Prototype Justification

Game Name - *Scrapscrapers*

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Our team began the ideation process of this project by holding a brainstorming session that consisted largely of playing games that we all enjoyed. We tried to avoid a true structure to this meeting so that we could focus on generating ideas and bouncing them off of each other. We kept track of general notes in a document so that we could look back and discuss them as we moved along, but we tried to keep this process as free-flowing as possible. Once we all agreed on the general direction that we wanted our game to go in (multiplayer, fast-paced, 2D), we spent time finding and playing several games that fit into this type of genre. During these gameplays, we focused less on overall game design and more on specific functionalities like player movement and object interaction that felt like something we wanted to emulate in our game. Throughout this session, we started to find several game mechanics and design choices that we wanted our game to incorporate, leading us to our first high-level description of our game, Scrapscrapers.

By the end of our first brainstorming session, we had decided to make a four player game that focused on both building forts and attacking the opponent's fort in two distinct phases. At our next session, we hammered down more details about how a standard game would go. This consisted mostly of talking through gameplay and potential strategies while identifying where we could guide the players into making the game fun while not forcing them into a specific strategy. Part of this meeting consisted of each of us generating our own gameplay strategy and then presenting that to each other. We would discuss the pros and cons of allowing the strategy and places where we may need to limit some aspects of it. Through this we were able to describe more low-level gameplay rules like making sure that a

team that only focuses on building would not be able to easily win over a team that embraced both building and fighting.

As we built out the basic interactions of our game, we constantly discussed the game mechanics as they were implemented. This helped to guide us in things like types of blocks, how we wanted placing blocks to work, and what player movement should look like. Several changes were made throughout this process, such as adding a guide to show where the player would place their current block, increasing player movement speed to make battling feel more frantic and fun, and allowing blocks to be cantilevered out to allow more creative tower designs.