Prototype 2

Menu - ShipMenu.unity

This prototype was created with the aim of exploring the customization options that would be presented to the player. After our feedback at Runaway games, we decided to do away with the tactical map perspective. However, we still wanted the player to feel in control of their gameplay experience. We were unsure of how switching between ships and weapon selections would work with the player object we had already created, so we decided to have Reuben work on this on Wednesday. The goal was to create an interface that would be easy to use for a casual gamer, and would use the same prefabs as were used for the other prototype.

The player selects ships and equips weapons to the ship by clicking their icons. The ship and selected weapons are displayed below. Weapons can be removed from the ship by clicking the icons as they appear below it. We realized that it would be highly confusing for the payer to see only the images and so a description panel was added to display a brief overview of what the player’s mouse is hovering over. The prototype was completed min-afternoon on Wednesday.

Overall, we were pleased with this result, and with the exception of a graphical overhaul, this prototype needs little alterations to be incorporated into the final game. The start button displayed will ultimately load the player into the next level. Although it is not apparent from looking at the finished product, the prototype does create a player object identical to the one seen in the level prototype but with the desired weapons and ships selected, so the goal of working out how the menu will create a compatible object has been reached.