

Physical Prototype Soaper Duck

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Recap: Endless Runner

- 2.5D bathroom world
- Track procedurally generated
- Main theme revolves around sliding on soap and water mechanics



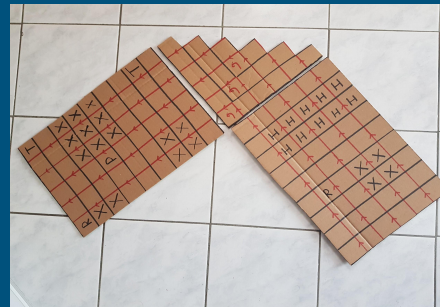
Prototype idea development



- Test if core game mechanic works and are fun to play
- **Original idea:** Video with duck sliding along a track and water gun to shoot water.
- **But:**
 - Doesn't help us with finding out if the game is fun
 - Wouldn't have provided the desired insights about the gameplay

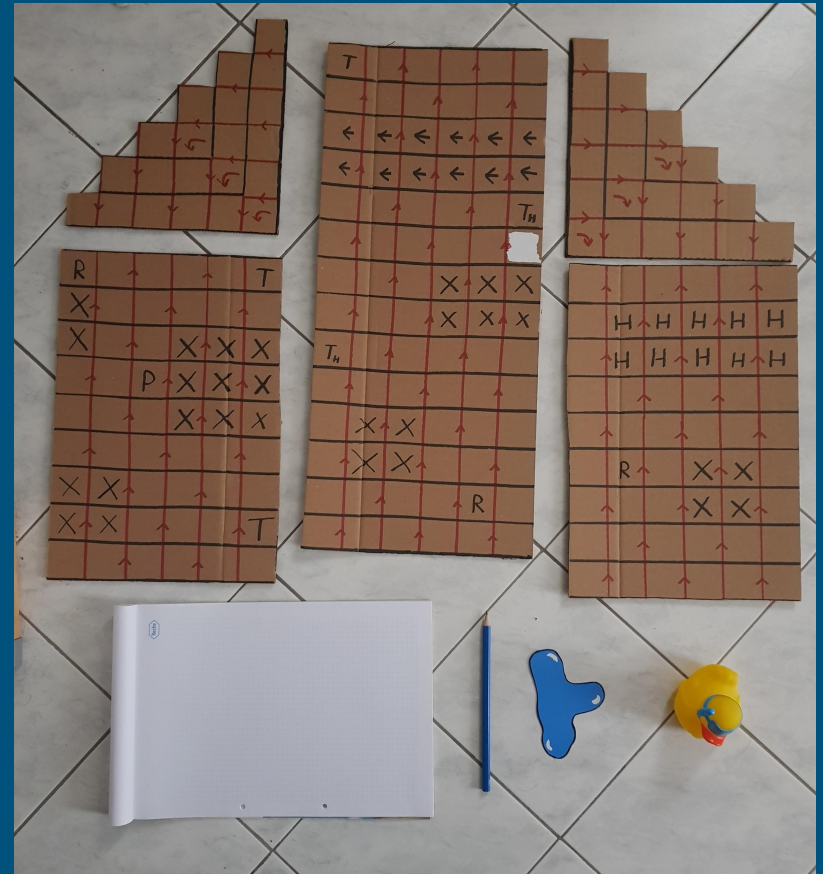
Prototype description

- Made out of cardboard → cheap, cut into track building blocks
- Multiple cardboard pieces with track parts such as straight lines and curves
- The tracks are divided into 6 lanes
- The track pieces can be combined in different ways
 - Simulate infinite track generation



Prototype description

- Water is indicated by blue tokens on the track
- Obstacles are placed or drawn onto the track



Prototype gameplay



Albert → Live Gameplay

From Prototyp to game



- could get knowledge about the secondary mechanics
- thought about how to balance the games powerups, speed mechanics, water mechanics, obstacle placement, track generation and score
- But: Couldn't test if the game actually works (or is fun)

What we learned from Prototyping



- Physical Prototypes are useful for turn based, slow paced strategic game
- It is difficult to make a useful physical prototype for a real-time, fast paced action games
- It is not possible to test the main mechanics, if they are movement based
- You have to adapt the game, so that you can at least test secondary mechanics (can spiral into a whole different game)
- it is difficult to delegate work with a physical prototype (time, place, material)