**8.3.5 Project Milestone: Alpha**

The game mechanic that I focused on was the capturing mechanic. The player shoots a magic card at the monster to capture it. When the card hits the monster, it adds the monster’s name to a list for a future (to be made) team roster and deactivates the original monster.

The second mechanic that was given focus was the summoning mechanic. Player shoots a card and once the card stops and disappears a monster is summoned. The monster position is offset and reactivates the model after the card is destroyed.

The intended loop of the game is to capture and summon monsters. It is demonstrated by the shooting animation of the card and the disappearing and re-appearing of the monster. The player character is a cylinder and the monster is a big sphere.

Next steps of the project are working on feedback, increasing number of monsters to catch, and potentially adding more animations.