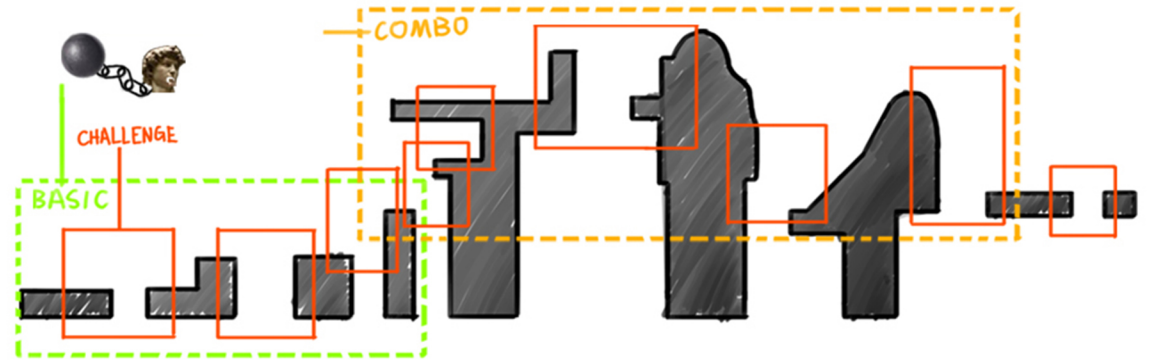




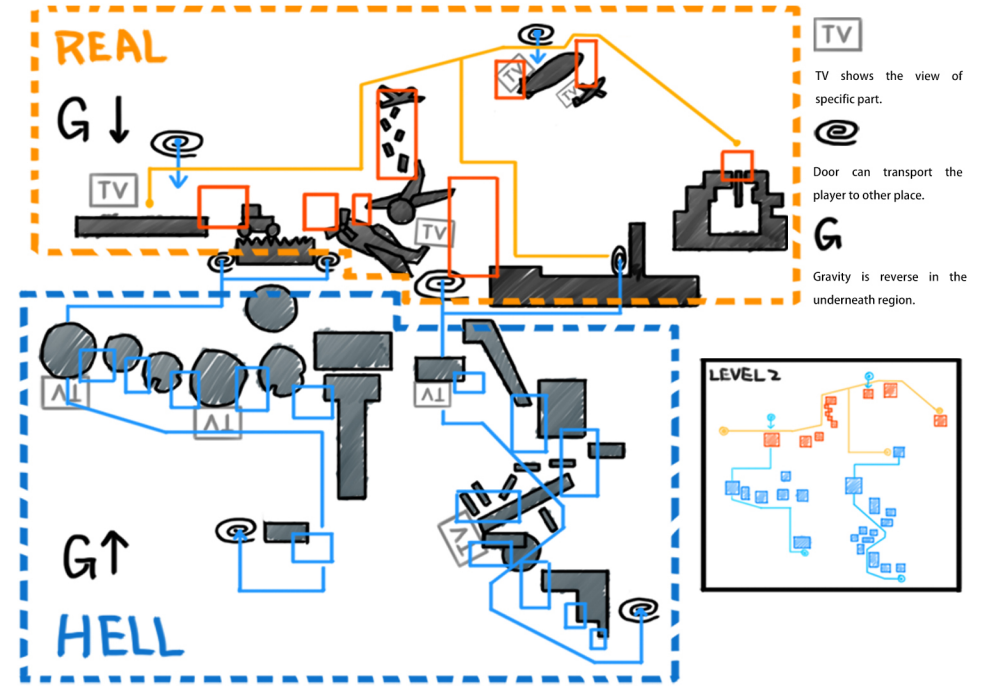
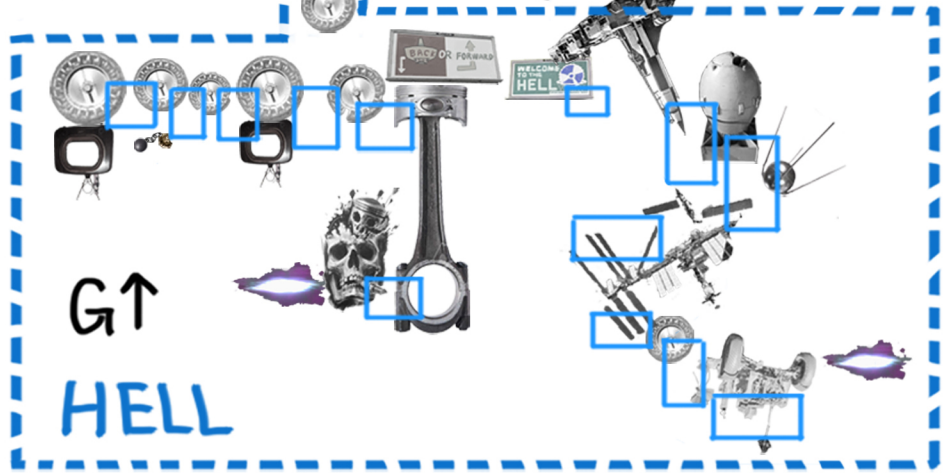
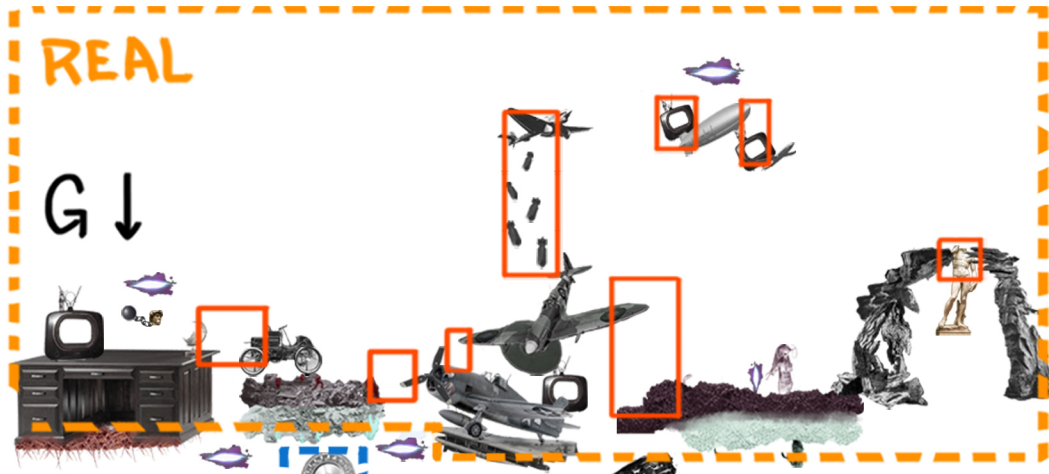
# LEVEL DESIGN TUTORIAL LEVEL

I design the tutorial level as the tutorial level to train the player to learn primary control and combo of the character. The player can use the primary control method across the barrier in the basic region. Then I design a combo region that is more challenging and lets the player try the combo based on the simple control. The cadence is flat as the beginning in the basic part, then the player will get into the combo part, which has more evolution and expansion challenges.

At this level, I use many famous statues, divided them into irregular shapes, and piled them together to form the whole level. The reason I use these materials is that a lot of famous people was great, but their brain is also locked in their period, if the player wants to go farther, they have to step on these famous people and try to find solutions that these people did not finish because of the loss of their head.



# LEVEL DESIGN ADVANCED LEVEL



I design the advanced level using the photographs of the object of symbolic technologies. These technologies could be the tool to help people develop and the weapon to kill people. It depends on who uses the technology and how they use the technology; maybe the locked man or perhaps the man who gets rid of the fetter.

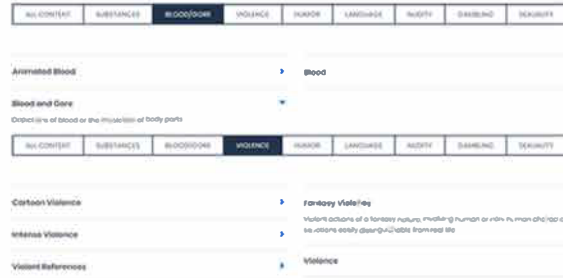
To reinforce the core gameplay of this level and enhance the difficulty in this level, I add two important features based on the combo region. One is the gravity reverse in the HELL, and the other one is a resurgence.

I ask my friends to test this level, and they feel tough to play also.



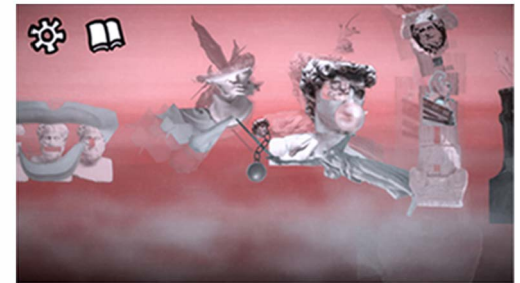
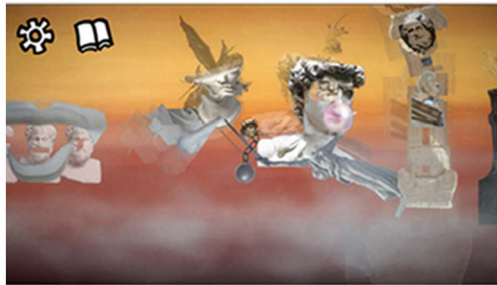
# LEVEL DESIGN ACCESSIBILITY

Consider the accessibility of this game project, I use the ESRB and PEGI to rate my game project's content and provided some functionalities and instructions for players, like color blindness people or people using different languages. For the content rating, the material related to the war, weapon, body pieces might be related to violent content. Therefore, I use ESRB 10+ and PEGI 7 to rate my game project. I also add the color blindness mode to my game for the player who suffers from Protanomaly, Protanopia, Deuteranomaly, Deuteranopia, Tritanomaly, Tritanopia, and Monochromacy.



PEGI 7

Game content with scenes or sounds that can possibly frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence) are acceptable for a game with a PEGI 7 rating.



If you want to see more detail, please watch the demo video and play the demo version in the following link. <https://yuriwong.itch.io/locked-man>