

# PROTOTYPES

See notes throughout. Overall the documentation of the play sessions is still incomplete.

## Requirements for Documentation:

1. Summary (brief) of rationale for the prototype design
  - a. Which mechanics were chosen, and why?
    - i. We wanted to implement the mechanics of point-and-click, and object interaction to help establish that our game is a point-and-click puzzle game driven by the narrative.
  - b. What are the risks of translating the mechanics of a digital game into a physical prototype?
    - i. The risks of translating the mechanics of our game into a physical prototype include the isometric perspective of the prototype. The perspective can allow the player to make assumptions to the solution of the puzzles as well as see any hidden object that the player would have to find in a digital game.
    - ii. Another risk of translating the mechanics of a point-and-click game into a physical prototype may push the player away from becoming engaged with the game concept and ultimately loss of interest in the game pitch.
  - c. How are those risks being mitigated?
    - i. To mitigate the isometric perspective risk of the physical prototype we have designed the game play to block unknown areas that the player has yet to explore by using paper and cards as visual blockers
    - ii. To mitigate the risk of depreciating player interest, have created contextual clues to inform the player of what each object does and how it may or may not interact within the game
2. Final Rules (rules of play, as they would be presented in a manual, with supporting imagery)
  - a. Rules Clarify Player Instructions

### Story:

You are a rogue apprentice who has decided to break into his master's alchemy lab. So far you've made it past the water garden and now you find yourself in a greenhouse that should lead to the main lab. Your current objective is to find your way through the greenhouse and into the lab with your knowledge of alchemy and craftiness.

### Interactions:

Interactive objects are marked as red and blue. To interact with an object the player has to be in a hexagon adjacent to it.

### How to Play:

Point-and-Click: If an object is visible and not impeded by an obstacle the player may interact with or navigate to the object's adjacent hexagon for interaction/movement.

### Player:

The player is a golden token.

The player starts in any of the two door tiles indicated on the game board.

To move, the player points to a visible hexagon and tells the GM that they would like to move there. If the path is not impeded by obstacles, the player successfully moves to the desired location

If the player wants to interact with objects, environment, etc. they must be within a hexagon touching the desired interaction.

## Books

A book does not take an inventory slot and can be accessed any time once discovered.

## Inventory

The player's inventory consists of 6 slots, which is indicated in the bottom left-hand side of the game board.

## Items

Items can be dragged, dropped, collected or investigated.

**Dragged:** If the player wants two objects to interact (Ex: Item A in inventory and Item B in the environment) They may drag the desired item (Item A) to the desired location (Item B). Consult GM for the interaction

**Collect:** The player has to be in the adjacent hexagon to the object to be able to collect it.

**Drop:** This action is done to make space in the inventory. Once an object is dropped from the inventory, it returns back to its starting position

## Movement

The player cannot move through bushes or trees (Green walls are the barriers). To move, the player must indicate to the GM where they wish to go. If the path is visible and clear of obstacles, the player token is moved to where the player indicated.

- b. Set-up
  - i. Pre-drawn map is layed out on a flat surface
  - ii. Cover all areas except player starting area and inventory slots. Have "Vine" cards blocking all pathways
  - iii. Have cards separated into appropriate piles for any predetermined instance that the player will encounter
  - iv. Begin play testing
- c. Order of play:
  - i. Player points to the desired destination
  - ii. Proceeds to point to game objects to investigate them
    1. If object is interactive, they acquire the object into their inventory unless all inventory slots are full.
  - iii. Player interacts with the environment, point-and-clicking their way through the prototype.
    1. If the object has a predetermined
3. Iteration Documentation (*Should be repeated at least 2 times in team, and 2 times with non-team participants*)
  - a. Steps in designing and creating the prototype
    - i. First Iteration:
      1. Decided NOT to use the constraints of this week's design
      2. Brainstormed different game genres to use
      3. Focused attention towards escape room model
      4. Settled on a point and click puzzle game
      5. Brainstormed game's mood.
      6. Brainstormed game setting

7. Decided to target 13-18-year-old demographic
8. Decided for a T-rating
9. Decided to use a First-Person Perspective
10. Created game's basic narrative
11. Conceptualized the 3 stages of the game, with increasing difficulty
12. Generated objects within the game, limiting ourselves to 30 objects
13. Began designing the prototype level
14. While thinking of prototype level, began crafting puzzles for the player to solve
15. Began thinking of hidden side quest throughout the game
16. Defined all 30 objects for the game
17. Defined prototype's playable level.
18. Created a master map with main object locations and pathways defined
19. Defined player's main interactions
20. Created environmental descriptions with 1 team member acting as a player
21. Hypotheticals tested, predicted "dumb" player interactions and corrected prototype accordingly.

ii. Second Iteration:

1. Integration of updated rules
2. Implementation of Flash cards to symbolize player events
3. Clarified Player map with visual representations of the interactable objects and walls

b. Original rules:

**Player Instructions**

Story:

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Player:

- The player is a golden token.
- The player starts in any of the two door tiles indicated on the game board.
- To move, the player points to a visible hexagon and tells the GM that they would like to move there. If the path is not impeded by obstacles, the player successfully moves to the desired location
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Books

- A book does not take an inventory slot and can be accessed any time once discovered.

## Inventory

- The player's inventory consists of 6 slots, which is indicated in the bottom left-hand side of the game board.

## Items

Items can be **dragged, dropped, collected** or **investigated**.

- **Dragged:** If the player wants two objects to interact (Ex: Item A in inventory and Item B in the environment) They may drag the desired item (Item A) to the the desired location (Item B). Consult GM for the interaction
- **Collect:** The player has to be in the adjacent hexagon to the object to be able to collect it.
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## Movement

- The player cannot move through bushes or trees. To move, the player must indicate to the GM where they wish to go. If the path is visible and clear of obstacles, the player token is moved to where the player indicated.

- c. Playtest documentation (thorough, with step-by-step records & accompanying visuals)

As exemplified in the Image 3.1, 3.2

First Play-tester (In order of steps taken)

- i. Read rules, asked what Bushes and Trees were in rules  
Investigate Table  
Took Bottle  
Went to left path.  
Picked a seed  
Went to right  
Took a beetle  
Inspect Valve  
Went North  
Tried to grab Red flower  
Went to Right  
Interacter with Valve  
Position 3 for Valve1  
Went to Table  
Book  
Blue Flower  
Attempt Potion  
Failed  
Valve 2 Position 2  
Pick Seed  
Go Get Dragon Fly  
Failed.  
Pick Frogs.  
Failed  
Pured the Blue Potions  
Pick Frog  
Investigated Valve (A)

Investigated pipes  
Investigated Valve 1  
Turned Valve 1  
Turned Valve (A)  
Constructed Green Potion  
Took Green Potion to Fly Trap  
Pick Red Flower  
Valve (1)  
Valve (A)  
Pick Dragon  
Pick Beetle  
To Table  
Craft Red Potion  
Red Potion on Vines  
Failed  
Pick Dragonfly  
Pick Beetle  
Investigated Door  
Pick Frog  
Seed in Flower Pot  
Green Flower  
Craft Green Potion  
Green Potion on Vine  
Valve 2  
Valve 3  
Secret Room Found  
Grab black Seed  
Pick Frog  
Pick Beetle  
Pick Dragonfly  
Craft Black potion  
Killed Rat  
Valve 1  
Valve 2  
Valve 3  
Tried to Open Vault Door

Second Play-tester

As exemplified in the Image 4.1, 4.2, 4.3

() (In order of steps taken)

- ii. Read rules  
No apparent misunderstanding of rules  
Investigate Secret Path Vine  
Investigate Table  
Investigate Journal  
Vines Clear away  
Investigate Flowerpoint  
Pick Empty Bottle  
Went Down Bug Room

Investigate Valve 2  
Change Direction to Table  
Investigate Valve A  
Pick Beetle  
Turn Valve 2 to Valve A  
Turn Valve A  
Pick Dragonfly  
Turn Valve 2  
Fly Trap Room  
Attempt To retrieve red flower  
Turn Valve 2  
Investigate Table  
Bottle on the table  
Frog pond  
Take blue flower  
Take Green seed  
Grows Green flower  
Investigate Valve 1  
Craft Blue Potion  
Attempts freezing Fly trap, failed  
Freezes frog pond  
Pick frog  
Craft green potion  
Green potion on Fly trap  
Pick Red Flower  
Turn Valve 2  
Turn Valve A  
Pick Dragonfly  
Craft Red potion  
Red potion on vines, failed  
Red potion on door, failed  
Pick Blue potion ingredients  
Blue failed on door  
Pick Green potion ingredients  
Green potion on vines  
Finds hidden door  
Investigate Door  
Turn Valves  
Finds Door puzzle  
Pick Red potion ingredients  
Craft Red potion  
Red potion on door  
Exit

- iii. First Play-tester (In order of steps taken)  
Read rules, asked what Bushes and Trees were in rules  
Go to table  
Pick Bottle  
Pick Book  
Read Description for Pot

Read Description for Steam Boiler  
Went to Bug Room  
Interacted with Valve 2  
Went to Pond Room  
Grabbed seed  
Interacted with valve 1  
Picked Beetle  
Went to Vault Room  
Valve 2 position 3  
Valve A a Interact again  
Valve 1 Position 3  
Interact With Pond  
Failed  
Picked Blue Flower  
Tried to craft blue potion  
Failed  
Interact valve 2 position 2  
Crafted Blue potion  
Went to pond  
Grabbed a Frog  
Pot and Green Interaction  
Grabbed Beetle  
Grabbed Blue Flower  
Make Blue Potion  
Used Potion on Dragon Flies  
Grabbed Beetle  
Grabbed Blue Flower  
Blue Potion  
Interacted with Venus  
Grabbed Blue Flower  
Blue Potion  
Interacted with Vines  
Interacted with valve position 4  
Grabbed Dragonfly  
Grabbed Beetle  
Grabbed Flower  
Craft Geen Potion  
Interacted with vines  
Grabbed Dragonfly  
Grabbed Beetle  
Grabbed Green Flower  
Craft Geen Potion  
Interacted With Venus Plant  
Pick Red Flower  
Interacted with Valve 1,2 and 3  
Crafted Red potion  
Grabbed Dragonfly  
Grabbed Beetle  
Grabbed Frog

Open Vault  
Went Back and Interacted with  
Valve 3 Position 2  
Valve 1 Position 3  
Interacted With Rat  
Black Seed  
Craft Blue Potion  
Blue Potion + Rat  
Craft Black Potion  
Black Potion + Rat  
Grabbed Master Key  
Exit the room.

See previous notes. [Where are the other two required playtests?](#)

- d. Discussion of results (what did you learn from the participant's experience?)
    - i. After witnessing the first participant play testing our prototype we found that our initial prototype needed documents or some indication of what events have transpired to help keep the player educated about where they have been, what they have interacted with, and propel them forward to progress through the prototype. After the first playtester, we included flash cards to demonstrate the instances previously stated.
  - e. Identification of necessary adjustments (give all iterations based on results)
    - i. Creating cards for each and every reaction and action based on the play results really improved the flow of gameplay. Instead of narrating the scene to set it up for the player, we also introduced scene cards that provided all of the information for the player and eliminated questions that might have been raised by faulty narration or vocal setup.
    - ii. We left no space on our prototype for the indicated inventory of our second play test. In future play tests we must make sure to include an inventory space for the play tester.
  - f. Revised rules
    - i. "The player cannot move through bushes or trees." - We had to specify within the rules that the trees and bushes were outlined in green to help assist the player into understanding what the boundaries of their exploration was.
4. Final Conclusions
- a. Impact on plans for digital game: We concluded that we need to have detailed text in regard to every interaction possible so that the player is as informed as possible. Beyond this point, we have decided to implement a hint system to provide an extra hint for those who need it.
  - b. Plan for next step with the prototype:  
Play test several more times to ensure that we have found every possible interactive item and instance so that we have an explanation and card for it. Also to implement a series of hint system cards in reference to every interactive item and puzzle in a way that it gives a series of 3 hints: a vague hint, a semi-vague hint, and a super direct hint.

