## Prototype Document

One mechanic used for TomodachiMon is giving the Player object the ability to move around. Players cannot explore the world without being able to move the avatar they are attached to. This was done by creating and attaching the CharacterMovements script to the Player object. I learned there were numerous amounts of code required just to get the Player to move all around the “floor” of the scene. And you can Rotate the Player around to match the direction that you are wanting it to go if it’s not aligned with the WASD keys.

A second mechanic is the player character shooting a “magic” card at the monster to try to capture it. This is done so by adding a GameObject, Player script, tracerPrefab, and Card Prefab to the Player object. Then, by adding Raycast, LineRenderer, and launchPosition scripts to the Player script you get the notifications in the Console window if it hit the Monster object or not.

Lastly, the third mechanic is adding the Monster to the List when the card hits and “captures” it. The List and DisplayMonsters code are added to the Player script to show the name of the monster that got caught. When the card hits the monster the monster is “destroyed” so it gives the illusion of going into the card.