Post Prototyping Report

Overall, we as a team are very happy with where prototyping week got us. The player and enemy mechanics are working well and the level creation interface hold a lot of potential. However, the week did not go entirely as planned and there are several changes we are making to our overall plan to accommodate this.

Firstly as mentioned several times, we have dropped procedural generation and so we will spend much of next week designing enemies and levels as per plan B in our design document. Secondly, we have taken to heart what Emma said at Runaway about the most important aspect of our game being how fun it is to blow up ships, and so we will put some time into creating particle effects to make it as much fun as possible. Finally, after scrapping the idea of a tactical map, some time in the second design week will be dedicated to developing the story and progression.