Team Activity: Prototype Discussion

Each of you is going to build on the shared game codebase by doing a rapid prototype. The point of a rapid prototype is to explore some part of the design as quickly as possible. There are two types:

1. **Gameplay prototype**: the goal of this type of prototype is to build something that is playable in order to answer a specific question about the player experience and whether it is enjoyable or not.
2. **Technical prototype**: the goal of this type of prototype is to do a proof-of-concept for a piece of code functionality that the team is not entirely certain can be done or how to do it. It is intended to reduce project risk by quickly figuring out if a high-risk part of the design is worth pursuing or needs to be swapped out.

# In-Class Planning

* Spencer:

The goal for my prototype is to implement proper walking, running, death, and shooting animations into our beans and to an animated tank. I also want to implement tracking for the tank to aim at the player. I want to implement a shooting system for the player, which shoots a kinematic spine that will not only trigger the death animations for the beans, but also stick to them after death. I would like to adjust the attack animations to not be canceled by the walking animations, and also adjust the ground\_check to be more accurate than a simple small-ball collider into a large box-collider that scales with player size.

* Jose:

My aim for the prototype is to implement mesh-layered pathing for the beans as well as other game objects such as cars and tanks. I want to limit their basic pathing so they act somewhat intelligently. I also want to implement spawn points that randomly generate a Bean Prefab and apply a random Hat prefab and a random Color Mesh contained within the Assets folder. I would also like to add aggressive AI for beans such as Cops so that instead of running away when the awareness collider is triggered, they begin shooting at the monster.

* Kyara:

The prototype that I want to create is a Gameplay Prototype, it’ll have mostly UI related systems such as a Lifebar and make the pause menu a bit more enjoyable to view, additionally add more options to it to tweak the volume, graphic, edit some of the creatures settings. Not only that but make sure that a human asset that will replace the beans will be able to collide with the creature. As the “Game designer” of the team, my product will also have sounds that the creature will make when feasting, attacking, along with the people screaming.

# Implementing the Prototypes

Progress Report:

* Spencer:

AI tank aiming works, but y-direction barrel aiming still needs to be implemented. Tank can shoot cannonballs, and has an animation for when it shoots. Shooting for the player works like a charm. Added a helicopter and a police car that both have animations. Beans are able to walk and run, and also have a proper death animation. Monster is able to eat the beans, and the beans have an on-eaten animation which flattens them out.

* Jose:

Mesh is working in terms of creating proper pathing, but bean behavior needs to be worked on. They tend to break the physics system of the basic bean AI and either stick in the ground or fly around the player. Mesh pathing for the cars has been introduced, but needs to be tested with an actual car. Spawn locations have not yet been introduced due to improper bean behavior.

* Kyara:

Found human assets to replace the beans, no collision detected as of far, but the menu’s look is finished, along with the lifebar front-end and back-end. Added a huge edited PNG of the monster’s face to the health bar. In the process of making a Title screen and a death screen. As of so far, only found sounds of people screaming, working on finding the sounds that’s fitting on the creature.