**GAM 303**

**“The Breakout”**

**Rapid Prototyping Document**

1. **The Game**

“The Breakout” is a puzzle game where the **player must reach from one point to another (objective**) with solving puzzles by **pushing boxes (functional item**) while **avoiding hazards like landmines, laser traps and CCTVs (obstacles)**

1. **Functionality**

In regards to functionality, the game has overall functional components (traps, cameras). The traps were done by simply making their colliders into a trigger that would set the player to a game over state. The camera however, was different. The camera was made with a spotlight and added a game object with a sphere collider to simulate detection (because there are no cylindrical colliders in unity). These would be parented and animated separately to reduce scripting work.

The boxes, functional item has been redesigned to only being able to be pushed at the player’s direction and as a key item to open certain paths.

1. **Playtesting**

During the development of the prototype, several playtesting sessions were made to test out movement controls at first. The first movement controls were a bit glitchy