**7-1 Rapid Prototype**

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GAM-303   
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The resource below is what we will need to make the protype.

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| --- | --- | --- | --- | --- | --- |
| Scope | Fuzzy farms | | | | Acme Games |
|  | Asset | Description | Program | Importance | Notes |
| Spawning | Fuzzy Character model | The Spawning would take place in a separate level the player can travel between | Unreal Engine | Necessary |  |
| Food | Carrot Model | Carrots would need to grow out the ground on a timer along with be fed to the character to produce a new Fuzzy | Unreal Engine & blender | Necessary | It’s essential the models are flexible enough to be chromatic and change to different colors. |
| Breeding | Fuzzy Character model | Feeding two fuzzies will make them enter “breed” mode and produce offspring when next to each other. | Unreal Engine | Necessary |  |
| Creatures | Fuzzy Character model | Fuzzy Characters for not but we can add more in the future | blender | Necessary | It’s essential the models are flexible enough to be chromatic and change to different colors. |
| Store | Low Poly Shelf & Carrot model | This is where the player can acquire money so we need a store area where the player can buy items and use it to feed the animals as well as buy food. | Unreal Engine & blender | Alpha can be without |  |

Once the prototype is made this test plan will show how we will test it to ensure it is not bugged for our players.   
  
  
  
  
We have also undertaken the development of an art style for the game. This is one of multiple prerenders we have for the game that can use with your approval.  
  
A line drawing of a cartoon rabbit

Description automatically generated

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| --- | --- | --- | --- | --- | --- | --- |
| Test Plan | Description | Assets | Pass during alpha | Pass during beta | Bugs? | Notes |
|  |  |  |  |  |  |  |
| Fuzzy AI | Fuzzy move on their own | Unreal | N | Y | N |  |
| Fuzzy Colors | Fuzzy change colors when spawned into random colors | Unreal | Y | Y | N |  |
| Fuzzy Spawns | Fuzzies can spawn correctly | Unreal | Y | Y | N | Small chance for bug when running for ai to stop when spawned in wild area |
| Food Pickup | Food can be picked up by interacting with E | Unreal | Y | Y | N |  |