

Reflection of Demo 3:

I think that overall, this demo did end up being representative of the game loop that we were trying to show by showcasing how far you can push the limits of a climbing game through different and challenging mechanics. Thus, I also think that this did answer our question on how difficult can you make a climbing game between it becomes simply too frustrating. When Ben and I were creating it, we really went all out on trying to incorporate all of these different mechanics that pertain to the difficulty of the climbing and I think that we did successfully do that, albeit at the expense of the playability of the game itself. If I were to change the demo, I think I would tone down a lot of the mechanics such that it felt as though there was at least a fair chance of completing it, and probably overall work to make the game to be more rewarding of doing things correctly. If I were to continue with this concept, I would make the playability of the climbing a lot easier at the start, whether that is through having more time to hang on to holds the lower you are, or even removing mechanics, and then have the difficulty that we achieved in the demo scale up rather than being excruciatingly difficult right from the start. To add on to that, I would make a much bigger level that suits that style of progression.