# Prototypes

## Question 1

What should I use for the final goal?

### Test 1

Describe the game to people and work out what they would recommend for a greater goal.

### Test 2

Create a simple test and get others to play it and tell me what excites them or any greater goals.

### Test 3

Write themes of other games and their final goal and links between them.

## Question 2

If I should add or remove layers or both.

## Test

Create a test level with 3 layers.

Playtest with removing layers or adding them.

Keep different layers on.

Get someone to play and give feedback