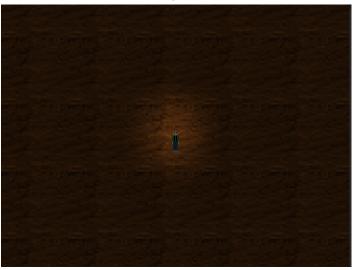Cosc360 Assignment #3
Note
We did mostly all of our prototyping in a single unity file, we used different scenes to show the different prototype stages.

<u>Prototype #1</u>

What were you trying to achieve?
Create a basic top down movement controller with animations.

Who worked on this prototype?
Tyler Winmill.

How long did the prototype take to complete?
It took 8 hours of work in total over the span of a day.

What decisions did you make based on the prototype? What worked, what didn't?
I made the decision to allow the player to move in 8 directions and gave each direction its own set of animations. This worked really well at showing the player where the player is and adding immersion, but the animations looked clunky and may need some polishing.

What new questions / prototypes arose from this?
I began wondering how to do interactions with the world considering that the player wasn't actually moving, only changing sprites. This idea led into the next prototype/stage.

Prototype #2

What were you trying to achieve?
Create basic interactions with the world around you.

Who worked on this prototype?
Tyler Winmill.

How long did the prototype take to complete?
It took 9 hours of work in total over the span of two days.

What decisions did you make based on the prototype? What worked, what didn't?
I found that interactions worked well, I based it off of the previous inputted direction and cast out. I used this to create a readable sign, as well as displaying thought bubble text. It works by pressing the E key. You are also able to open the boot of a car and collect items.

What new questions / prototypes arose from this?
I wondered how it would be possible to trigger a cutscene or make the player move without input. This led me to my third and final prototype.

What were you trying to achieve?
Create a way to automatically move the player.

Who worked on this prototype?
Tyler Winmill.

How long did the prototype take to complete?
It took me 1 hour to complete.

What decisions did you make based on the prototype? What worked, what didn't?
I decided to use this for cutscenes so we don't have to create multiple scenes for them and can contain them to the scene.
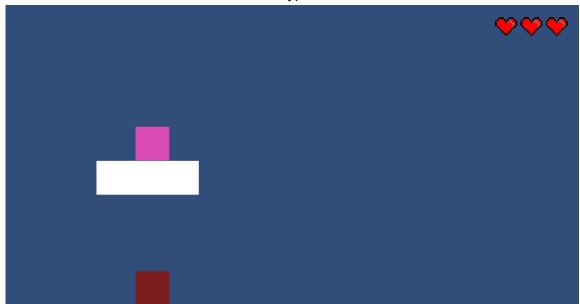
What new questions / prototypes arose from this?
I wondered which ways we would be able to use this and how far can we take it? Can we make it trigger more than just movement?

Summary (#1, #2, #3)
These three prototypes have helped me confirm my plan to implement a puzzle and exploration side to the game using a top down movement system. These have shown me that I can create a number of mechanics and parts to the game that can be fun to the player. It has made me alter the scope of the overworld though as I can see how these puzzles and exploring may get boring. I plan to tweak them in less time than planned. Some aspects such as puzzles are still unknown, with a few in the works at the moment.

What were you trying to achieve?
Create a basic scene where both people can fight and have a winner

Who worked on this prototype?
Morgan & Dominic

How long did the prototype take to complete?
In total we managed to get basic player movement with the boss being able to attack and change states.

What decisions did you make based on the prototype? What worked, what didn't?
To make this we went for a basic setup that would be easy to change into an abstract form (so we can create more than one boss from the same one) ; they will all follow a simple attack structure that will be abstracted to create different styles of attack. Trying to make the pathfinding while creating an interactive AI (that can react to the environment) was too difficult. Creating a simple AI that followed simple rules allowed us to be able to add intricate behavior.

What new questions / prototypes arose from this?
How could I create a more eventful fight between the player and the boss and create an interesting environment for the interactions between the two entities.

Summary

I have decided to create an interaction based fighting system for the combat, thus allowing the player to have different but easy to understand combat with the boss, as well as creating different and exciting combat. I feel this will be a particularly good style of play as the player will be able to learn patterns and use those to understand what the boss is likely to do.