

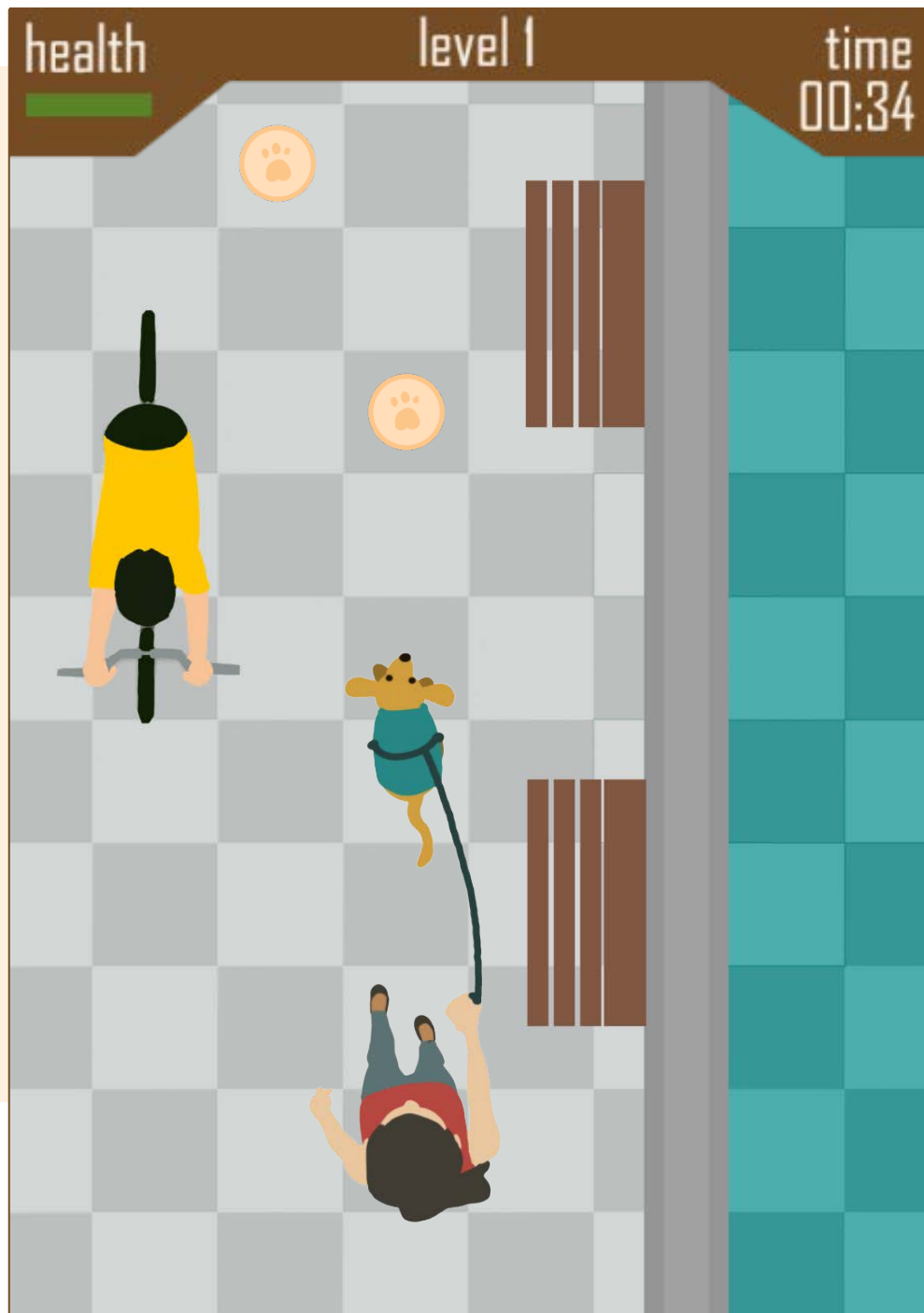
# puzzlepaws

## **CORE LOOP DESIGN**

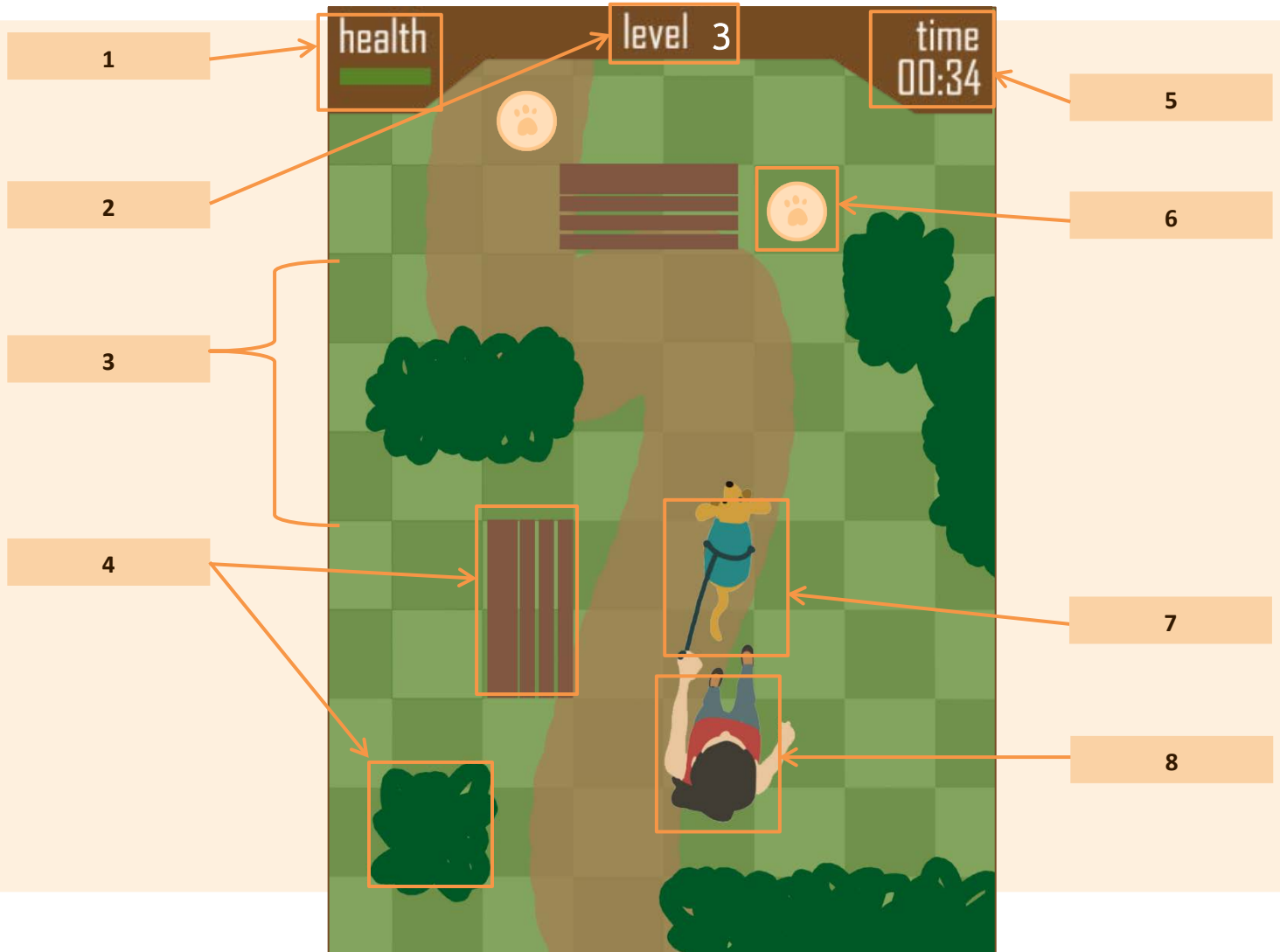
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## The game...



*Puzzlepaws* is a casual puzzle game designed for mobile devices, in which the player takes on the role of a guide dog and must lead their owner through a series of increasingly difficult levels, avoiding a variety of obstacles on a tile-based map, and collecting coins along the way. *Puzzlepaws* uses simplistic controls, and the player's primary objective is to reach the goal at the end of each level, having kept both themselves and the dog owner safe from hazards. However, the game also features collectibles, character customisation, and online scoreboards, making play more rewarding for players.



### 1. Health

Health depletes when the player character (guide dog) or the guide dog owner collides with an obstacle. A collision occurs if the character is on the same tile as an obstacle. If the player loses all their health, they must restart the level, costing them a life. The more health a player has at the end of a level, the higher their level score will be.

### 2. Level

The current level is displayed at the top of the screen. To unlock the next level, the player must complete the level before it.

### 3. Tiles

The game map is made up of square tiles. Objects and characters each occupy a certain number of tiles (e.g. a coin occupies one tile). The tile-based setup of each level affords the player four-directional movement.

### 4. Obstacle

An obstacle is any static or moving object in the game world that the player character must avoid, and prevent the guide dog owner from colliding with. Obstacles vary depending on the level setting (park, street, etc.).

### 5. Time

A timer tracks how long it takes the player to complete each level. The quicker the player reaches the end, the higher their level score will be.

### 6. Coin

Coins are pickups, and serve as an in-game currency - there are a certain number in each level, and they are collected when either the player character or the guide dog owner crosses over the same tile that the coin is on.

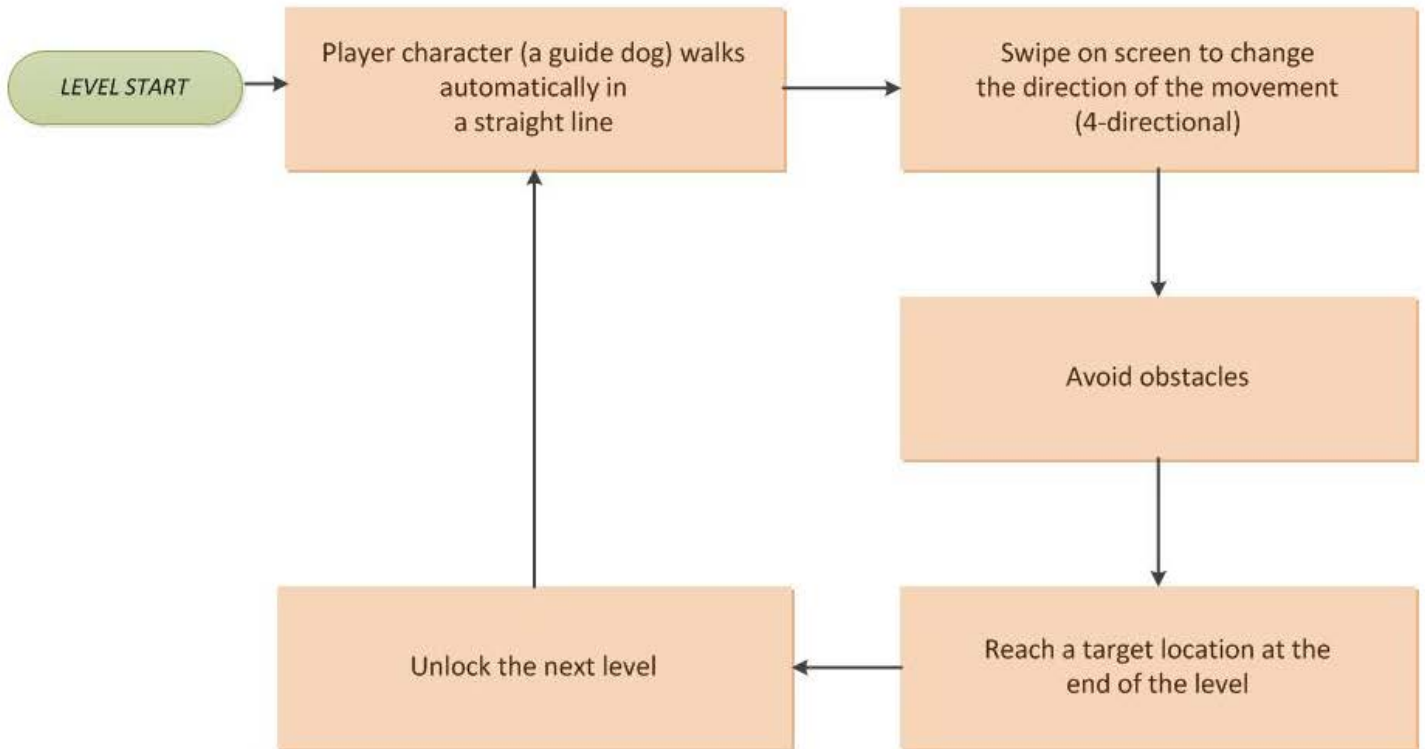
### 7. Player character (guide dog)

The player character is a guide dog, occupying one tile on the grid. The player controls the direction that the guide dog walks in by swiping on their screen, though the guide dog walks automatically, at a set speed.

### 8. Dog owner

The guide dog owner is a non-playable character, who occupies one tile on the grid, automatically follows the player character, and is always one tile behind them. The player must lead them so that they do not hit obstacles.

# Core game loop



## Controls:

Players use simple touch screen controls to change the direction of the player character's movement – they do this by swiping either up, left, down, or right on their mobile screen. The player character will then walk in that direction.

The player does not start/stop the player character movement, nor control the speed – they must simply change directions in enough time to avoid obstacles in the level.

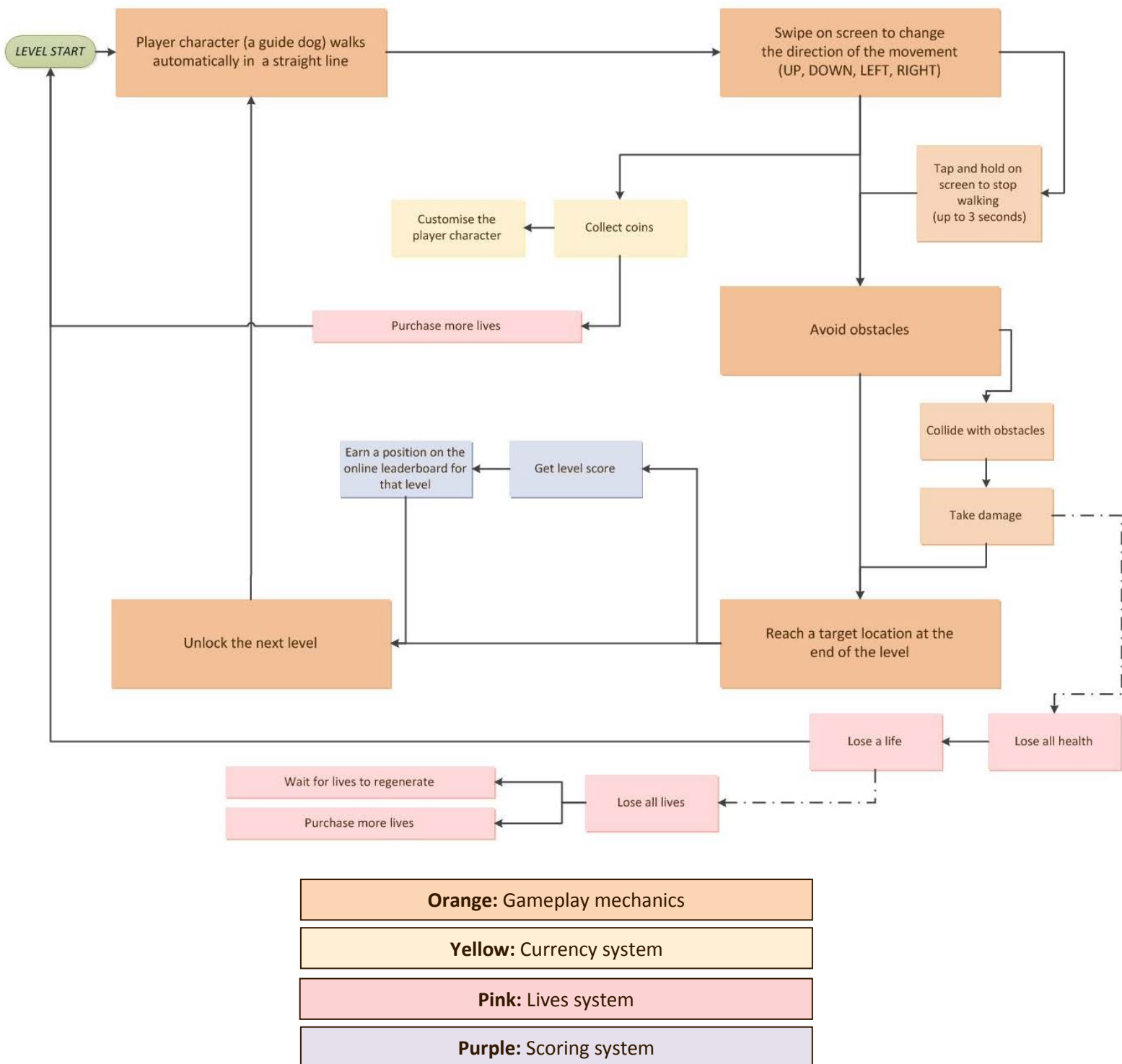
## Objective:

The player needs to reach a “target location”, at the other end of the level to where the player character starts. This will be a specific group of tiles – when the player character and the guide dog owner are both on the target tiles, the level is completed.

## Progression:

The player progresses through the game by completing a level to unlock the following level. They can replay previous levels freely, but cannot play a level ahead of their current level until the current level has been completed.

# Expanded game loop



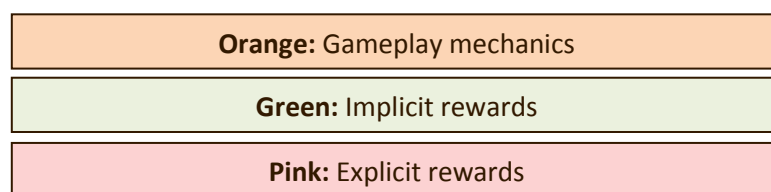
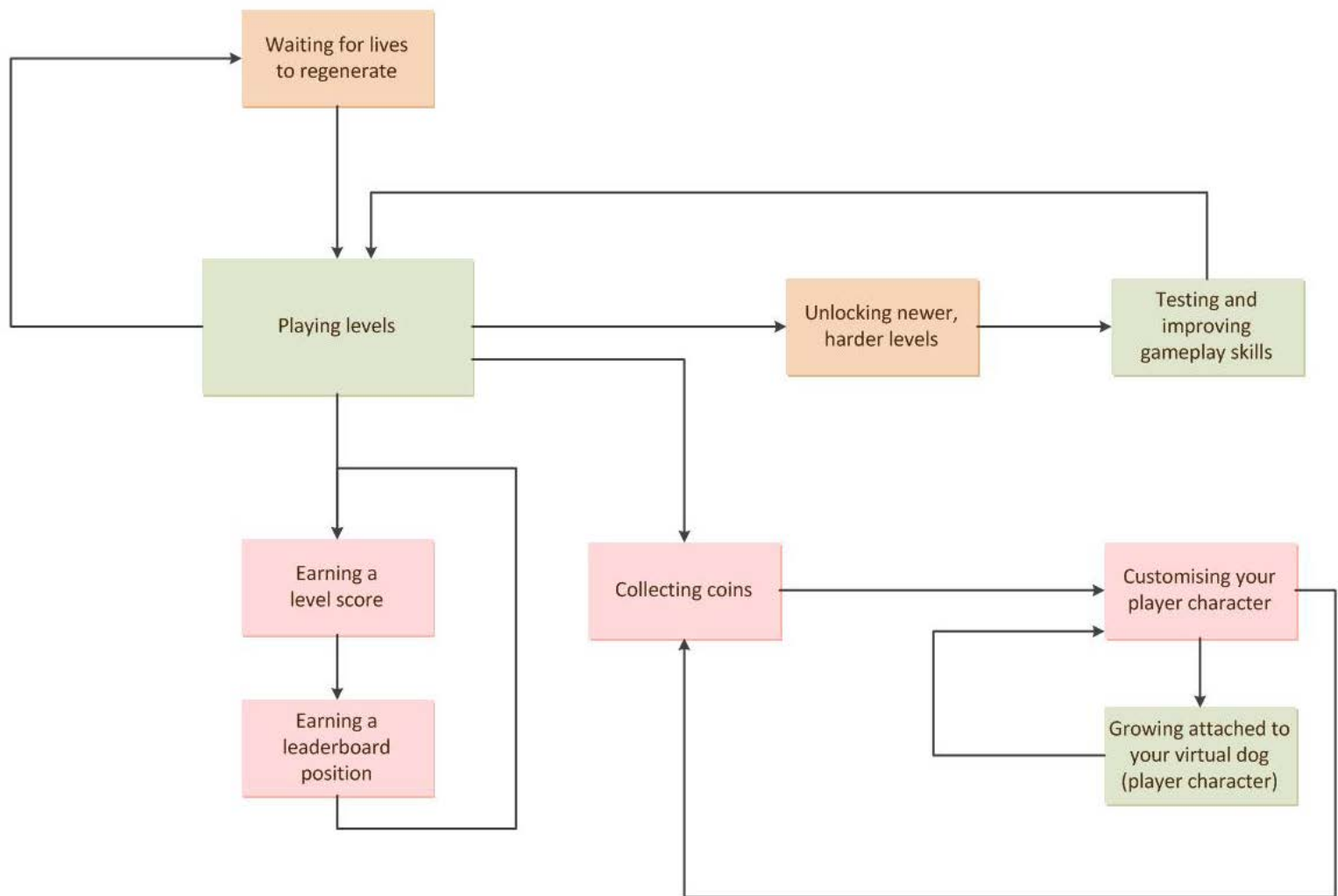
The above gameplay loop expands on *Puzzlepaws'* core mechanics to include the lives, currency, and scoring systems in the game.

**Coins** are collected in levels, to be used for in-game content.

**Lives** are lost when a player fails a level. The player cannot attempt a level if they have zero lives remaining.

Players are awarded a **score** based on their performance in a level. The more health they have remaining by the time they reach the target location, and the faster they have completed a level, the higher their score is. This score, in turn, informs the player's position on the online leaderboard for that specific level.

# Compulsion loop



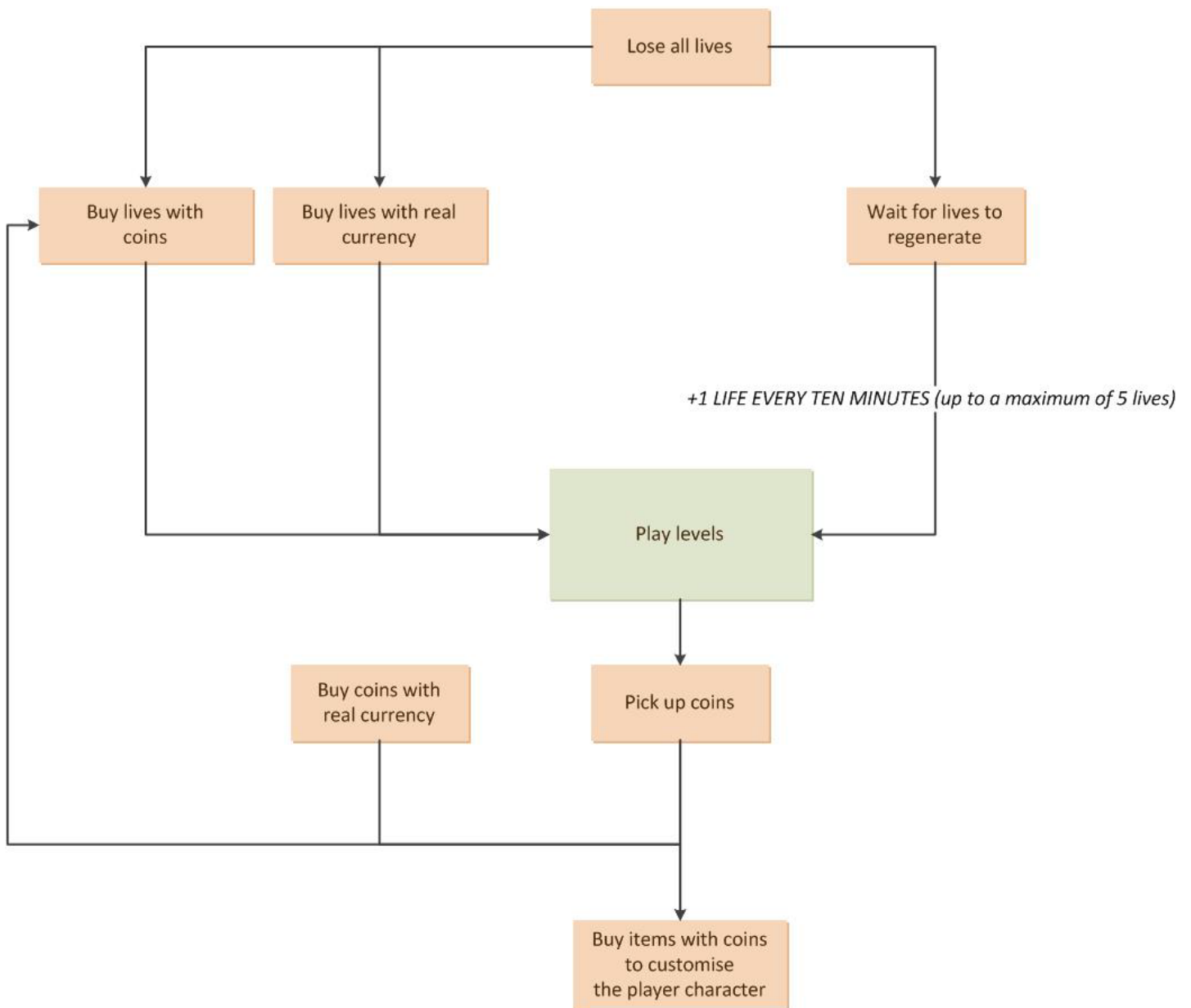
The above compulsion loop outlines how *Puzzlepaws* provides players with rewarding gameplay.

The short play-time of increasingly difficult puzzle-based levels gives players the opportunity to continuously hone their skill in playing the game, which, in turn, provides the implicit reward of players being able to see themselves improve (e.g. beating difficult levels, achieving higher scores, etc.).

The opportunity to customise the player character also adds a personal element to the game, and helps players to form an emotional attachment to their avatar.

The score and currency systems provide the player with explicit rewards; the first, in the form of high scores and leaderboard places, and the second, by allowing the player to collect pickups, and later exchange them for in-game content.

# Microtransactions



*Puzzlepaws* allows players to exchange real currency for in-game content, in two forms:

- **Lives**

By buying more lives with real currency, players bypass the wait for their lives to automatically regenerate before they reattempt a level they have failed to complete. It also gives players the option not to spend any in-game currency (coins) on refilling their lives, so that they can spend them instead on other game items, like character customisation.

- **Coins**

Buying coins with real currency allows players to purchase items to customise their character without having to spend time collecting coins throughout numerous levels, or in cases where they may find it too time-consuming to try to collect coins placed in difficult-to-reach areas of levels.