Intention

The third prototype is based on the initial build(prototype 1) and is an attempt to build on or change the current combat system, check for the possible implementation of an elemental crafting system, whilst exploring aspects of level design. Initially, the combat system was stat-based and did not account for elemental types(i.e fire, water, poison etc.). This prototype explores a less complex combat system relying on an immediate win, lose or draw state. The player is given the option to choose from four types of elements, these include: water, rock, fire and grass types, the elements stand in the place of fighter types for this specific prototype. It was believed by the designer that the introduction of this type of battle system would make it easier for players to interact with the elemental outcomes within the system as players are immediately notified when an element is not effective against an element chosen by the opponent.

Process

Initially, there were five elemental types the player could choose from grass, rock, fire and poison type, however, the posion element type made the prototype unbalanced as the posion type was not vulnerable to any of the other elements. Because this prototype attempts to build onto another mechanic, the designer believed it to best if the prototype was fairly balanced.

	Water Type	**Fire Type**	**Rock Type**	**Grass Type**
Grass Type	Grass-type will win against water type	Grass-type will lose against fire type	Grass-type will lose against Rock-type	Grass-type will draw against Grass-type
Rock Type	Rock-type will win against water type	Rock-type will win against fire type	Rock-type will draw against Rock-type	Rock-type will draw against Grass-type
Fire Type	Fire-type will lose against water type	Fire-type will draw against fire type	Fire-type will lose against Rock-type	Fire-type will win against Grass-type
Water Type	Water-type will win against water type	Water-type will win against fire type	Water-type will win against Rock-type	Water-type will win against Grass-type

Table showing all the possible outcomes for each element within the battle phase

Reflection

Upon Reflection the designer believes the prototype to be insightful with regards to the introduction of a new combat system, that would allow players to better understand how the elemental types interact with each other within the system, however as it stands the immediate conclusion to the battle phases(win, lose or draw state) can make it difficult for the player to progress, as the player would only have one opportunity to beat an opponent. The introduction of multiple rounds would would create a reater chance for players to beat the opponent.

The mechanic that aims to build on this prototype mimics a crafting mechanic where the player is able to combine specific elements during the battle phase to create an entirely different element that can be used to fight the opponent. This mechanic heavily inspires the win, lose or draw states. Great examples of tgis craftin mechanic are seen in *Crafty* and Little Alchemy

Appendix

Gameplay for Crafty https://brackeysgames.itch.io/crafty
Gameplay for Little Alchemy https://littlealchemy.com/