-what problem/question we are determining with project

-how to approach these questions with prototype

-what we expect to learn with it

With our prototype, we are attempting to implement the basic gameplay functions of our game, Cow Panic.

The most important of these functions include the cow AI (they just move right, fairly simple), cow spawning algorithm (cows spawn periodically and randomly, but at a steady rate), and UFO abduction (cows move up to the UFO when the tractor beam touches their hitbox).

Other somewhat important details include the cow and UFO sprite animations, a functional “Game Over” condition (game ends when you fail to abduct 3 cows), UFO touch controls (touch left and right to move left/right, swipe up to abduct), a functioning Endless Mode (game continues until you miss enough cows), a main menu, and a working game score system.

Optional game features that aren’t fully necessary for the prototype but would be nice include a background wallpaper for the gameplay and looping game music (one song plays in main menu until game starts, one song plays until the game ends).

We plan to approach these things by first focusing on implementing the most vital gameplay elements (cow AI, cow spawning, UFO abduction), then begin to implement the other game elements (main menu,

After completing all of this in the finished prototype, our experience will provide us with a better understanding of how to use the Unity game engine, ability to write more polished game code, implementing sprites and animation.