

Cart315_ Game Journal

Prototype 1 - Stamina mechanic

Main Design Focus

- Stamina Bar
- Glass effect

Main Features

- Main purpose was having the player run and have a stamina that depletes when tired
- Building with a glass texture that blurs the outside view
- Night sky with a flashlight to lit the view

Prototype Questions

- Did you figure out the stamina feature at 1st glance ?
- Do you know what happens when the bar depletes ?
- Did you like the stamina feature ?
- What kind of game can the stamina feature be useful ?
- Overall how was the experience ?

Playtesting Session Notes

- Testers urge to jump over the building
- Break the glass
- The flickering bug made the building look spooky / haunted
- The way the stamina depletes from both sides are new and nice

Prototype 2 - Collectible Maze

Main Design Focus

- Maze
- Collectibles
- IF TIME
 - GUI
 - MAIN MENU
 - BUTTONS