Prototype Writeup

Team Members:

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Prototype Requirements:
- One character.
- Show ability to hit another character
- Health will go down
- Basic hit detection (knockback, death animation, etc.)

Prototype Controls:
    Movement:
    • W,A,S,D can be used to sprint around the map
    • Arrow keys can be used to walk around the map
    Jumping:
    • Space bar
    Melee Attack:
    • Enter
    • Will not have any effect unless another character is within proximity of your character

Our prototype provides a very rustic feel for what our game may be like. The health bars are large and not the best looking, but are fully functional. You can move around Stewie and beat up Mario until he dies and tweens off the screen. Stewie is a new character and will be one of the six characters we are planning to have for the game.