I wanted to make this prototype because I thought a game that required the player to take on multiple varied roles seemed interesting and would give the player lots of choices that vary player to player and actually impact their game. I felt that giving one role very little power, in this case the spotter who just marks enemies, but is necessary to use the role with more power, in this case the sniper who destroys enemies, would make the player learn to utilize both roles effectively. I felt that the scout also needed to have a reason to depend on the sniper, so I made it so that the targets destroy the scout on sight so that the scout can't just attempt to outmaneuver the enemy and must have the sniper take the enemies out.

This idea initially came from me challenging myself to try and come us with ideas that could be potentially put on the Nintendo Wii U and make use of the unique features of the console's gamepad. The initial idea had the player controlling the scout on the tv with the gamepad sticks and buttons and then aiming and firing with the sniper by rotating the gamepad to aim and using the triggers to fire. I also thought of making this an online game with one player being the scout and one person being the sniper. However, since we are not allowed to networking this class and that I felt that players would constantly pick the sniper over the scout because the sniper is the only one that can actually take out the enemies.

The first prototype taught me that I needed to have the player and enemies stand out more and be differentiable from a quick look at it. It also taught me that I needed to make the enemy takedowns more drastic so that the player knows that an enemy has been taken out and won't be a threat. I learned that it could be difficult to notice where enemies could potentially be so players needed some kind of sign to help them sort out where they can be. In my first prototype, I noticed that the lights given from enemies could also be used to try and hit them with the sniper before the scout had been able to tag them.

In reaction to this, I gave the player a nice, bright color that stood out from the background, enemies a bright, warning color that stands out and tells the player that this is something to be careful of., and the surroundings, a neutral color that was very different from the enemies, players, and floor pattern. In reaction to needing more enemy feedback, I made the enemies fly back quickly and provide a trail behind them so it really stands out and makes the player realize they were hit. The drastic reaction also provides significant feedback to make the player feel awesome without requiring much action from the player. I addressed being able to notice possible enemies by adding a point light to all enemies and the player so that you can see the light on the floors and walls and from there figure where it could be. To handle the potential of the sniper to attack before the scout has spotted them, I adjusted the way I switched between the two so that both the enemy meshes and their point lights associated with them are disabled too.