Rapid Prototype to Playable Game

The next sprint goal in two weeks is complete gameplay, however simple. Objective, conflict (something preventing progress), clear decisions for the player to make, and winning or losing, however that’s communicated to the player.

Stay played focused! Answer all the questions thinking about what you want the player to experience.

1. Each team member contribute one paragraph here about the answers you discovered to the prototype questions. What did you build, how did it work out, what was the answer?
   * **Jose: I worked mostly with the micro game scripts and started messing with the AI movements to see how variable changes and custom functions would work in the micro game’s turret. The functions were sort of weird at the beginning since they were specifically made for these turrets, but after a bit of researching and rewatching the videos listed on the course site really helped out to make the NPCs chase or run away from the player a certain distance. With these behaviors understood, we can implement complex functions similar to what the micro game did where it would chase and when within range it would attack, but we would change it dynamically based on the player’s size and abilities. The code itself will be added to the repository once we merge the scene to the main branch.**
   * **Kyara: In my prototype, I learned how to make terrain possible and messed with the skybox to emulate a night sky. In the end, I added a different light source to create a flashlight. It worked perfectly great, I additionally found some assets to have abandoned buildings to have the player check out their surroundings. Part of the prototype was to test out a Twitch API to emulate a twitch chat to help out the player, but it didn’t work out due to authorization issues. My prototype will be merged to Spencer’s prototype.**
   * **Spencer: My prototype was all about getting the basic layout, the character functions, the default animations, and the core mechanics aligned. I imported a large amount of assets from the asset store, created functions to call different animations, created custom animations on default objects, and thought of new ideas for mechanics such as growing when you eat. It took a lot of work getting it over to GitHub, as well as figuring out how animation trees work and reading code created by people better than me, but I have since learned a ton about physics, game animations, alternative collision methods and optimization for running the game.**
2. (The rest of the questions are for the whole team). How has your design changed based on building and testing these prototypes?
   * **Originally, we were aiming for a sort of thriller game where the player is in a dark environment that is split into levels where they are being chased by a randomized monster. The goal of that game was to escape the levels and reach the escape destination. After furthering designing the prototypes, we have pivoted the game to become an indefinite run type of game where the player is the monster and starts small and grows after certain conditions are met by the player. The AI behavior that was to be implemented on the monster would be mass implemented to the NPC civilians populating the city. The hope for this design is to add more replayability over our previous idea, as well as to take advantage of the more interesting models and meshes already put together in the Unity asset store.**
3. The next goal is complete gameplay. Describe that simplified game that you are going to deliver in two weeks. What corners are you cutting?
   * **The game concerns a monster trying to destroy an entire city by feeding and growing. Starting off a small wee monster, you must go around terrorizing citizens and feed on corpses to grow and evolve as a city destroying monster. The corner’s we’ll be cutting would be the sprites for the NPC’s to be a generic bean instead of a full human being, with hats to designate roles. Most of the graphical design will go towards the monster and it’s evolution over time. We want to add combat and threat-level mechanics to up the difficulty over time, as well as create strategic areas for getting larger such as the camping designations on the map where cops do not exist, and the threat to the monster is much smaller. If we can squeeze it in, we would also like to allow the user to choose their monster as well as introduce other kinds of beans to fight, such as military beans with moving tanks that deal more damage and are harder to defeat.**

**Be very specific!** Think about the starting situation, the choices/actions the player will make along the way, the outcomes from those, and the endings. Focus on the key, most important elements of your game experience.

1. As specifically as possible, decompose the above deliverable into responsibilities and indicate who is doing what and by when.
   * **The gameplay can be dissected into three main parts:**
     + **Gameplay (Spencer) - My role is the backend of the mechanics to the game, things such as maintaining prefabs and spawn points, collision detection on the monster and the beans, and ensuring the animations look as crisp as they can. As the person in charge of the backend, we want to make sure the game runs as smooth as it can, which means minimizing the number of gameObjects on screen, reducing texture sizes, splitting physics, front-end and game logic into separate parts, and refactoring the scripts used to control objects during runtime.**
     + **Game Behavior (Jose) - Once we get the base game up and running on the main branch, I’ll be adding basic behavior to the NPC and elaborate on them to become more complex. Once we label different types of NPCs we’ll have, we can create more dynamic functions that let the NPCs do more things such as kite the monster and use other types of weapons to try and stop the player from advancing.**
     + **Game Design (Kyara) - As the person in charge of game design, I’ll be on the lookout for assets that correspond to each other. I’ll be in charge of making the UI pleasing to the eye, in charge of the main screen/pause menu, etc. If necessary, I’ll create the assets on a 3D software such as Zbrush/Blender and find any audio that fits our game’s scenery.**
2. Make sure you are all on the same page about communication and meeting expectations. Detail a brief plan here.
   * **The general line of plan we are heading for now is polishing the base idea we have now. We have the base gameplay of our game which is destroy and grow. We have the design of our character and our setting being a monster and a city area, and many of the mechanics such as attacking, eating, death animations, and shooting-based combat. We have the behavior of the NPCs to chase the monster and run away depending on the role given to them. We have our environment which is a city surrounded by forest and mountainous terrain.. From these components, we hope to polish and refine what we currently have and then expand further on what we found to make a solid game experience for our audience. Once we have made a smooth base game that is enjoyable, we will slowly add more complex mechanics that concern the player’s growth and evolution, the power of the NPC’s damage, start and end screens, mixed spawn locations, a more diverse environment.**