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Paper Prototype & Greyboxing Exercise

Part 1: Paper Prototype

Core Loop: Move → Collect Item → Score +1 → Move to next item.

Main Verb: Move and collect.

Win/Lose: Win by collecting all items. Lose by losing all health.

Playtest Issue: The level was too easy and lacked direction.

Fix: Added clearer paths and more danger zones.

Part 2: Greyboxing

A greyboxed level was built using simple cubes and spheres to represent the environment, player, collectibles, and danger zones.

Systems: Player movement, collision, and item pickup.

What Worked: Open areas supported exploration.

Needs Redesign: Some paths were too wide and lacked challenge.

Feedback Impact: Tighter spaces improved tension and gameplay flow.