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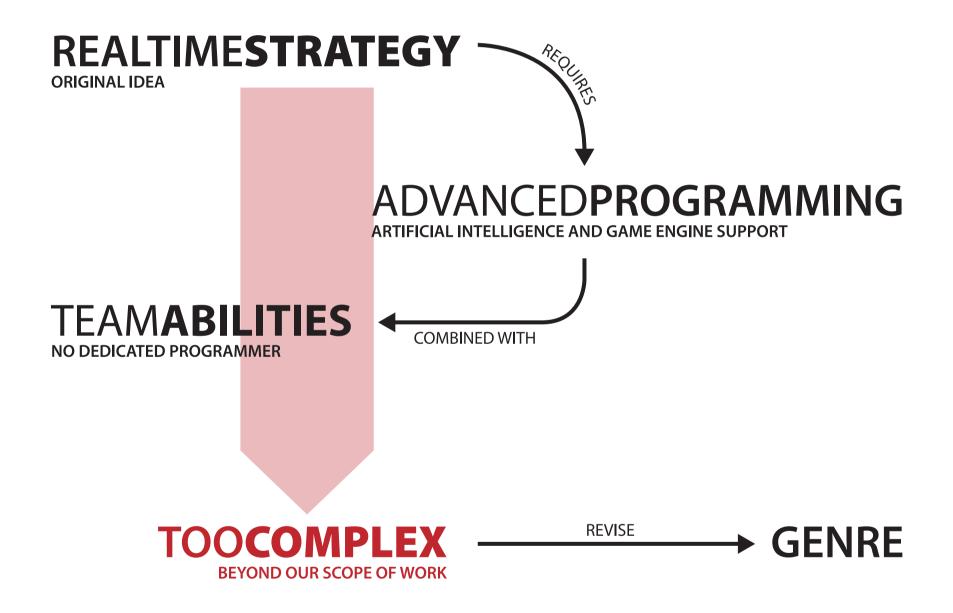
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## PROJECT RESEARCH AND REVISION



## **KEY IDEAS**

The revision will be on a different platform but should retain its educational qualities to add to gameplay value.

## **GAME OVERVIEW**

#### SUBJECTANTLION

**NATURAL ANT PREDATOR** 

LARVAE BURROWS IN PIT

WAITS FOR ANTS TO FALL IN

**SPRAYS SAND TO WEAKEN ANT** 

#### SUBJECTANT

HARD WORKING

**EXCEPTIONALLY STRONG** 

**CAN CLIMB UP STEEP PIT** 

#### **GENRESTRATEGY**

**TURN BASED BOARD GAME** 

**ANT MUST ESCAPE PIT** 

ANT LION MUST EAT THE ANT

## **OVERVIEW**

Not a lot of people are familiar with the Ant Lion and so this is a solid character to work with in terms of educational factor.

### **OVERVIEW**

An Ant that falls into the pit can still escape from becoming a certain meal. Possible main character choice.

### **GAME OVERVIEW**

Take your time approach allows for casual gameplay and makes players think about things beyond the game.

# PAPER PROTOTYPE PROCESS

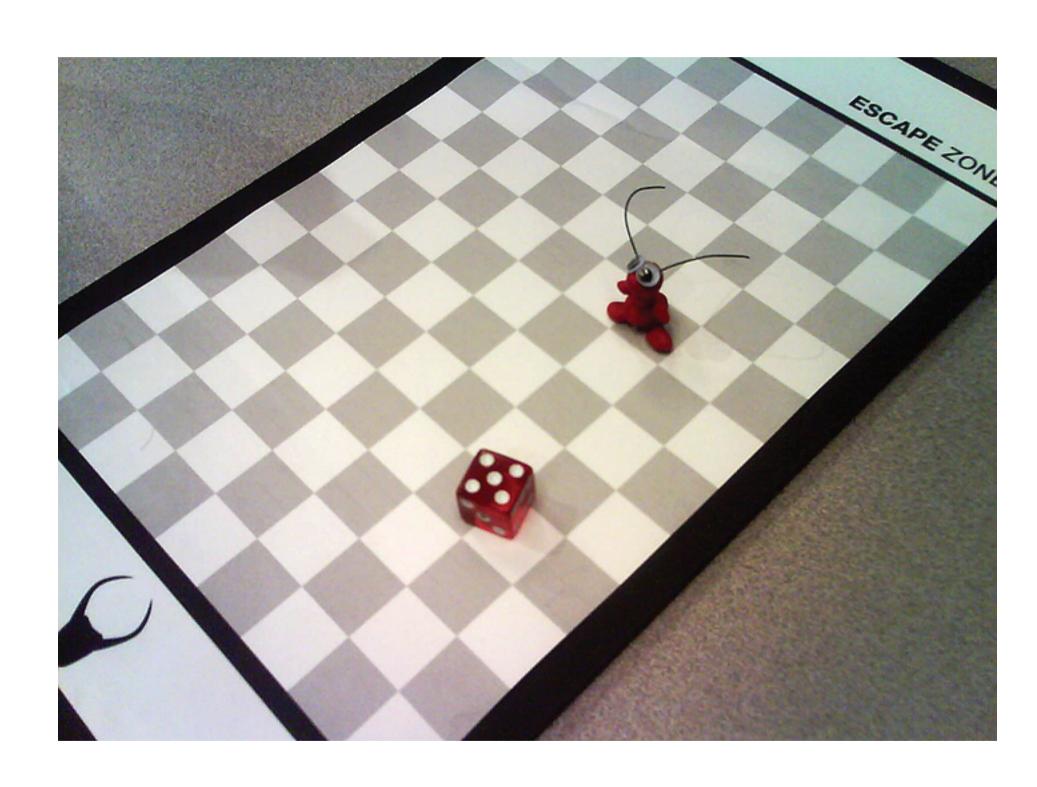
### BOARD GAMECRITERIA

#### **KEEP MINIMAL**

THINGS-YOU-NEED INSTRUCTIONS GAMEPLAY

## **EXPLORATION**

There are some questions that we hope the prototype will help answer after conducting user evaluations.



# **USER EVALUATION PLAN**



#### PREFERRED**SUBJECTS**

#### **SIAT STUDENTS**

HAS DESIGN EXPERIENCE
PLAYS VIDEO GAMES
KNOWS EVALUATION PROTOCOLS

## **AMONGST PEERS**

We hope to maximize the effectiveness of the feedback received by choosing SIAT students with game experience.

#### **TESTING**LOCATION

#### **RESEARCH OBSERVATION ROOM**

**EMPLOY CO-DISCOVERY** 

**OBSERVE CLOSELY** 

**READY TO TALK TO SUBJECTS** 

**KEEP THINGS MINIMAL** 

## **ONE-WAY**

One way windows only give one perspective and requires extra setup, which is unnecessary for our evaluation process.

## **RESULTS AND USER FEEDBACK**

#### **FEEDBACK**

**GAMEPLAY MAKES SENSE** 

**GAME WAS TOO RANDOM** 

**POORLY MAPPED DICE** 

**RULES WERE MISLEADING** 

## ANT OR ANT LION?

Judging by the subject's preferrence, the player should be in control of the ant as it has to do a lot of work to get out.

#### **RECOMMENDATIONS**

**DYNAMIC SQUARES** 

OBSTABLES TO ENCOURAGE DIAGONAL MOVEMENT

**SET STARTING POINT** 

**USE ANTEATER INSTEAD** 

## **ANTEATER**

People are in general more familiar with Anteaters but we want to raise awareness of the Ant Lion and what it is.

