

# Product design

## Book title: Black Canvas

As a group we decided to create an interactive website which will be advertising a book. The website will act as a short prequel story to the book. It will require the user navigate the website and look for clues and evidence. The user will complete microgames/puzzles to obtain leads, eventually leading them to the diary of the killer.

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## **Roles:**

Daniel: Engineer

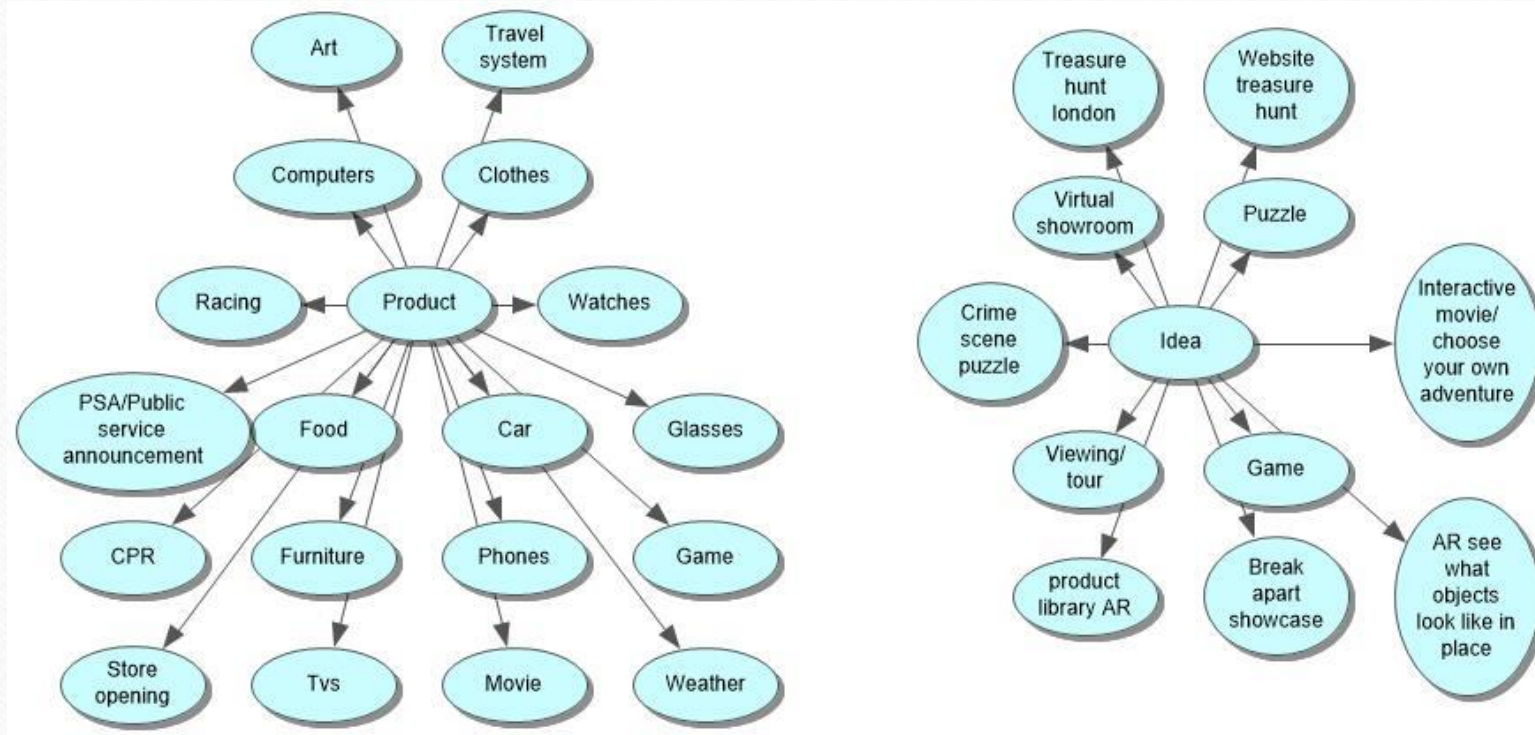
Dominik: Artist

Carly: Designer

Jhulissa: Designer



# Ideation

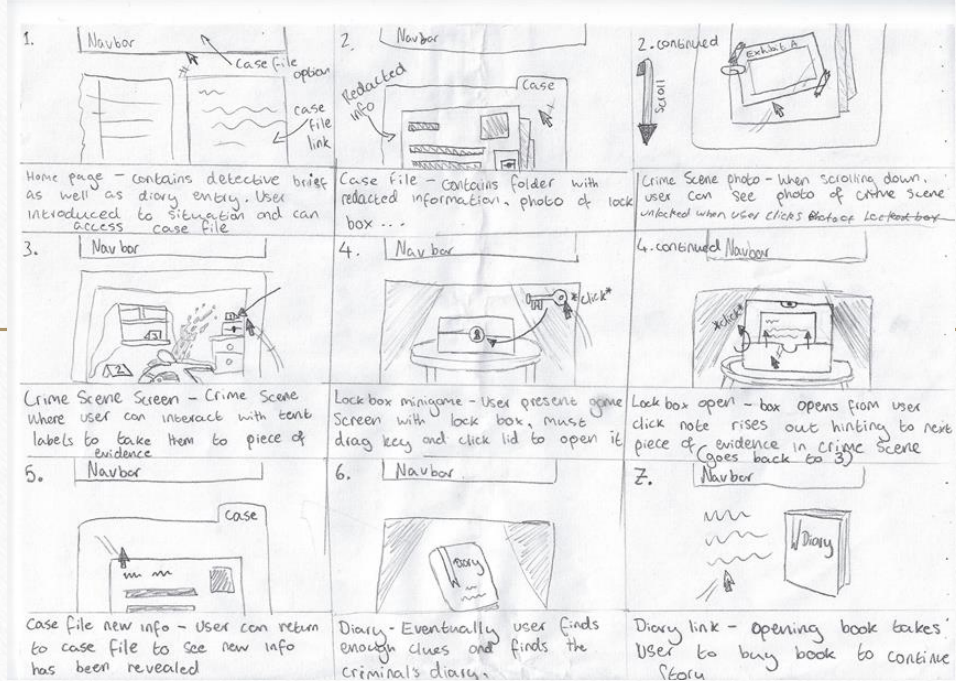
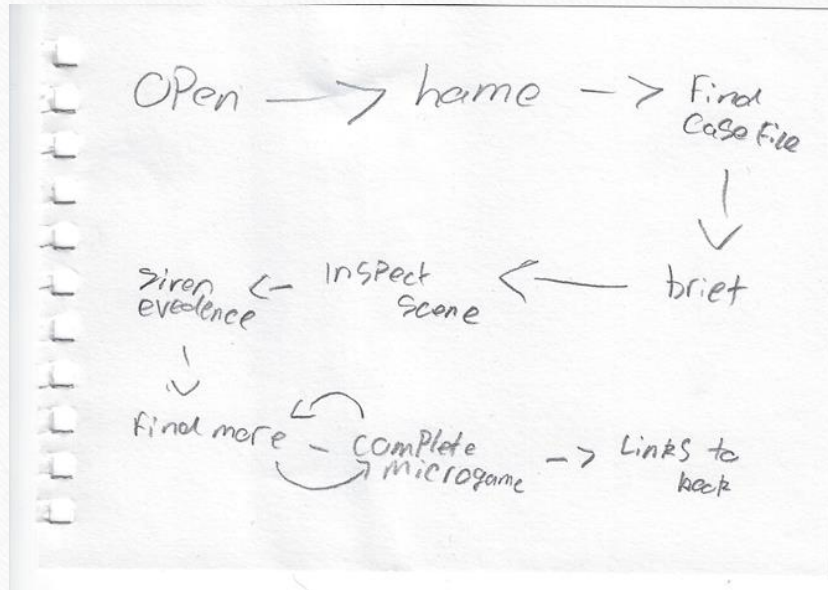




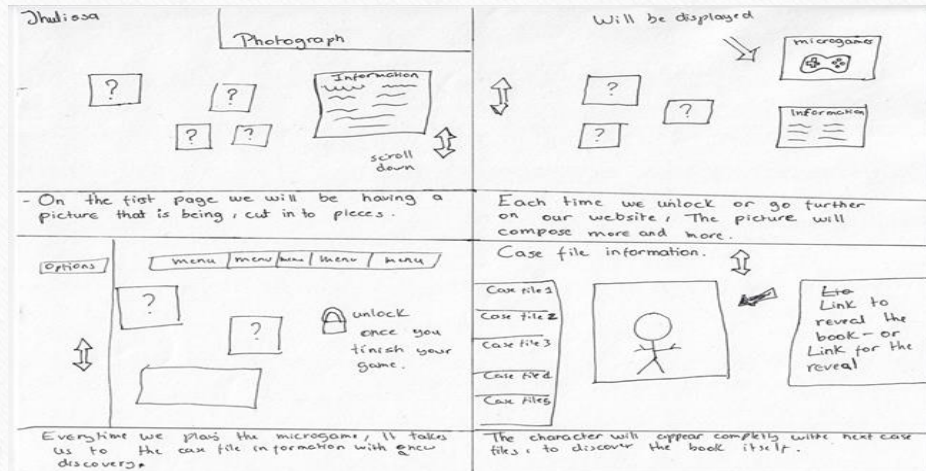
## Flow chart

## Microgames

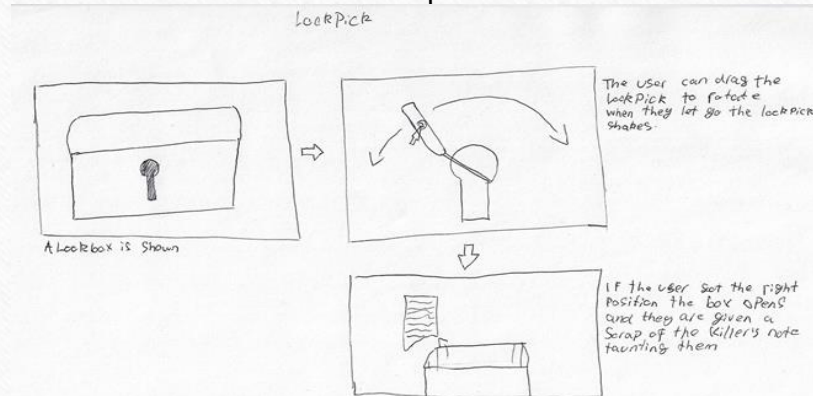
## User progression through the website



## Photograph reconstruction



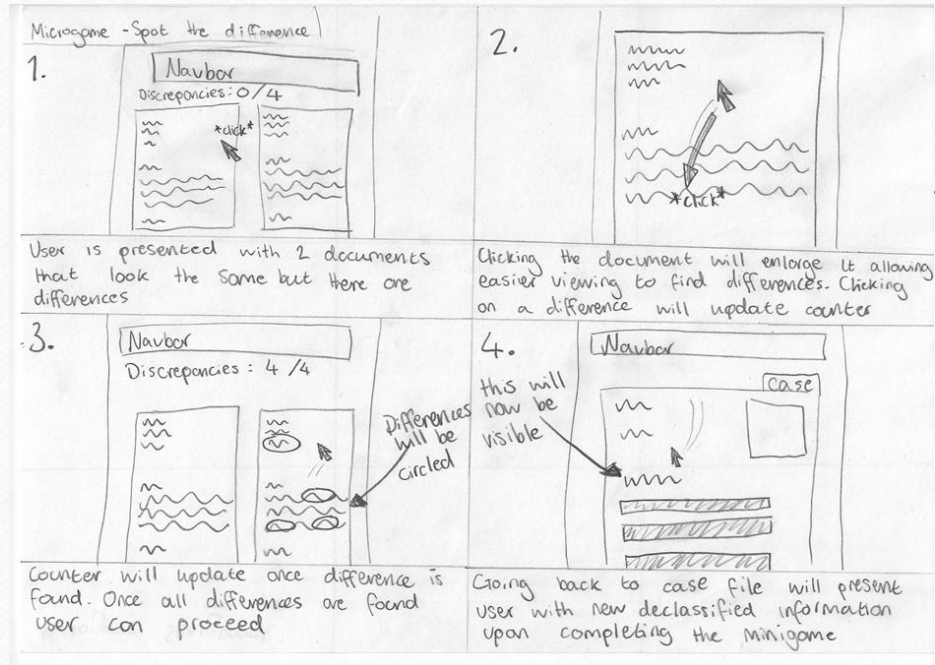
## Lockpick



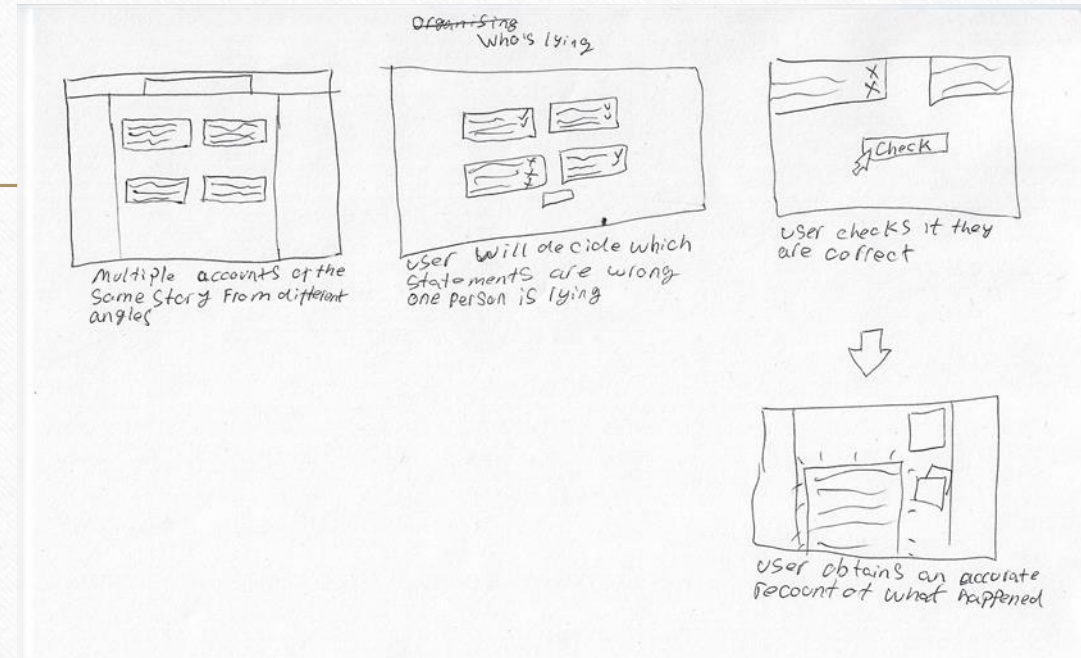


# Microgames

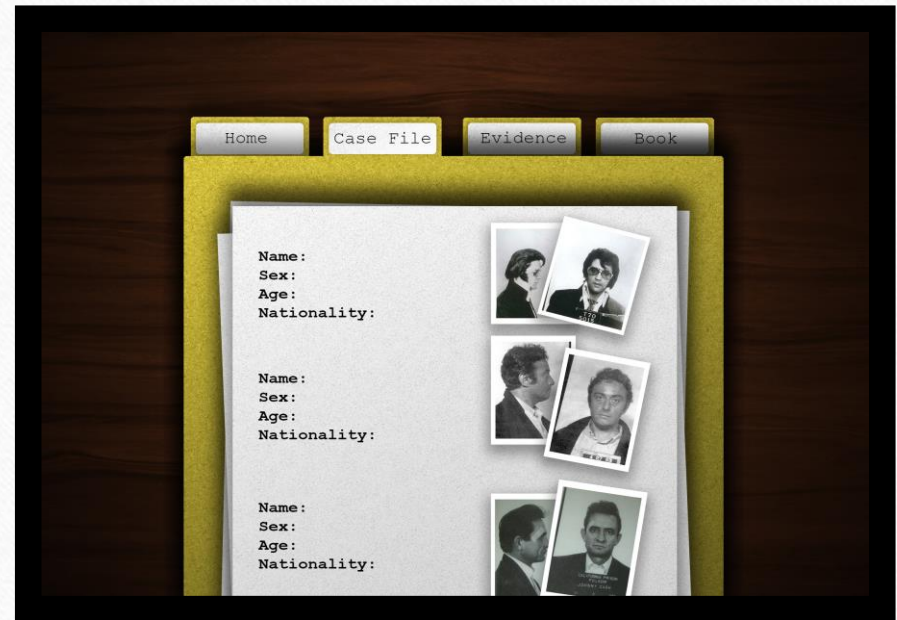
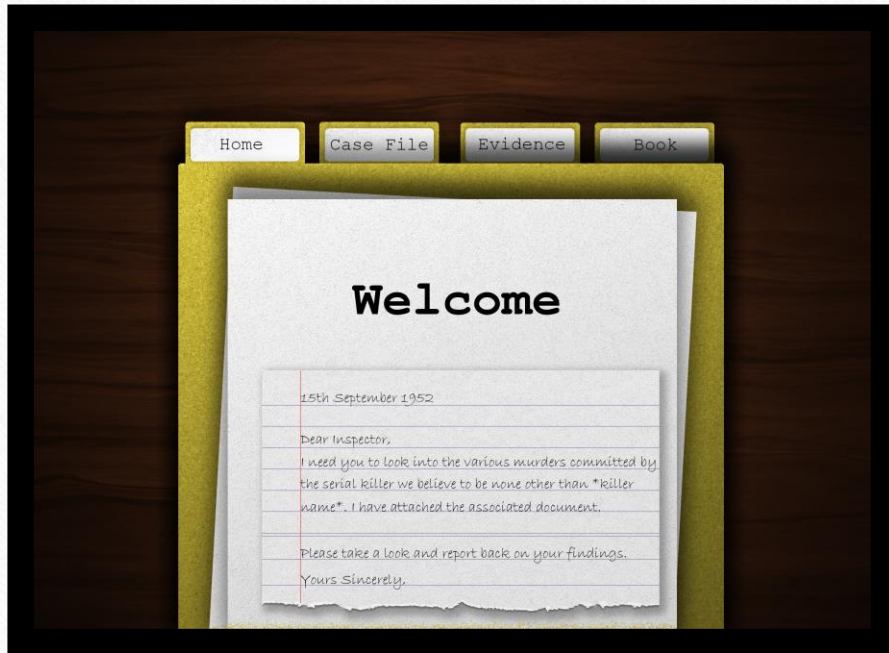
## Comparing Documents



## Spot Statement Discrepancies



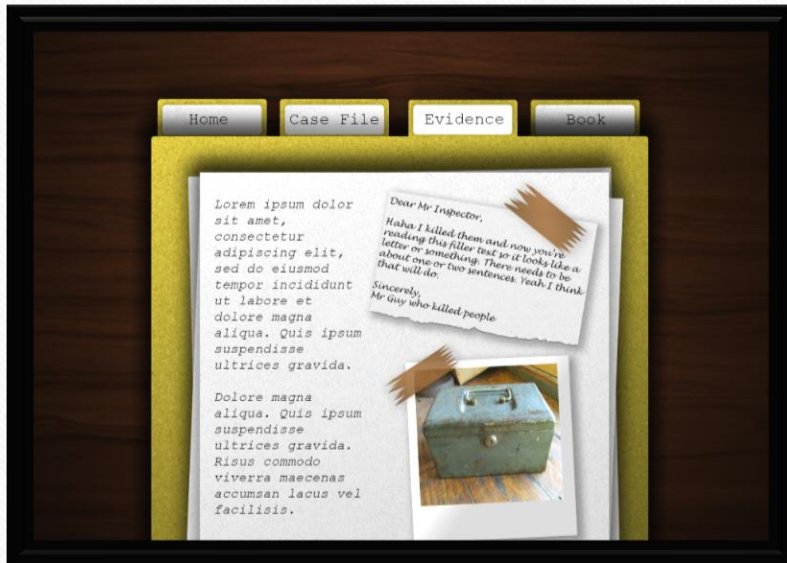
# Home page (High-fidelity Prototype)



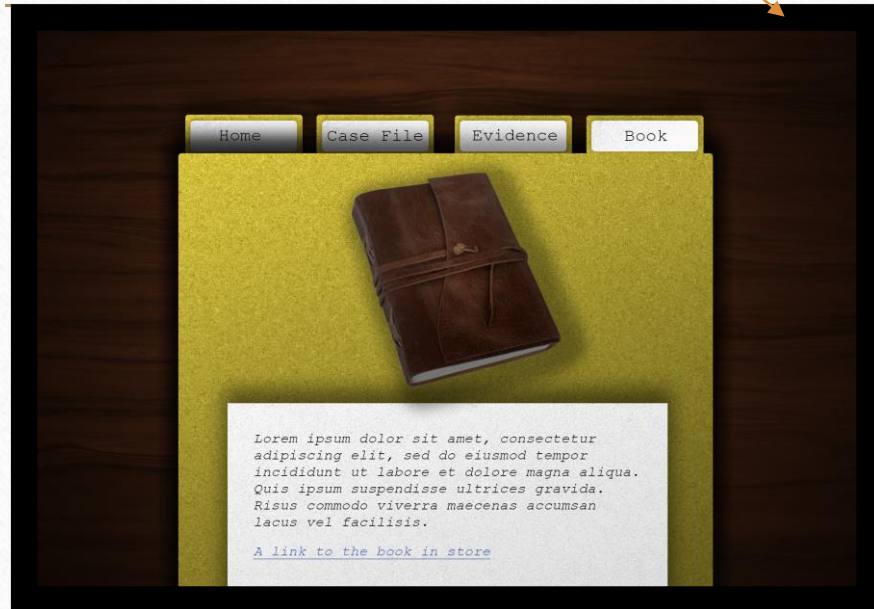


Before: Evidence page  
(High fidelity)

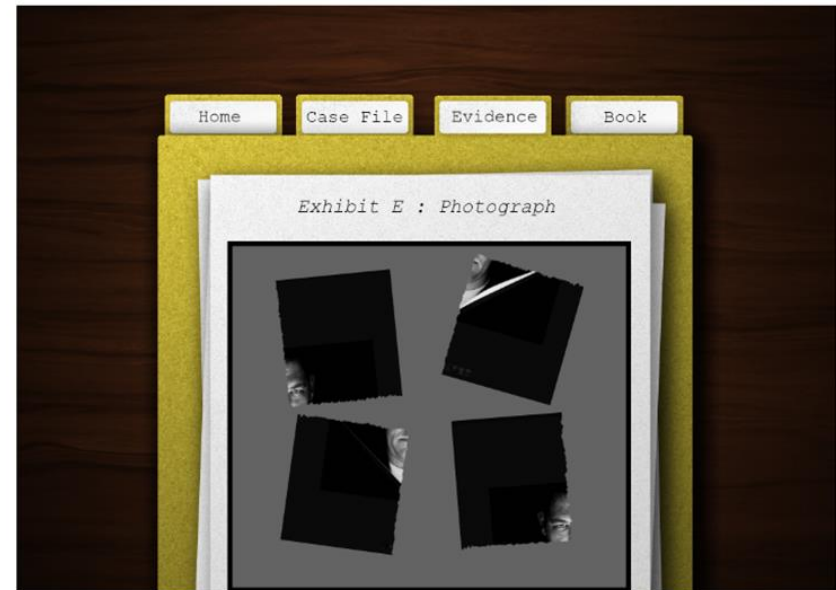
Minigame



(High fidelity)  
Book front cover

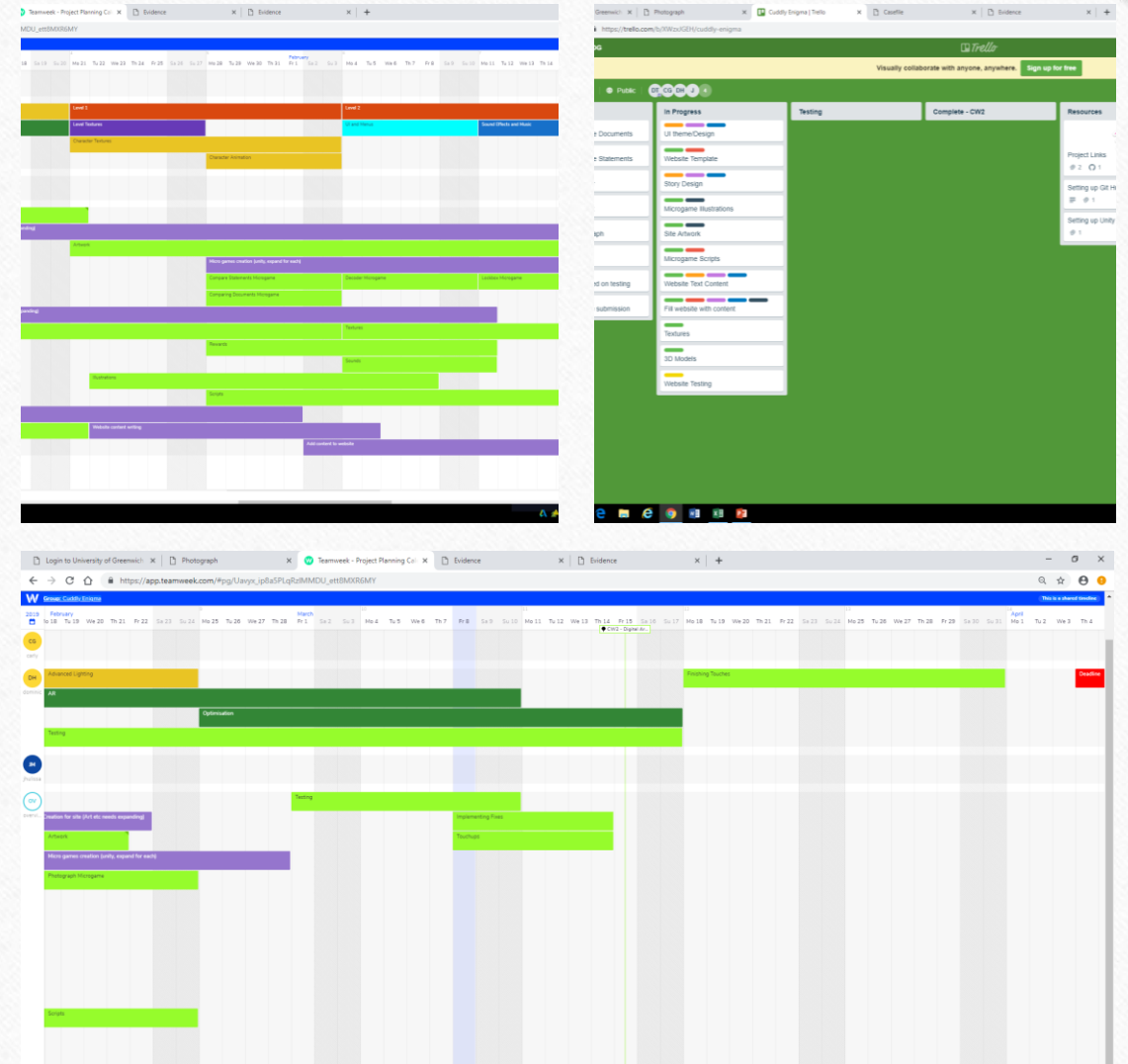


Photograph reconstruction





- Trello
- GitHub
- Teamweek



# Feedback:



- Keep book tab open from start, but offer discount for people who finish the book .



-Potential notes page or writing area for people who cannot remember codes, or visual prompts with regards to the code for the lockbox



-Change font size of comparing statements and comparing documents minigame



-Fix notepad issues .



-Integrate start of microgames better into the website.





How our future  
work could be  
improved ?  
Any Questions?

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Thank you!