

# Prototype Justification - 3

Game Name - *Rocketeers* (Changed from Space Race)

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At the beginning of this sprint our team had finished most of our major pivots. This included wrapping up the spaceship theme and how our build and battle phase worked. Although much of our core gameplay was in place, there were still many problems we faced. Some of these challenges included guiding the player, deciding on what secondary mechanics we wanted in the game, and deciding on aesthetics for the game.

By far our biggest challenge has been guiding the player, we had no tutorial, and minimal indication within the game of what controls to use. Players usually started by mashing random buttons, and even then, only certain actions were activated when players were in certain situations, so playtesters were quite confused. To improve this we decided to implement a better in-game guidance system that shows where players can place blocks. We also added a tutorial that new players can optionally select to go through before playing. Playtesting after implementing the tutorial and more in-game tips proved to be incredibly valuable as we were able to watch both new and returning players interact with the game. From what we saw and heard from the players, there is still work to be done, but we are headed in the right direction.

We made somewhat significant changes to several mechanics of our game, hoping to refine both the building and battling phases and make them more enjoyable for players. One major change is the resource collection part of the building phase. Several players complained and became frustrated by the random assortment of blocks that would spawn across the bottom of the screen, and the time it took to pick up and place individual blocks severely limited the potential for building more elaborate ships. We decided to test out removing the requirement to pick up blocks in order to place them, instead allowing the players to place as many as they want (so long as they stayed within their resource budget). This resulted in much more elaborate and creative ship designs as the build phase was no longer a rush to

place as many blocks as quickly as possible, but instead a somewhat planned out construction of a ship. The feedback we received from this change was incredibly positive and players felt like they had much more opportunity for strategy in the build phase because of it.

To increase strategic choice during the battle phase, we also introduced the ability to repair non-core blocks, as well as to swap the positions of any two blocks on the same team including the core. We are still working on ways to improve player awareness of these features outside of the tutorial, but wanted them functional in time for beta in order to receive feedback.