Prototype debriefing and playtest plan (in-class 4/9)

* Discuss as a team and takes notes in a new Playtest Plan document in your repo:
  1. What did you learn from *each* prototype?
     + We learned that the different branches need to be merged and mesh well together so that we can easily connect our branches.

Roy learned how to use the Unity Navmesh and how to make the ships move in different ways. The Unity Navmesh is a more coherent system that comes with Unity.

* + - Edward learned that the legacy Unity UI system does not work well with mouse clicks. Legacy UI Buttons use a Text component which is easy to modify. However it would also cause a lot of errors when it came to the button actually being pressed by the user. Instead, we switched to TextMeshPro Buttons which use a new system to activate as well as a new component called TextMeshGUI which has more options to modify the text in the button with when it is clicked on.
    - Asher learned that it is challenging to link prefabs into a scripted controller, rather than having the individual components controlling stuff; I was implementing a centralized unit controller and selection system and unity doesn’t lend itself as easily to that as a regular programming project might.
  1. How does that change/clarify/refine your design?
     + We will probably scrap the old movement system in favor of a navmesh agent system—assuming we can replicate the natural looking spaceship movement.
     + Continue to improve the GUI and add RTS control elements such as shift-add to add multiple units of a type.
     + Continue to work on the ship and faction systems to add unit awareness and interactions.
  2. Describe the *playable experience* you are going to deliver in two weeks
     + Complete the unit movement/pathfinding
     + Add a core space station and resource draw system (may not include resource gathering ships yet)
     + Add ship to ship combat
     + Add resource draw for buying and maintaining units
  3. Plan: who's working on what, how are you coordinating
     + All – merging branches
       - Create new branches for the following changes:
     + Edward – resource consumption and production
     + Roy (and Asher) – Unit movement/navmesh
     + Asher – Unit resource consumption and combat
* Update and finalize Design Document accordingly (by class time on Thu 4/11)

**Playtest will be Thu 4/25, playable in-class.**