

Design Journal for Prototype 2

MARS EXPLORER

Goals of the prototype

- Exploration
- Maze
- Collectibles
- Main Menu , Buttons

Successfully achieved

- Exploration
- FPS controller with gun
- Main menu and buttons

Playtesting questions

- Do you know where you are playing ?
 - No, another planet ? not sure where
 - Mars
- Do you sense an exploration theme ?
 - Yes
 - Maybe ? having a gun doesn't make me explore the planet
- Is having a gun satisfying ?
 - Yes
 - Yes, but i wish i could kill someone with it
- Is the fog too much ?
 - Yes, i can't see where i'm going
 - A little, but it blends in with the world well.
- What else would have been better if there was
 - If the A.i were attacking me like martians
 - Car to drive around