This research task is in three parts, you will create one for each prototype that you make

* Research and planning
  + Looking at similar games
  + Finding resources
  + Planning out rough idea on how mechanic should work
* Building the Prototype
* Reporting on how the prototype went

# Initial Research

1. What is the core movement and camera mechanic? How does it generally affect gameplay?
2. How do players usually interact with these mechanics? (Keyboard, mouse, controller, etc)
3. list potential sub mechanics that would work with this mechanic (at least 5)

# Research 2 games

Find and research two games that use the core movement and camera mechanic

## Game 1

1. Name
2. How does the game use the core movement and camera mechanic?
3. List and describe two sub mechanics that are in the game
   1. How do they affect gameplay?

## Game 2

1. Name
2. How does the game use the core movement and camera mechanic?
3. List and describe two sub mechanics that are in the game
   1. How do they affect gameplay?

# Finding resources

Find a potential online resource that could help develop the prototype (Not AIE’s tutorials)

1. What does the tutorial cover?
2. Provide a link

# Plan out a mechanic

Take an element of the Core or a sub mechanic and plan out the logic of how it will work in game. Choose one of these ways to display the logic

* Written Algorithm
* Pseudocode
* Flow Chart

# Build the Mechanic

Now that you have the research complete. Build the Prototype

1. Create the core movement and camera mechanics first
2. Add at least one sub mechanic
   1. Have a look at the mechanics and tools resources on Canvas
      1. <https://aie.instructure.com/courses/103/pages/mechanics-and-tools>

# Write the report

After you have built your prototype, we want a report on how it went.

1. Describe how the core movement and camera mechanic worked in your game
   1. Did it work as anticipated?
   2. Did you make any changes to the tutorials?
2. Describe anything you learned while making the prototype
3. What would you do differently next time you use these mechanics?
   1. Any other mechanics you would like to add?