

## FUN WITH GUNS -- Week 4 Paper Prototype

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Here are some pictures of our game.

For our paper prototype, we decided to test the concept of our random and procedural generation of weapons.

We essentially wrote down a bunch of crazy ideas (yeah it does get pretty crazy) on bits of paper, turned them upside down and shuffled them. Then, we rolled a dice and that was how many you could pick (the higher the roll, the better the quality of your gun, up to a maximum of 6 modifiers!)

What we quickly realized is that some of these modifiers had to be mutually exclusive (your ammo can't both be flaming pigs AND katanas for example...). So the big learning outcome was for us to split up all of our ideas into "families" where powers within some families would be mutually exclusive. This then allowed us to come up with some more rules concerning the behavior of the difference "families" and how they affect the gun (e.g. the nozzle affects HOW you shoot - split shoot vs front & back shooting vs double shoot. The ammo affects the sprite of what you shoot and damage/firing rate. The elemental modifier affects the behavior of the ammo such as AOE damage, bounce etc.)

Anyways, super simple game. But we were able to learn a lot about how to realistically create our procedural weapon generator from it.

