Prototype Justification

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

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This sprint started with a mostly working game that you could play a full match in with up to four players. We got a lot of good feedback from our prototype presentation in class, with players saying that they were impressed by what we had put together so far and that many of the core gameplay mechanics felt very good, but there was still work to be done in terms of the actual gameplay. From here, we held a brainstorming session in which we talked about the direction we wanted the game to go. It was during this meeting that we decided to pivot from the "build a tower as tall as you can" gameplay, and instead decided to task the players with building rocket ships that would then lift off and fly to space with the players battling on the way.

After some simple but drastic changes were made to the game for the Gold Spike deadline, we all came together and played several rounds after class and kept notes on bugs, things that we liked, and things we wanted to focus on changing or improving. At this point, the gameplay was similar to our prototype in many ways, but once the battle phase ended, the floor would drop away and players would have to stay on their ship in order to survive. The goal was to either knock the opponents off of their ship or to destroy the other ship's core block. From this playtesting, we decided that our number one priority should be to give the players more control and abilities in order to allow for more viable strategies. We spent a long time discussing the best way to go about trying to get players to actually have to fully protect their core instead of only having to focus on one side of their ship, and we decided on two additions that should help. The simpler addition to the game is that players can now shoot offscreen and have their bullets

wrap around to the other side, allowing them to attack from both sides. The second addition is the ability for players to take control of their ships and move them around the screen.