

# Prototype Report

**Doodle Dash**

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# Version History

Date	Author	Version	Changes made	Rationale
03/14/17	JC	1.0	<ul style="list-style-type: none"><li>• Created Report</li></ul>	<ul style="list-style-type: none"><li>• To update on progress of prototype</li></ul>
			<ul style="list-style-type: none"><li>•</li></ul>	<ul style="list-style-type: none"><li>•</li></ul>
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# 1. Introduction

This is a simple report to update on the progress of our project so far. Currently, a very basic prototype of the game is up. So far, only a bit of the game logic has been implemented. For the most part however, the game itself works. You can start the game and there is currently a level. We used sprites that were available for free just to be able to see if everything was working. In terms of the art, we still need to finalize on a design that we like.

So far, the game has not been ported over to be ready on mobile yet. We've just been playing around with different stuff in Unity.

The integration with cloud and the social networking aspects have not been started. There is a good chance however, that we just go with AWS and use an EC2 instance to handle all of the cloud and social networking aspects.

This is the initial version of the prototype report. This will cover what we have up until 03/17/2017.

## 2. Navigation Flow

Currently the navigation of the prototype is extremely simple. We have a simple menu that leads into the first level of the game.

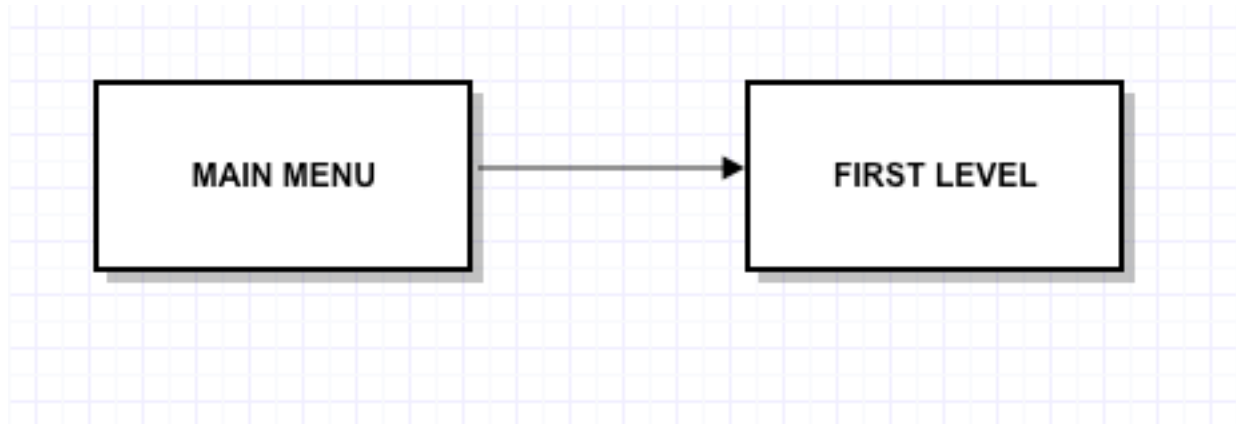


Figure 1: “Navigation Flow” This is about as basic as it gets...

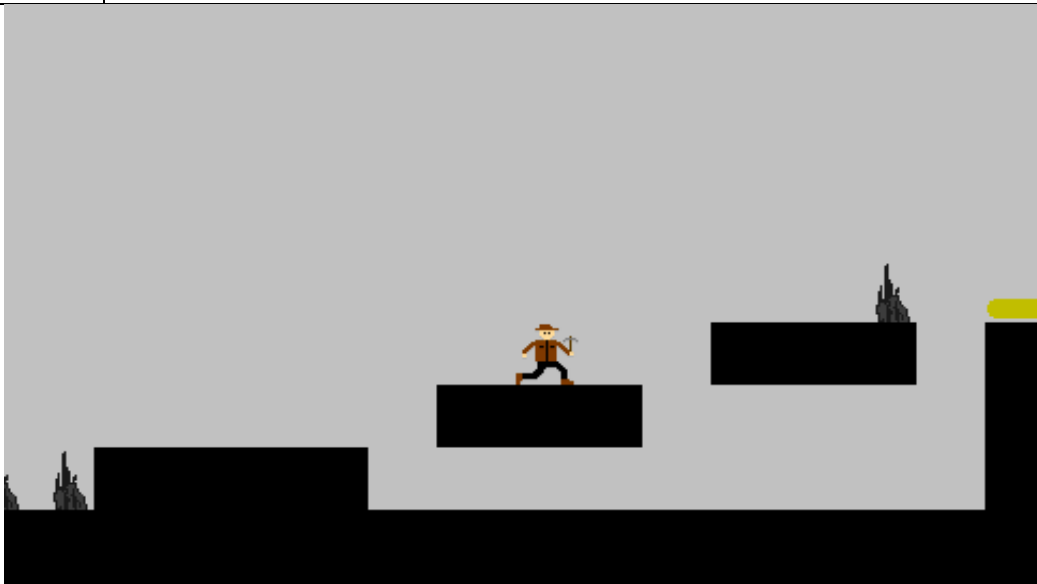


### 3. Prototype

Here's a screenshot of the game so far. It is still very basic and in the early stages. It shows off the basic obstacles that we've added so far. A simple spike and a bounce pad. We did implement the auto-runner aspect of the game already as well. There is a set horizontal speed that the avatar will move at. Jumping and gravity have also been implemented. We're still playing around with the numbers, but it seems to be at an okay point right now.

**Table 1: Screenshot of the first level**

Description	Screenshot of the first level. Pixel art was from an open source online.
Related Capability	Example of simple platforms and the bare skeleton of the game, with simple sprites. Horizontal motion and gravity are implemented, just kind of hard to see.
Pre-condition	This is slightly after the beginning of the first level. User will see this after starting the game.
Post condition	User will continue through the level, hopefully reaching the second level.



**Figure 2: Screenshot of the first level**