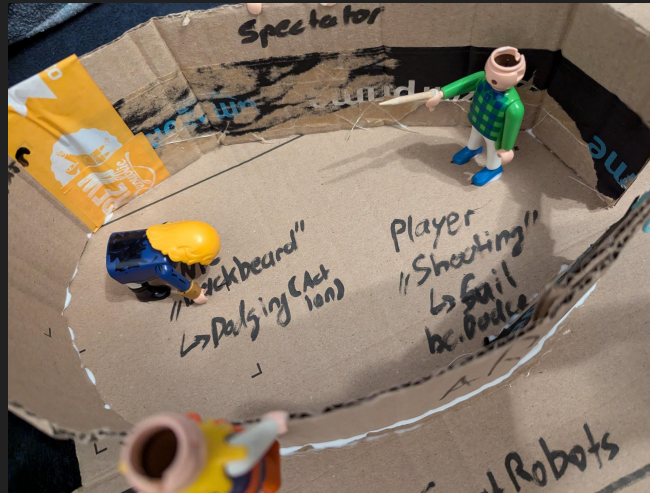
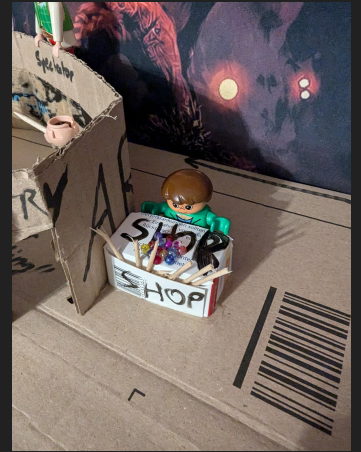
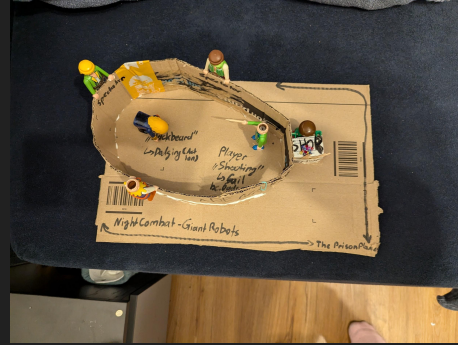
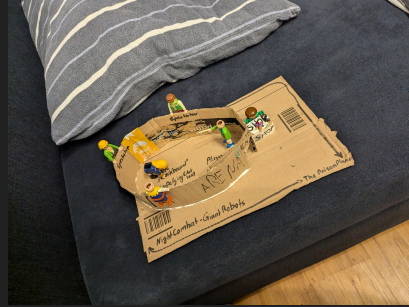
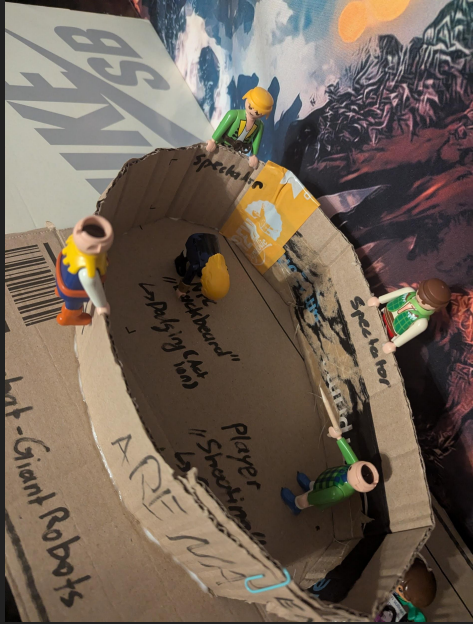




Milestone 2: Prototype

Giant Robots

Prototyping Approach (Visualize World)



Gameplay Live Demo (Combat Mechanic)



- Game 007 (Load-Shield-Shoot)

Gameplay Prototype (Combat Mechanic)



- switched from Rock-Paper-Scissors to 007 because it has more strategic components
- adapted Version of the Game 007 (Load-Shield-Shoot)
- added **dodge** & **disarm** action
- Special actions that can be bought in-game with Karma



Gameplay Prototype (Combat Mechanic Rules)

- Objective: Defeat your opponent by reducing their life points to 0. Each player starts with 100 life points.
- Actions: On your turn, choose one of these five actions:
 - **Load** – Prepare your weapon to shoot. You must load before shooting. You can load multiple times, with each load allowing one shot.
 - **Shoot** – Fire at your opponent if you've loaded at least once. Each shot deducts one load. Your opponent loses life points based on your weapon's strength (e.g., a basic shot might cause 10 damage point). You can increase weapon strength in the shop before the game.
 - **Shield** – Block 100% of the damage from an opponent's shot or a disarm attempt. You start with a limited number of shields, which can be increased in the shop before the game. Note: If you use Shield, after the turn it is gone and deducted from the count, no matter what the Opponent did
 - **Dodge** – Attempt to avoid an opponent's shot. Dodging has a 50% success rate. If you successfully dodge, the opponent's shot misses, but if you fail, you take full damage. Note: Dodging does not prevent a disarm attempt.
 - **Disarm** – Attempt to reduce your opponent's load count to zero, rendering them unable to shoot until they load again. Disarming has a 70% success rate, which can be increased in the shop before the game. Disarm only works if the Opponent Loads, Dodges or tries to disarm you
- Turn Mechanics:
 - Each player selects one action per turn & Actions are revealed simultaneously.
- Winning and Scoring:
 - Successful Shot:
 - If you shoot at an unshielded opponent and they are not dodging (or their dodge fails), they lose life points based on your weapon's strength.
- End Game:
 - The game ends when one player reaches 0 life points, and they lose.
 - A draw occurs if both players reach 0 life points on the same turn.

Prototyping Demo of NPC interaction

