Prototype 2

Features Implemented:

* Setup of Game Environment (Ground Plane, Background, Player, etc.)
* Control of the Player game object
* In scene camera setup
* Obstacles
* Obstacle and Player Collision

Are the colours visually clear for the ground plane, player and the obstacles?

Is the Player game object of a suitable size?

How are the controls when moving the player game object to avoid the obstacles?

Do you have a clear perspective of the game?

Are you able to differentiate the obstacles from the player game object?

When the player game object and the obstacle collide, is the visual effect seen clear that the game has ended?

For level 01 of a game, is the space between obstacles enough?

Do you understand the main concept/rules of the game without reading any instructions?

Do you have any other comments in general about the prototype or the features mentioned above?

NOTE: The player game object will fall of the end if moving too close to the edge of the ground plane, if you experience this restart the game to carry on testing

Prototype 2x1

Features Implemented:

* Controlling the player game object
* Scene Background

How are the controls when moving the player game object to avoid the obstacles?

Is the system more responsive to input when using the arrow keys?

Has movement of the player game object been improved?

Is the background colour suitable for you?