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Prototype 1 Justification

I originally got the idea for this prototype during my freshman year here at Michigan. I was in an Engineering 100 class based around making a video game. I had to make a small game using a Python library, so I made a game that my prototype is now based off of. I originally made the game using only code, so there was no game engine. I decided that I wanted to try and quickly re-implement the idea for that game using Unity because I knew it would be way easier to do than using only code, so I thought it would be interesting to see how fun the game concept is while being able to focus more on design rather than how to implement it in Python.

The original thought that I had when I started this prototype did not change too much. I came up with a few different ideas along the way, but tossed most of them out because they either weren't fun or made the game more complicated (for the user) than it needs to be. The final version of the prototype is very simple: you move around the 2D environment trying not to get hit by the enemies that are also moving around the environment. Enemies spawn every few seconds, and you have a certain amount of lives that go down when you run into an enemy. The goal is to stay alive for as long as possible. At one point, I considered adding some sort of weapon to the game, probably a gun, so that you could destroy enemies and survive longer. However, after testing this mechanic, the entire game changed. It was a lot less tense and I didn't feel as pressured to stay alive. It was also way easier. I thought that this concept would turn the game into something very similar to Geometry Wars, which I didn't want. I wanted a game that was very simple, easy to play, and addicting. Adding a weapon added an additional layer of complexity that did not seem to fit those ideas.

Another thought I had for this game was to make it a mobile game somehow. So many popular mobile games are extremely simple yet highly addicting, which fits the idea of what I was going for in this prototype. However, I was unable to think of a way to make it work. I didn't actually create any mobile versions, but I think it would be difficult to do for this game. The only option I could think of was to control the player by dragging your finger around the screen, but that would allow you to move really fast to avoid enemies. Also, being required to constantly have your finger on the screen would interfere with some of your vision of the playing area. This is an idea that I would really like to try and see if it is fun or not, but I did not have time during to try it for this current version of the prototype.

To me, this is an original game idea. It does borrow concepts from games like Geometry Wars, but I think it has a very different feel, mainly because there are no weapons. My goal in making this prototype was to make something with a very simple concept that could still be very dynamic. If I pursue this idea further on my own time, I would like to add more enemies and power-ups to make the gameplay even more dynamic and see whether it is fun or not.