1. Prototype Statement

1.1 Horizontal and Evolutionary Prototype

We have chosen to create an evolutionary prototype. What we want from this prototype is to gain valuable feedback about the implementation of these requirements in order to refine them. The feedback we receive can then be used to refine the requirements and further improve the quality of the game's features. Our project is feature heavy so creating an evolutionary prototype that will form a building block to the final system, better utilizes our development time. A throw-away prototype is not necessary because the project's requirements were clearly understood from the outset. Also there is little risk involved in the implementation of the functionality in the prototype, if it is successful we would like to use it in the final game. What is of more importance is the degree to which those requirements are delivered in terms of quality and completeness.

In terms of compromises, creating a prototype with a combination of vertical and horizontal suited our development process the best. We chose to implement a detailed character controller as our first task. Movement is fundamental to our game and we felt that without a detailed implementation from the outset it would be difficult move forward with the game. The rest of the features implemented compromised detail for quantity, allowing us to explore different game mechanics and hone in on the ones which were most effective. Having the character interact with multiple features allowed us to quickly understand what to implement in more detail in the future.