**Project Prototype:**

What I am choosing to prototype is the third person camera system, where the camera will rotate around a 3D object and focus on the character. The rotation of the camera and it’s position would save to an object and if the player is away from the keyboard for longer than 30 seconds, the camera would return to an initial position that is indicated on game load. I think it would be worthwhile to prototype all of this because it forces me to learn how to use MonoBehavior in Unity to interact with 3D objects, provides me with a method of interacting with Unity front-end interface/editor. Unity will be the main technology used for building the Fight Blocks, while Entity Framework will be used to manage back-end database code.

**Associated Requirements:**

• 2.1.1

• 2.1.2

• 2.1.4

• 2.1.6

**Associated Use Cases:**

**• SP-001**