**Prototype**

**Read me/ Instruction File:**

*Open File -* Trunk > Deliverables > Prototype > BeyondTheKeep\_Prototype > BeyondTheKeepMain > application.windows32 > BeyondTheKeepMain.exe

*Press Enter*

*Planning Phase –* Both players take turns spending cash on minions, choosing elements for their minion, and placing minions into their desired lanes. Players are given 30 cash tokens. Light minions cost 5, mediums cost 10, and heavies cost 15. Here are the elemental advantages; Fire has an advantage over Earth, Earth has an advantage over Water, Water has an advantage over Fire. Players are not allowed to watch their opponent’s choices during the planning phase.

*Battle Phase –* Minions travel across their respected lanes and battle opposing minions in order to deal damage against their base. First player to bring their opponents base health down to 0, wins. During the battle phase you can see your opponent’s choices and plan accordingly for the next round.

**Solutions to Challenges:**

*Design Disagreements* – During development we had debates over a lot of key gameplay elements, our prototype allowed us to run concrete tests of different design decisions and come to a more complete conclusion. Examples of such dilemmas were how combat should be handled to result in a satisfying and fair back and forth.

*Concept Art -* The flow of character design. Light, medium and heavy minions shouldn’t look out of place. To solve this problem we looked at the game mechanics. Light minions move quickly and have low attack power. Medium minions move at a moderate speed and have a regular attack power. Heavy minions move slowly and have a large attack power. Minion designs should accurately replicate this formula. The light minion designs are narrow and small like a triangle. Medium minion designs are an average build and round like a circle. Heavy minion designs are stocky and built like a square.

*Active Control* – One issue we faced was based on the feedback that our game was lacking interactivity in the battle phase, we addressed this by adding ‘toggle-able’ towers which require a resource called energy to be activated. Thus, you have a resource management dynamic to it, ensuring that players are always interacting with the game but in a passive enough manner that they’re not fumbling over the tablet.

**Bigger Risks:**

**Risk**: Players get bored while opponent is placing minions. **Potential Solution**: Reduce time spent not playing – make the planning phase quick; making the UI quick and responsive, limiting player options in a way that means they’re not overwhelmed but they don’t feel limited in their options, setting a timer that would mean the player can’t take too long but can still make all his choices.

**Risk**: Randomness on the first turn, player feels cheated. **Potential Solution**: Planning turn with no consequence allows you to play some units, and then get a sense of your opponent so you can make informed decisions.

**Risk**: Not enough information privy to the player. **Potential Solution**: Health bars under minions to get a sense of how they are doing, seems less random. Unit info will appear on selection.

**Risk**: Social Integration. **Potential Solution**: Research Facebook and twitter API implementation.

**Risk**: Communicate why the game is fun. **Potential Solution**: Simplify the core mechanics and dynamics, demonstrate the interesting elements in a more effective manner.

**Risk:** Player Orientation confusion. **Potential Solution:** Create a well-designed GUI system and develop character designs that distinguish your opponent’s minions from yours.