**Locomotion Prototype**

I chose to use continuous locomotion movement for my game since it would make the most sense for a sword fighting-style game.

**Object Interaction Prototype**

The first interaction is with a power-up object. You select the red power-up and it gives you a movement speed boost, which I found useful to travel around the map faster.

The second interaction is with the enemies. You select them to destroy them, which is the main focus of the game.

The third interaction is walking through the portal, which is supposed to teleport you to a specific location, but still trying to make it work. So right now it just plays a portal dimension sound effect.

**UI Interaction Prototype**

The first UI interaction I created is a character selection UI. You can select a specific character’s name to change the material of your sword to match the character’s element.

The second UI is a clock which displays how long since you’ve started.