Project – Animated surprise mechanic game

Plan, produce and evaluate a simple, browser-based game that implements an animated scoring / accumulation / counting "surprise" mechanic.

Overview of Idea (A&A2 – communication)

Note: The A&A2 communication criteria is measured throughout both product and written component.

A brief paragraph explaining your idea. Outline the theme of your game. How will the surprise mechanics be incorporated into your game? Restate the purpose of this project and start with an overarching statement of how you intend to respond to this, such as "The following project will detail the design, development and evaluation of… " In this overview, include your rationale (i.e. your justification for solving this issue). This a brief synopsis. You will have to decide on a **simple game idea** and **surprise mechanic** for this project.

Software and Hardware Requirements (K&U1)

Identify and explain software and hardware requirements. Give thought to both *development* and *deployment*:

Development:

- Software
  - Animation and scripting software
  - Operating systems
- Hardware
  - … include internet

Deployment:

- Browser compatibility
- Internet services
-

Use of Proposed Solution in Society (K&U2)

Identify and explain how your proposed solution:

- Will meet the needs of a **family-friendly audience** playing a **free-to-play** game:
  - How can a range of age levels / social and religious beliefs / socio-economic backgrounds interact with your game, given that it is "free-to-play"?
  - How will your game challenge the existing controversies with loot boxes promoting gambling in children?
- How are your game or progression mechanics a preferred alternative to existing games involving loot crates or "surprise mechanics"?

Analysis of Problem (A&A1)

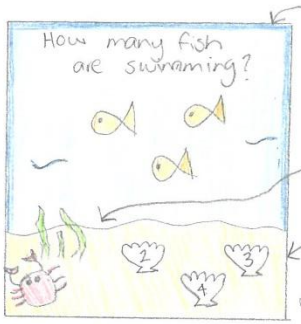
A **mind-map** can best illustrate your brainstorming analysis. Stems may include:

- product analysis:
    - game or simulation “flow” or “play”
    - statistical calculations needed (what will be the “drop rates” of your surprises?)
    - analysis of interactivity (between user and elements of the game)
    - anything else? What about colour, aesthetics, scoring etc.?
- process analysis:
    - end user requirements –
        - What are the needs of your target audience?
            - Accessibility
            - Cultural etc.
        - How does your game address these needs?
        - Might there be legal, moral or cultural objections to your game content?
        - Are there any other user groups that could benefit or have an interest (good or bad) in your project?
    - can you think of any potential risks or predicted issues / problems with developing, deploying or maintaining this project?
    - are there any other project requirements that must be met or are worth considering?

Synthesising a Plan – Annotated Design Illustrations (P&E1)

By hand or draw and scan – make sure these are annotated – illustrate and explain how your solution is going to work (visually) across multiple storyboards, for example:

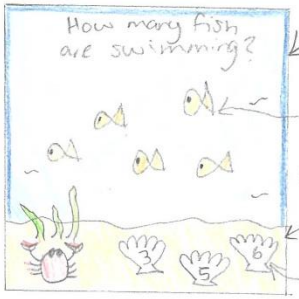
Idea 3# Count the Fish



Title with question

Extra visual features

Participant selects shell with the correct number



blue background as water

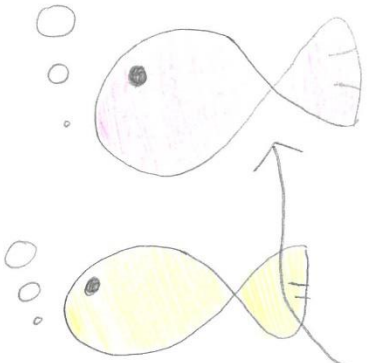
Fish will be orange so they're highly visible

Sand at the bottom

White shells with numbers inside

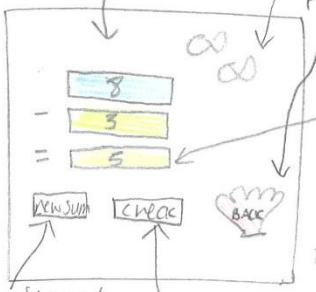
If chosen answer is correct, this slide will appear.

If answer selected is incorrect an encouraging slide will come up and animated game will proceed



Each fish will be a 'character' in the object, each will be different colours so that they stand out and the children/participants stay engaged. ~~It~~

The fish on the addition pages will be animated using the 'motion-tween' tool.



Still background remains the same

Animated fish swimming

Back button for when participants wish to stop playing the 'subtraction' interaction.

This box will allow participants to type the answer themselves

'NewSum' button that will gererate a new equation for players.

Check button to find out if their answer is correct

A.T

Production of Solution (P&E2)

Build your solution and screen record yourself describing both a demonstration of the working solution and all source components

There is a criteria for applying software and hardware concepts, ideas and skills to complete all set tasks listed (A&A3).

Evaluation and Future Recommendations (P&E3)

- A critical reflection of the solution:
    - Do you have some quantitative or anecdotal test data on how your solution worked, that can justify your claims?
    - Are there any errors or shortcomings, and what is the consequence of these?
    - Can you suggest future directions for short and long term improvement of your product?
- A critical evaluation of the process you took in developing this proposal:
    - What worked well? What was difficult? How could you have approached your issues differently? How did you resolve issues faced?
    - Where to from here?
- Overall, based on the actions and consequences identified in this evaluation, do you believe this product or project was successful? Why or why not? Explain, with reasoned evidence. Where this is doubt in judgement, what further evidence would you need to help minimize this doubt.

Use screen shots or evidence from your project where possible to help illustrate your judgements.