Denis Cliofas
Sandro Ropelato
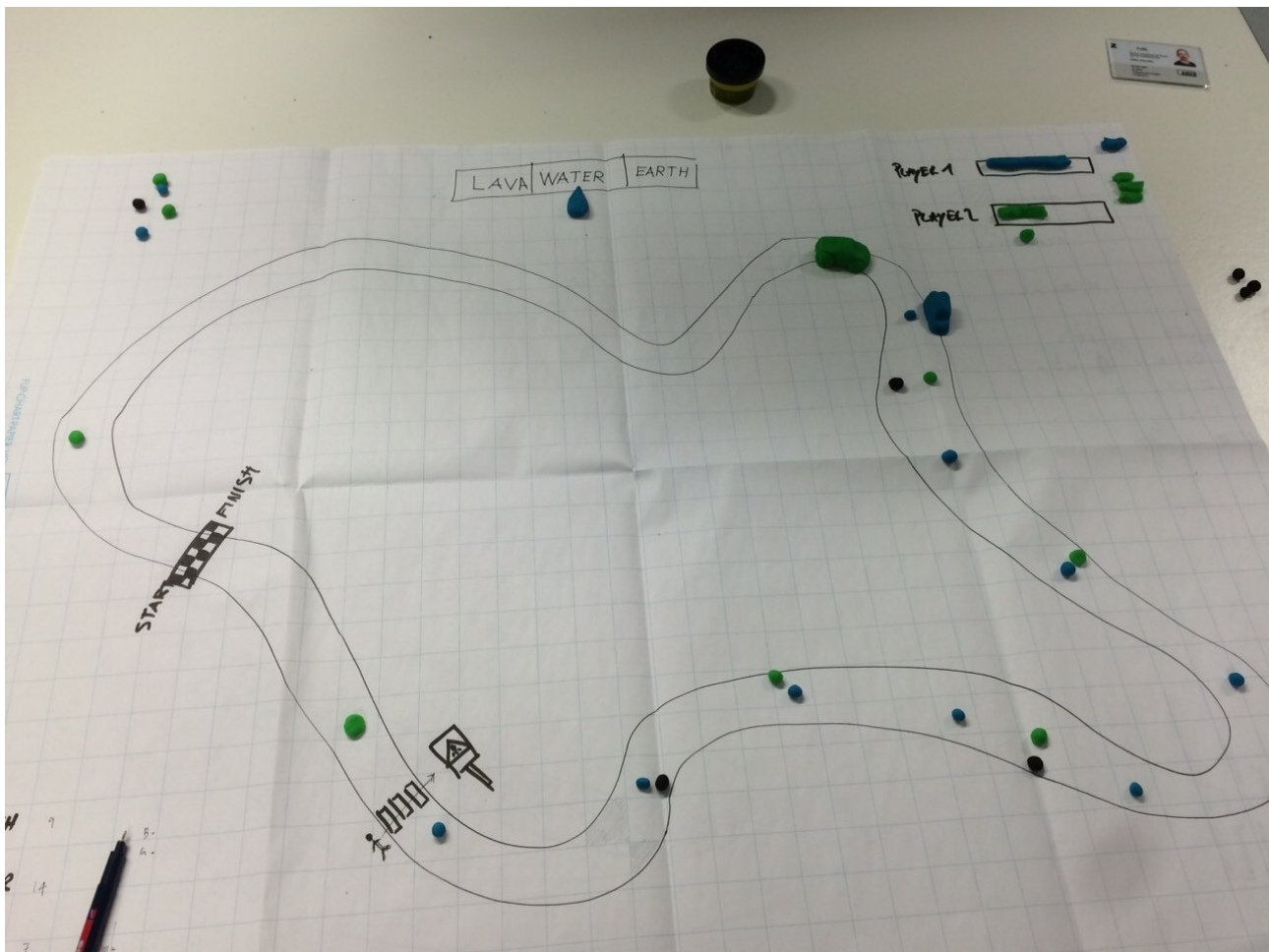Stefan Schmidlin
Nambirajan Vanamamalai

Paper Prototype

Idea

With our core idea of a racing game where the car or the track transforms slowly merging to take shape in our minds, we decided to prototype to experiment with some rules and game play.
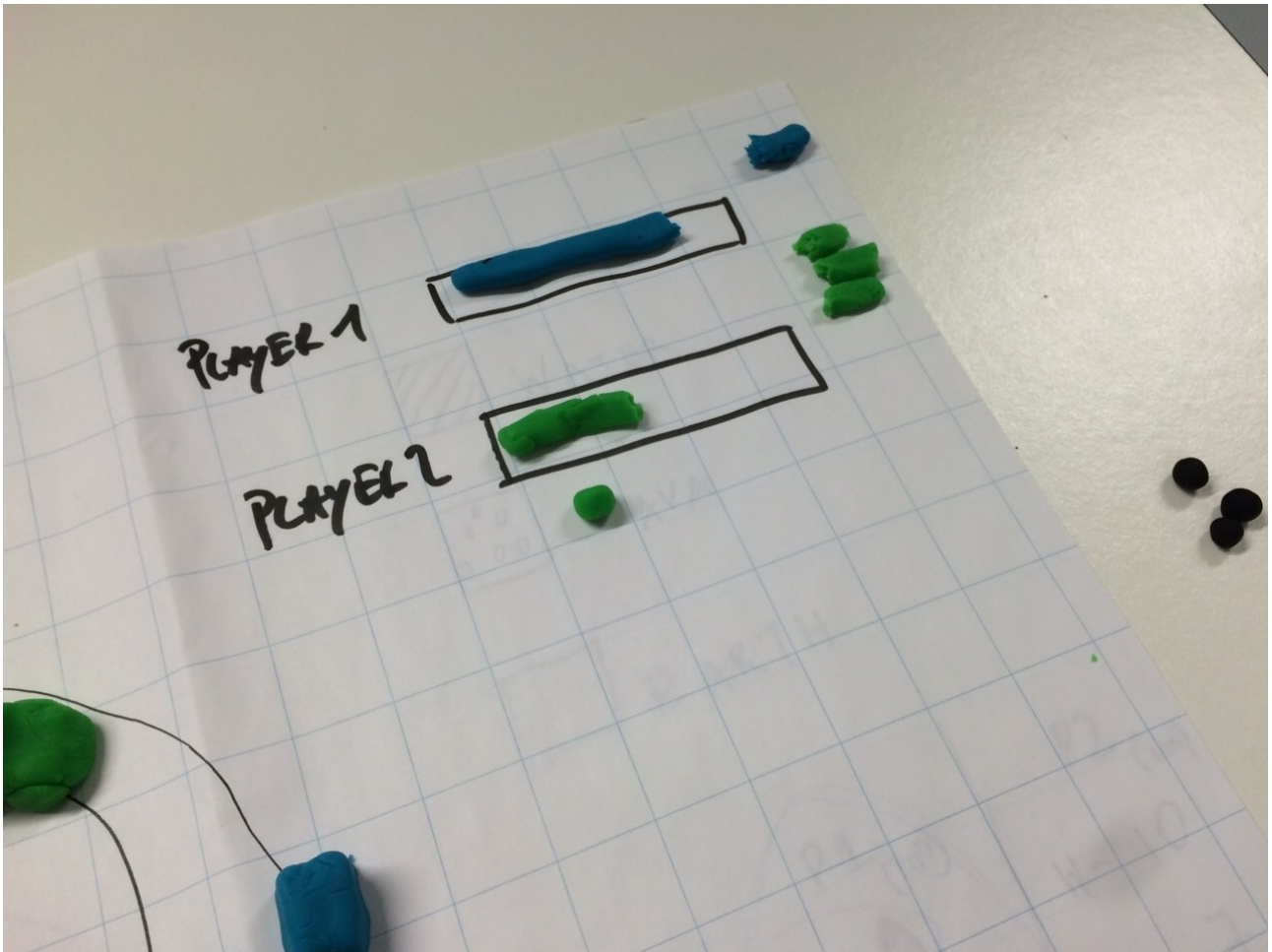
We used play dough for cars and a racing track drawn on a sheet of paper for the game interface. Here is how it looked:
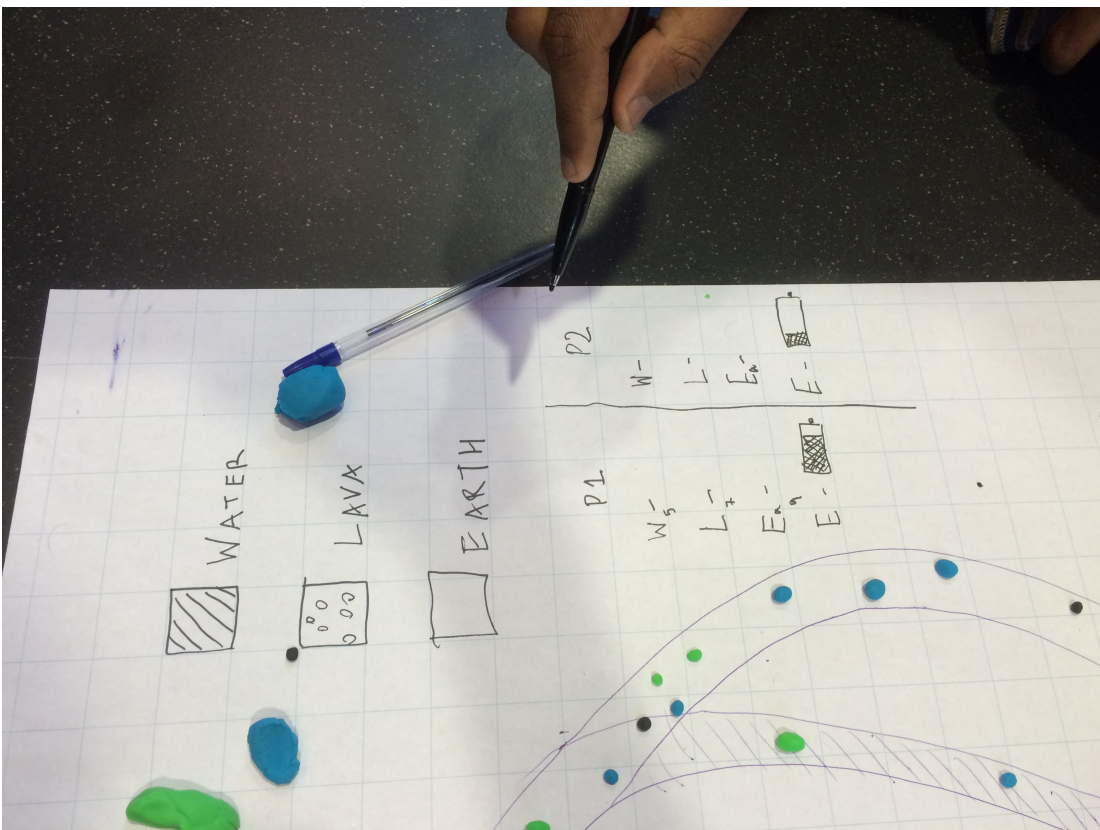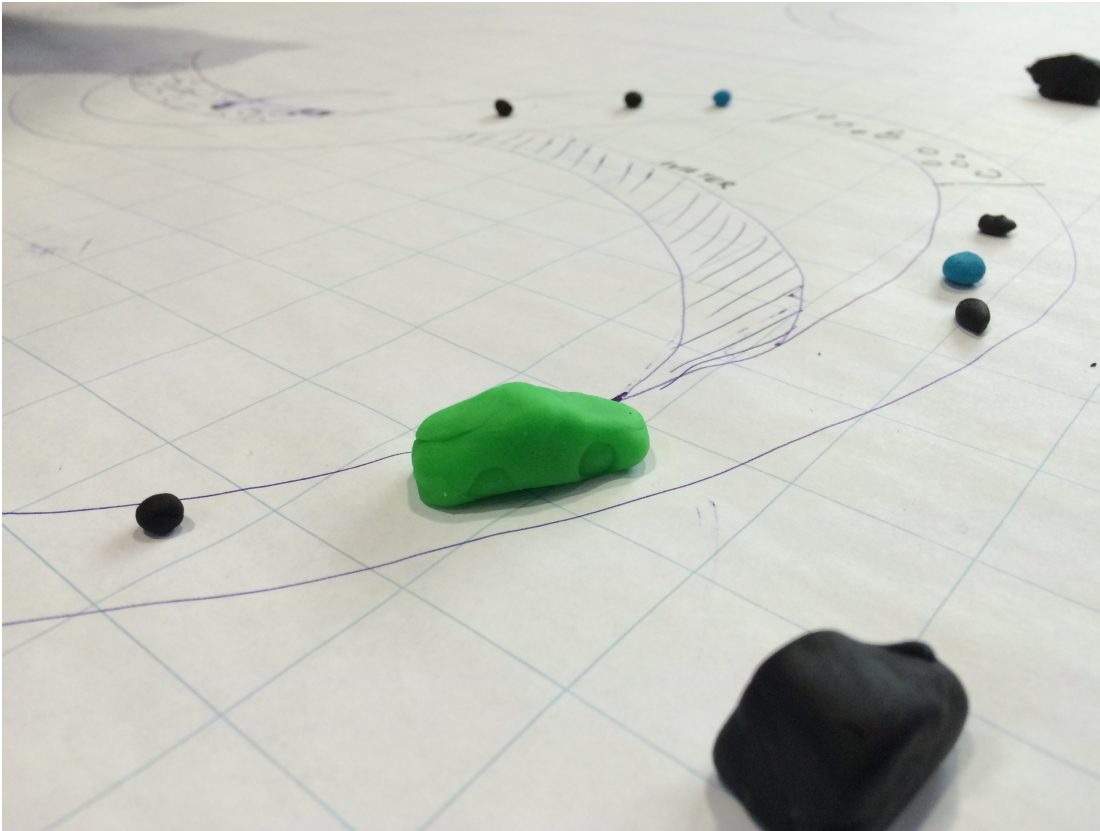

Gameplay

A player picks a car, sets out in the start point and then races with the other player. He has to have a certain number of water/lava/earth coins to race fast in those specially designed tracks.
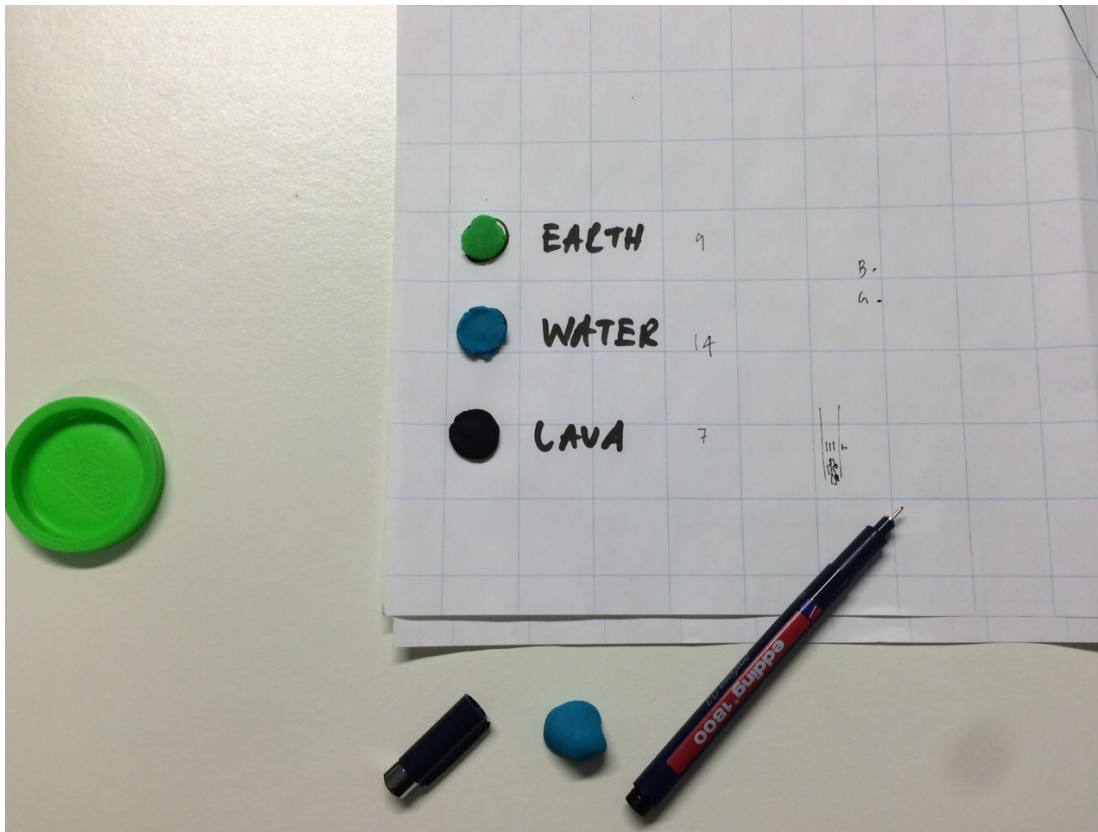
One of the ideas we prototyped was how to denote player speed. We settled with the idea of a energy/ life bar which will tell you how much energy you have to race. The more the energy you have the faster you race.

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Another idea we struggled with during the prototyping was whether the car and the track transform simultaneously. There are three scenarios that can be played out in this permutation: A) the car alone transforms while the track remains the same with forked paths for water, lava. B) the track alone transforms to water/lava/earth with the car essentially looking and feeling the same. C) Both the car and the track transforms.

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The idea of a single track with forks in its path was tried out in our first prototype.

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Things that determined to be fixed

- Racing game
- Two player single screen game
- Earth, water, lava elements in play

Things we decided while prototyping

- Using portals/switches where the player triggers the track transformation rather than it being random transformation.
- The player who chooses to transform the track loses a certain set of coins/points.

Things that have not been clarified during prototyping

- How to balance the two players? If the first car/player runs away with all the coins in the race to the finish?
- Should the coins respawn?
- Should there be a kill/game over state within a level? Where the player has the possibility of dying.