# Controlling player

## ➔ Do they work as expected?

Yes, Player walks smoothly with aswd, or arrow buttons. Player rotates automatically in the walking direction. The player walks relative to camera. This means camera rotation does not influence movement.

## ➔ Does it take more time to develop than expected?

Making the player walking relative to the camera takes much more time than expected.

## ➔ Are you satisfied with the prototype?

Yes, is works smoothly.

## ➔ Will you use it in your final game?

Yes, in our game the player needs to walk thus the prototype will be implenented for sure.

## ➔ Does it need improvement, and why?

No, player works as expected. Can always better but the necessary controls are available.

Player control works fairly and can be used. It is possible it need some changes of animations are added.

# Camera Shaker

## ➔ Do they work as expected?

Yes, camera oscillates around its axis in the wanted direction(s) independent from the camera rotation.

## ➔ Does it take more time to develop than expected?

No

## ➔ Are you satisfied with the prototype?

Yes, it is a nice static method which can be used for different cameras.

## ➔ Will you use it in your final game?

Not sure, Game actions are not fully developed. The value of the shaker has to be determined.

## ➔ Does it need improvement, and why?

Maybe, depends on the final applications.

The prototype works fine and can be used. It is not clear this prototype will be used, therefore it might need changes in the future.

# Environment fader

## ➔ Do they work as expected?

Yes, the building fades if between the player and the camera.

## ➔ Does it take more time to develop than expected?

No.

## ➔ Are you satisfied with the prototype?

Yes. Buildings fade away if approached.

## ➔ Will you use it in your final game?

Yes, our game has fixed rotation. So when the player is behind a building it is needed to fade away, this means we definitely using this prototype

## ➔ Does it need improvement, and why?

The parameters can be optimized: how much fade the building away, how fast and things like that.

This is an essential prototype. The prototype works and only need improvement by using other parameters.

# NPC movement using A\*

## ➔ Do they work as expected?

Yes, the player can find a between to point and can walk along this path

## ➔ Does it take more time to develop than expected?

Yes, after starting coding, we discovers that script will not work. So we had to implement in a whole different way what took more time than expected.

## ➔ Are you satisfied with the prototype?

No, currently only one player can walk.

## ➔ Will you use it in your final game?

Yes, we want that NPC are moving around the city. Using this prototype this will be possible.

## ➔ Does it need improvement, and why?

Yes, only one NPC in the world can use this prototype. We need that more NPC can use A\* so this has to be implemented.

The NPC movement prototype has a begin. A player can walk correctly between two point, but before it can be definitely implemented, a script is needed where multiple NPC can use A\*.