Mr. POTATO head: A Prototype

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Investigation Aim

I want to recreate the children’s toy to Mr. Potato Head digitally. I want to have the ability to place body parts on points of a potato. This prototype can then be implemented into other projects that use modular building. This system should be able to be scaled to the specific needs of that a project while using the Mr Potato Head model as a base. For example a spaceship builder.

Process

I started with the players control over the rotation of the potato. I made it as intuitive as possible by using a click and drag to rotate the potato.

I then worked on selecting the point that the player wants to interact with. I gave the player feedback to which point they are interacting with by changing the colour of the point. The idle points are grey, once the player hovers over one it becomes blue, and when the player clicks on it to select it, it becomes green.

I worked on the placement of the parts at the selected points. Once the part is placed the point cannot be selected.

Reflection

Placement:

The placement system that this prototype demos is a simple system that gets the job done. It is still crude and ridged. It is a solid base to build upon for future projects.

Things that can be added to this system to improve the system:

* Drag and drop:  
  Being able to drag and drop the parts on to the points would allow the player to first select the part then the attachment point. This would allow the player to preview the placement and plan where the best position is.
* Selecting parts after placement:  
  Editing the parts place after placement would improve the player experience by allowing them to build their potato and change their minds more fluidly.
* Rotating the part:  
  This would make the system feel more satisfying. This would make the placement seem less rigid and stiff.

Feedback:

The player gets feedback whenever they interact with a point on the potato. It changes the colour if the player moves the mouse over them. This indicates to the player that it is a point of interest and it should be investigated. When the player clicks on a point, it changes to a different colour and a UI panel pops up. This let the player know that the point is selected and can be interacted with.

If the player didn’t know what to do, there is a high likelihood that they would move their mouse over a point randomly and discover it changes colour. They would investigate and click the point bring up the UI menu. The player would then discover the mechanic by themselves.