

CART-315: Exploration Prototype 01

Main Ideas:

- A basic dungeon crawler (Can I make a game that is enjoyable/addictive to play with my limited knowledge of Unity?)
 - Looting
 - Fighting (Ex: Magic & Swords)
 - > Inspiration: "Goblet Grotto"
- 2D Fallout Clone (Can I make a clone of one of my favorite games that functions close enough to the original with my basic understanding of Unity?)
 - Looting
 - Shooting
 - Storytelling
 - > Inspiration: "Diaries of a Spaceport Janitor" [2D Main Character]
- Spore Clone/+Eternal Cylinder (Can I make a game that gives users creative freedom/a game with a player game interaction I cannot always predict?)
 - Mutation
 - Predator vs Prey
 - Eat (Survival)
 - > Inspiration: "Wobbledogs"
- Walk/Adventure Simulator {Maybe one based on an anime: Slime?} (Can I make an engaging environment?)
- Side-scrolling 2D Platformer (Can I make a game that is enjoyable/addictive to play with my limited knowledge of Unity?)
 - > Assets: <https://assetstore.unity.com/packages/2d/environments/free-pixel-art-kit-211149>
- Puzzle game that combines 1st and 3rd person camera use {Use the cameras to complete different types of puzzles: puzzles on panels & world-scale puzzles like walking on certain tiles in a large room}
 - > Inspiration: "The Witness"
- Exploration game where you fight insects on the back of an animal
- A game set on a deacon radish {Use that anime-convention video as inspiration}
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>Design Hypothesis:

- A question **that will be answered through playtesting** and that you do

not know the answer to in advance! The prototype should be built for this purpose.

—After The Playtest—

- Reflection on result of playtest
 - What did you learn? If you were to continue working on the prototype, what changes would you make?