

HM: METAVERSE, XR, AND GAME APPLICATION

Class: L5 MMP

You are designing a game level in which the player must enter an abandoned village, find an important object, overcome several obstacles, and reach the final destination. The player has limited health, limited resources, and a limited amount of time to complete the mission.

Analyze the scenario above and explain how the following elements could affect the player's experience:

- a) Identify two physical obstacles that could be included and explain how the player could overcome them.
- b) Explain how limited health, ammunition, or other resources could create a challenge for the player.
- c) Explain how introducing a time limit could affect the player's decisions and actions.
- d) Identify three actions the character could perform and explain how each action could help the player progress.
- e) Analyze whether a linear world or an open world would be more suitable for this scenario. Give reasons based on their characteristics.