What did you learn from each prototype?

The technical prototype taught us how to make interactable objects and be able to bind a search function to the object. Getting functions such as these won’t be a big issue and shouldn’t take too much time. The gameplay prototype taught us that it takes a lot of time to get some elements of the game working.

How does that change/clarify/refine your design?

Our design is now able to be focused on the main gameplay mechanic which is being able to search for randomized objects. This gave us clarification on how the environment will be set up and a better idea of how the player/enemy behavior will be.

Describe the playable experience you are going to deliver in two weeks.

The player will be able to move and search through the environment while also being able to fight enemies. The environment will be very basic with flat terrain and a few searchable objects. Searching the objects will give the player an item that will help them or hurt them while fighting the zombies.

Plan: whos working on what, how are you coordinating?

Felix will be working on the enemies and spawning them. Jesus will be working on getting more technical things such as finishing the randomizing function and search function of the game. Both of us will try to cooperate for implementing attacks and weapons. We will be coordinating through discord and github to keep track of our progress.