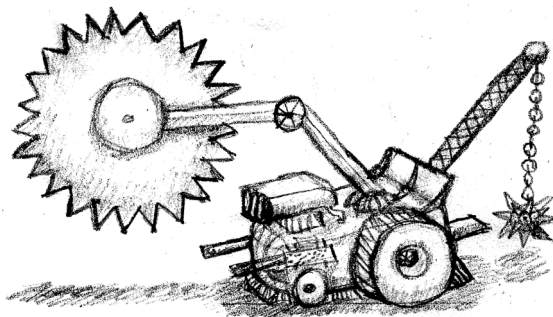


# INCREDIBLE BATTLE MACHINES

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# 1 Introduction

This document describes the prototyping process we used.

For the user interface, we used story boards to explore the use case of a user starting the game, from the main menu until the beginning of the battle (section 2).

For the core gameplay, we implemented a simplified version of the game directly into XNA (section 3). It was not hard to get something running that was close to the final game.

The rest of the document presents these two prototypes.

# INCREDIBLE BATTLE MACHINES

Battle

Game Settings

Exit

Figure 1: Main menu mockup

## 2 UI Prototype

This section presents our prototype for the user interface. In particular, the prototype focuses on the use-case of the user starting the game, selecting (or creating) a vehicle configuration and beginning the battle. For multiple players, the interface repeats from interface 2.2.1 until all players have selected vehicles.

### 2.1 Main Menu

The main menu.

- If the user clicks Battle, user interface progresses to 2.2.
- If the user clicks "Game settings", they are able to modify various variables that affect the gameplay such as gravity, etc (not prototyped).



Figure 2: Select existing vehicle

## 2.2 Garage

The interface that the user uses to select a previously saved vehicle, or construct a new one.

### 2.2.1 Garage - Select existing vehicle

The user is able to cycle through all the presaved vehicle configurations.

- If Workshop is selected, the user interface goes to the Workshop Interface, either to interface 2.3.2 or 2.3.4 depending on the weapon configuration, and the user can edit the existing vehicle.
- There should be an option "Delete vehicle", that is not shown above. It should display a confirmation prompt before deleting the saved vehicle configuration.
- If the user selects (A) Accept, the interface progresses to this interface for the next user.

### 2.2.2 Garage - Create new vehicle

- If the create new option is selected, the interface progresses to 2.3.1.

## 2.3 Workshop

The interface that the user uses to configure the vehicle.

### 2.3.1 Garage - Select vehicle chassis

- When the user confirms the vehicle chassis, the interface progresses to interface 2.3.2.



Figure 3: Select create new vehicle

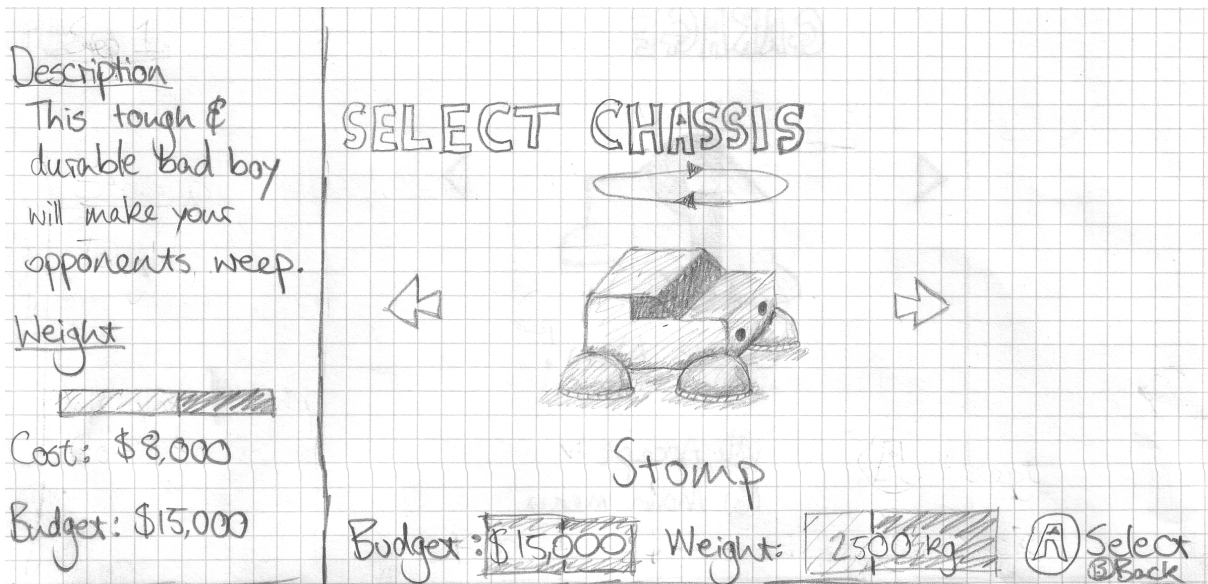


Figure 4: Select vehicle chassis



Figure 5: Select next weapon (not already added)

### 2.3.2 Garage - Select next weapon

- If "Add launcher" is pressed to confirm the weapon, the interface progresses to 2.3.3.
- If "Done!" is selected, the interface returns to 2.2.1.

### 2.3.3 Garage - Position weapon

This interface allows the user to configure the position of the weapon on the vehicle.

- When the user confirms the position, the interface progresses to 2.3.4.

### 2.3.4 Garage - Select existing weapon

After a weapon has been added, its pop out window changes slightly the options change to enable the user to remove the weapon or buy more ammunition.

- If the user selects a weapon that has not already been added, the interface goes back to 2.3.3.
- If the user selects "Done!", the interface returns to 2.2.1, with the newly created vehicle selected.

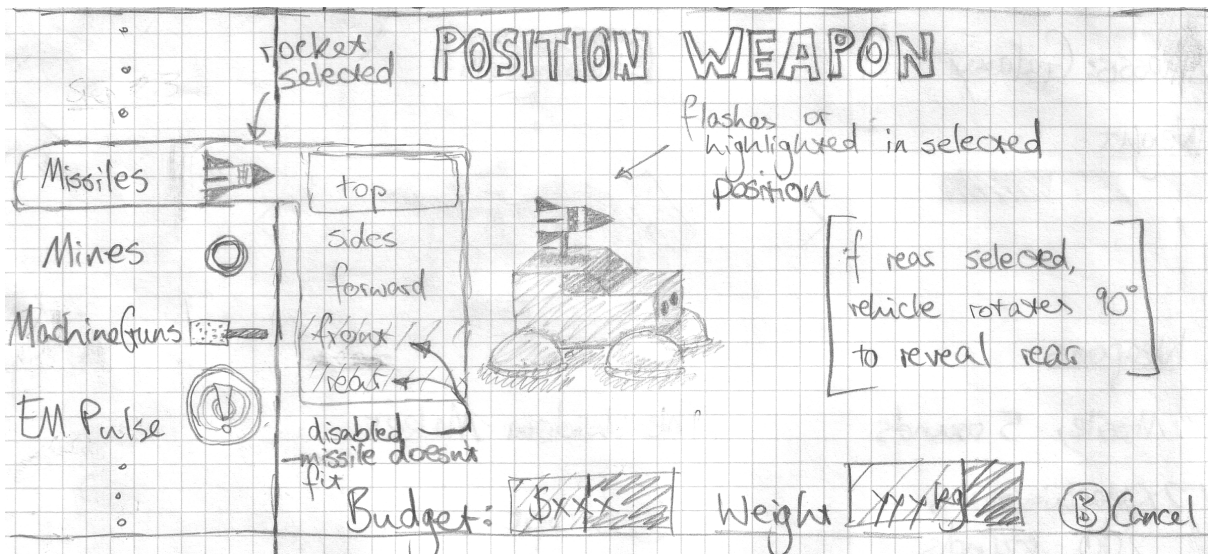


Figure 6: Select weapon position



Figure 7: Select already added weapon



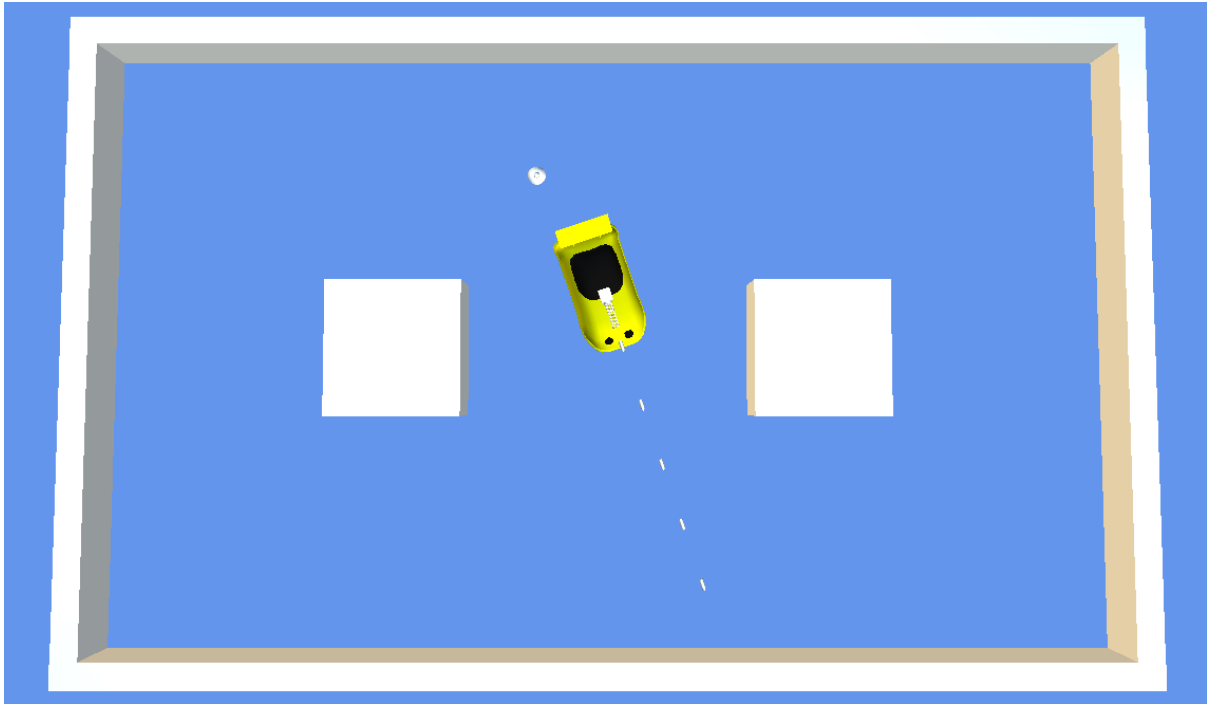


Figure 8: Game play with 1 player only, showing mines and bullets

### 3 Gameplay Prototype

The gameplay prototype was implemented as a playable demo.

The core gameplay elements were implemented:

- Direct combat - machine gun style weapon
- Basic map interaction - obstacles to use for cover
- Secondary combat - droppable mines that detonate when players get close
- Multiplayer - although not shown in the screenshot above, the prototype fully supports multiple players.