Product design
Detective website

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.
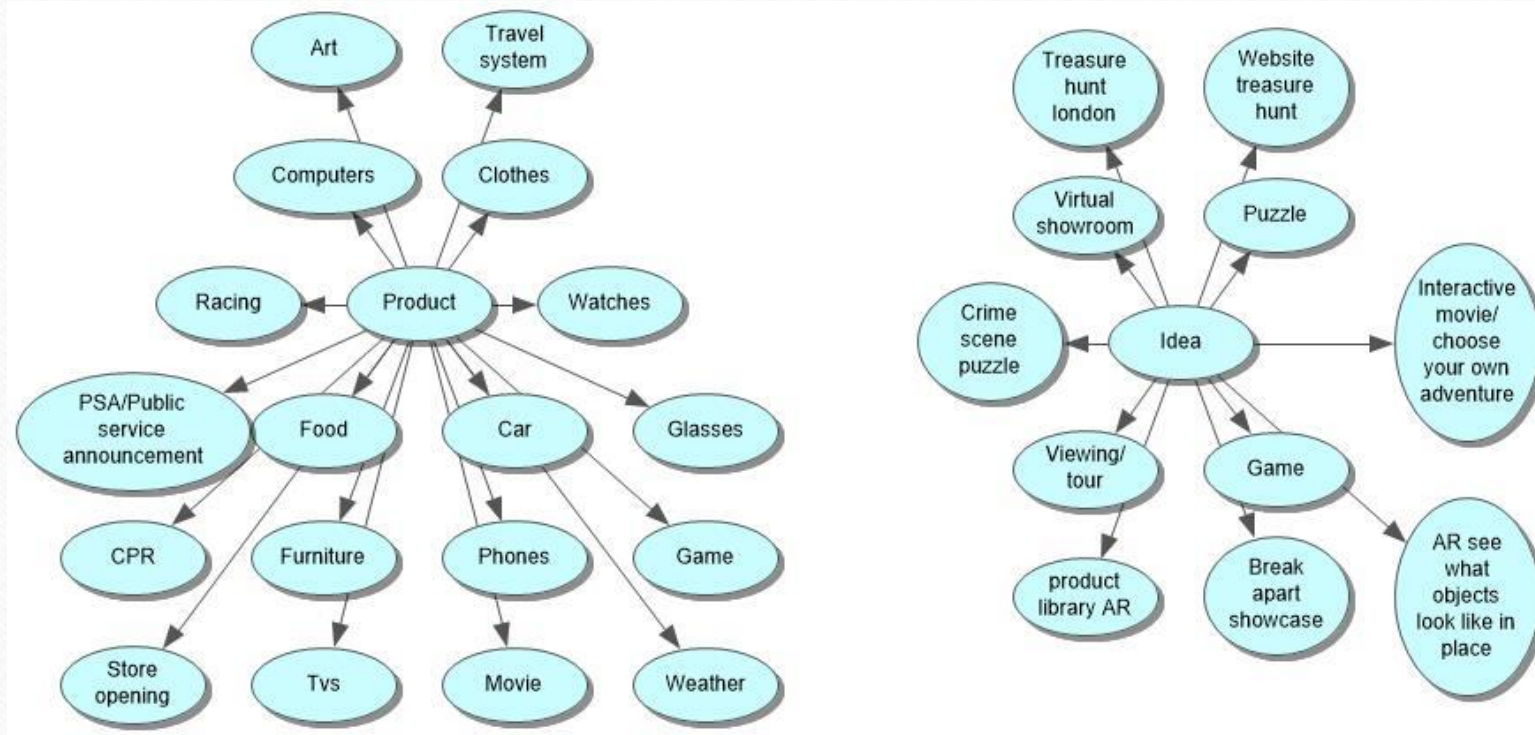
Roles:

Daniel: Engineer

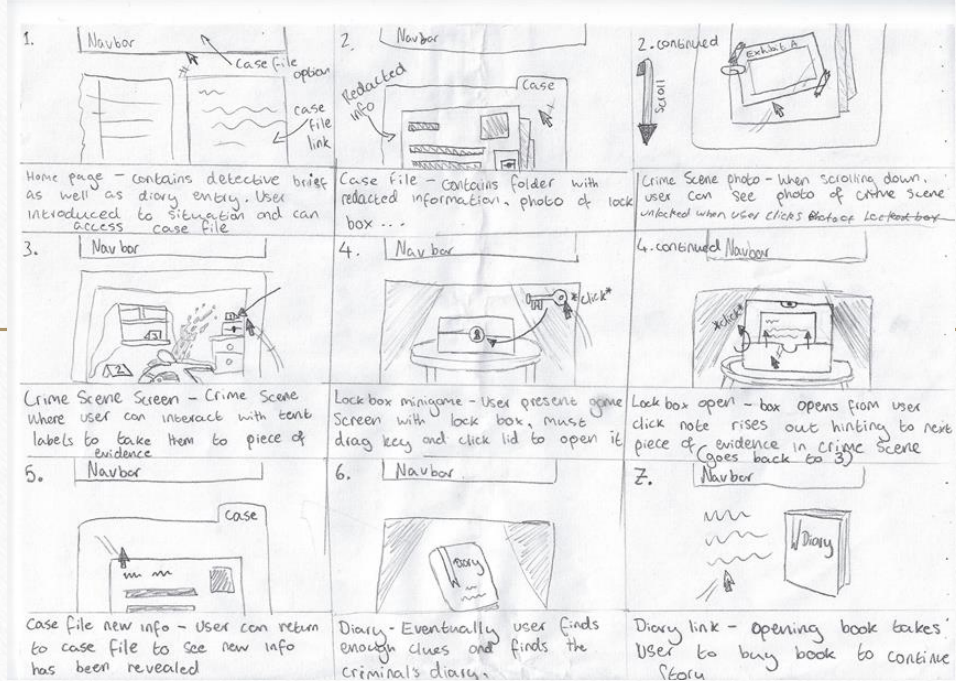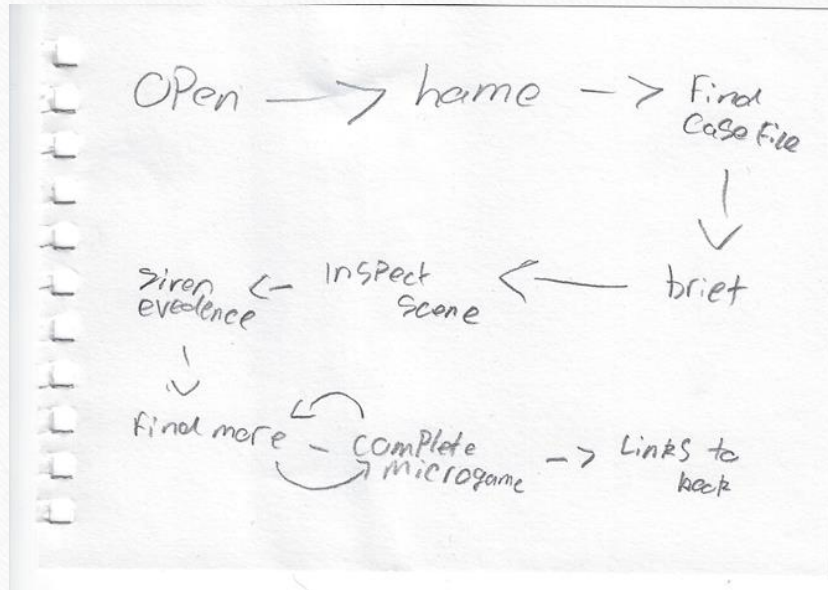Dominik: Artist

Carly: Designer
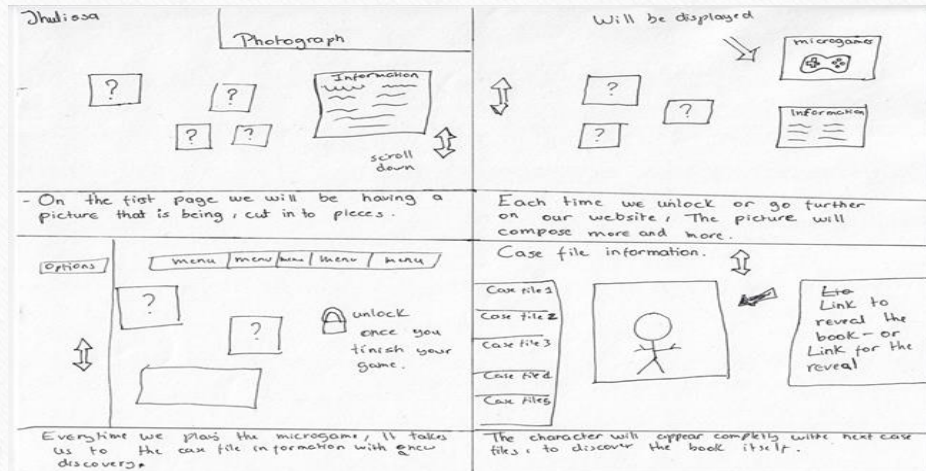
Jhulissa: Designer

Ideation

Microgames

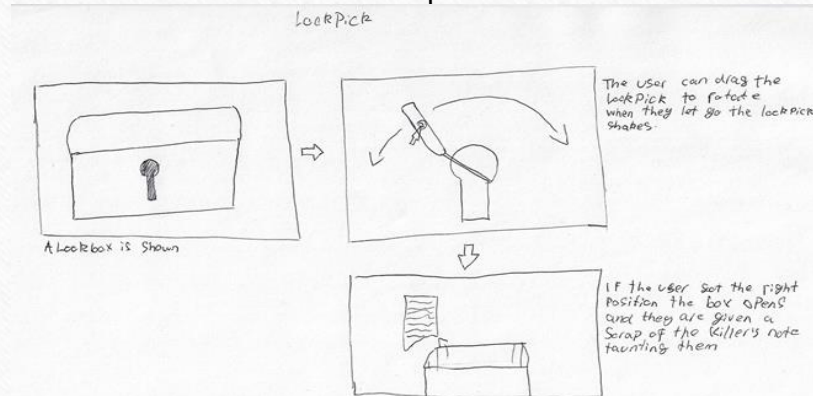Photograph reconstruction
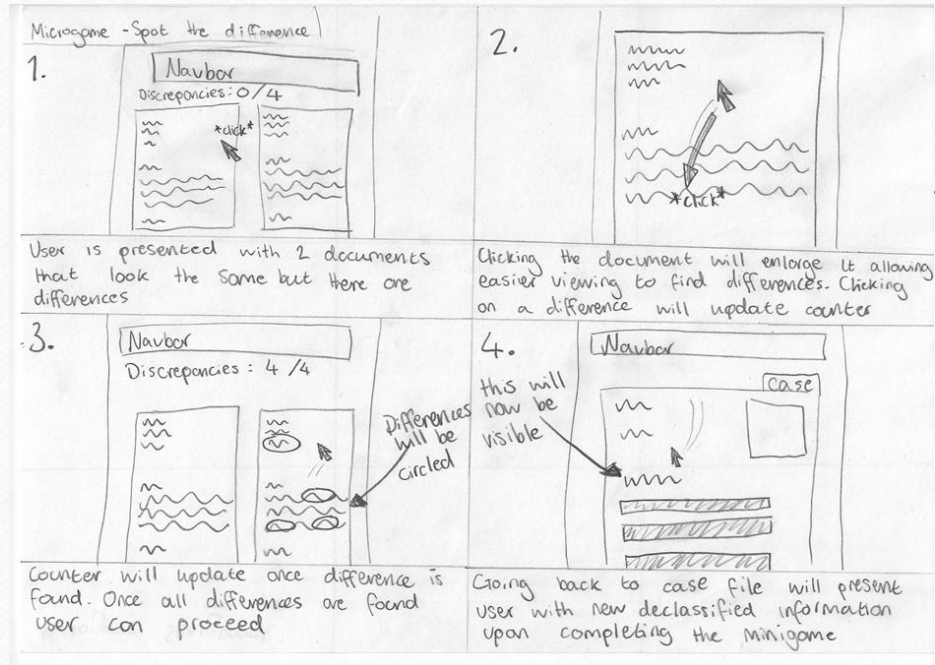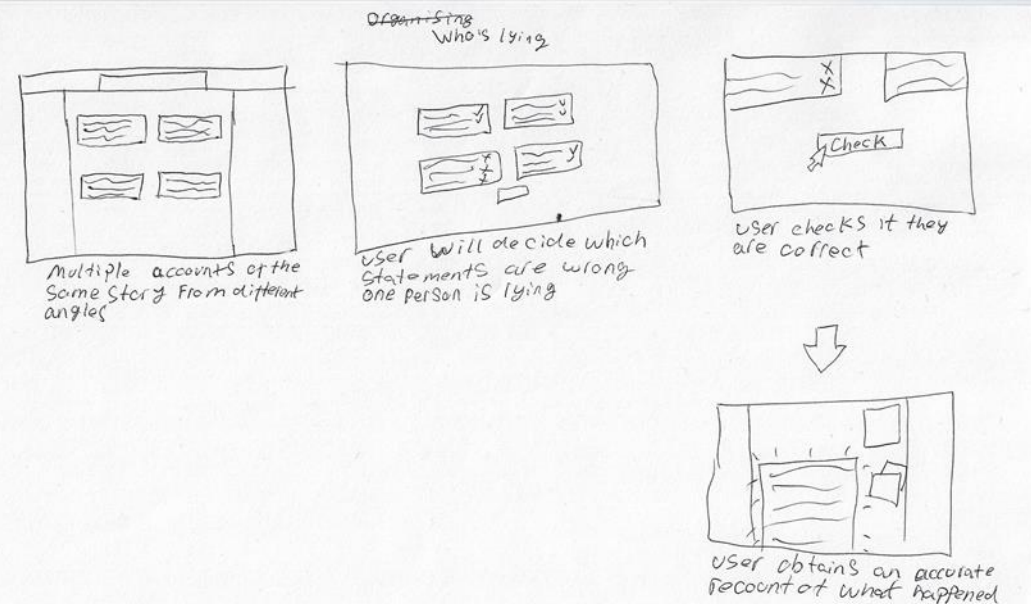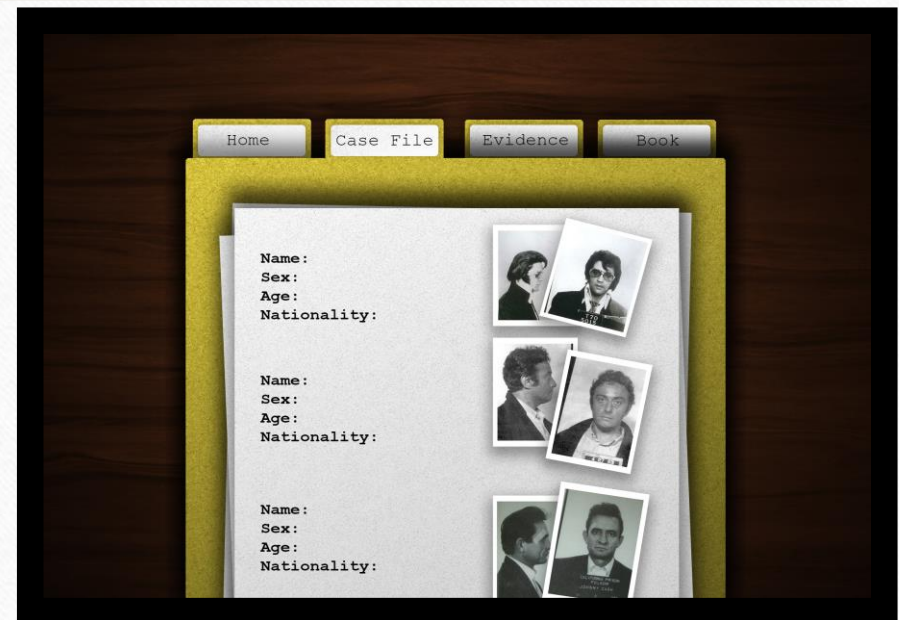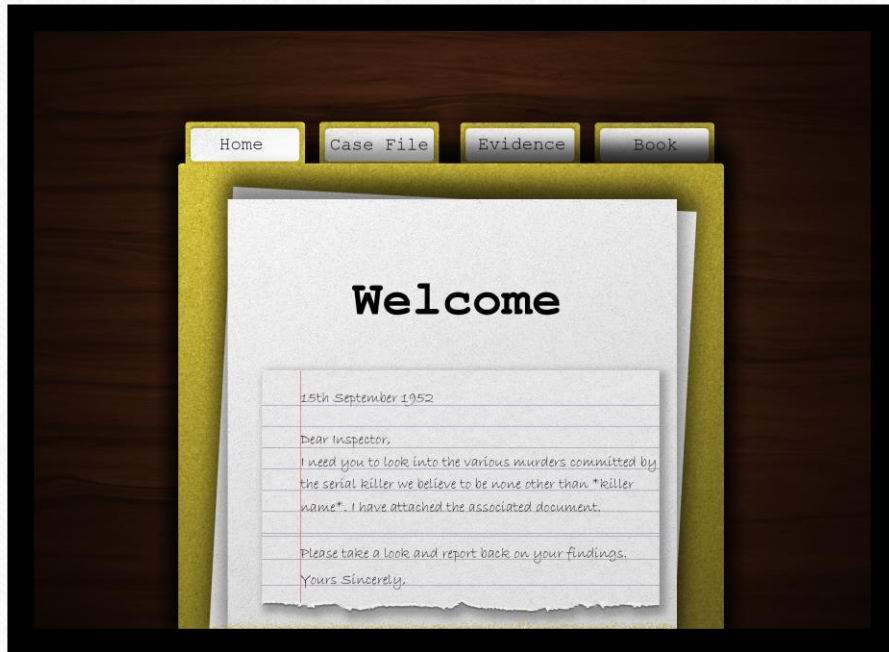
Lockpick

Microgames

Comparing Documents
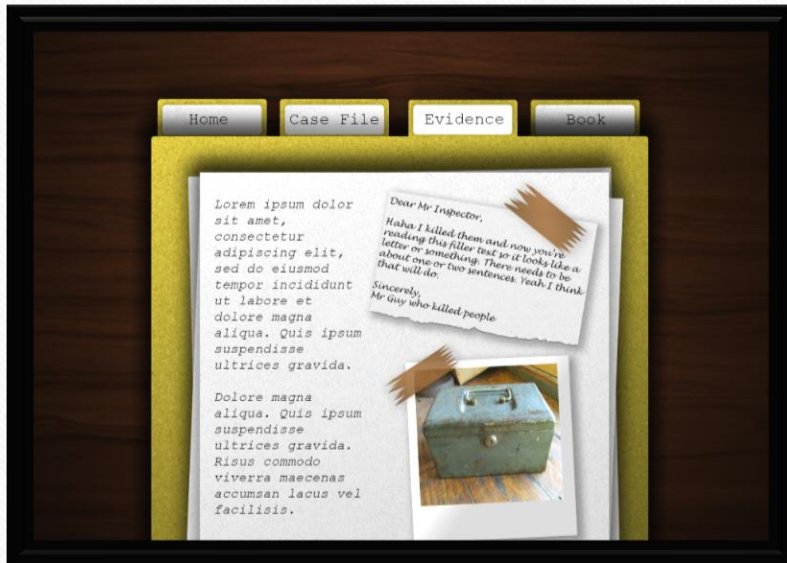
Spot Statement Discrepancies

Home page
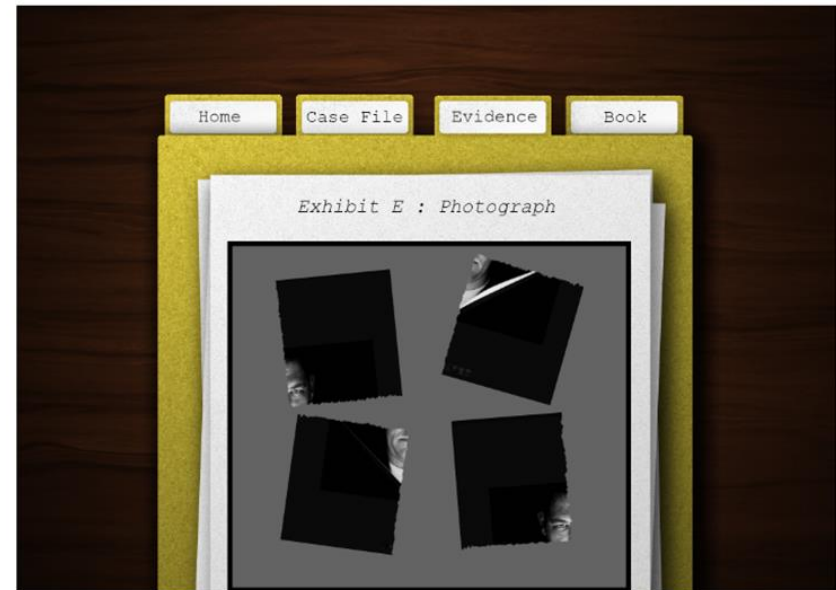# (High-fidelity Prototype)

Before: Evidence page
(High fidelity)

Minigame

(High fidelity)
Book front cover

Photograph reconstruction

How we kept the process of our project?
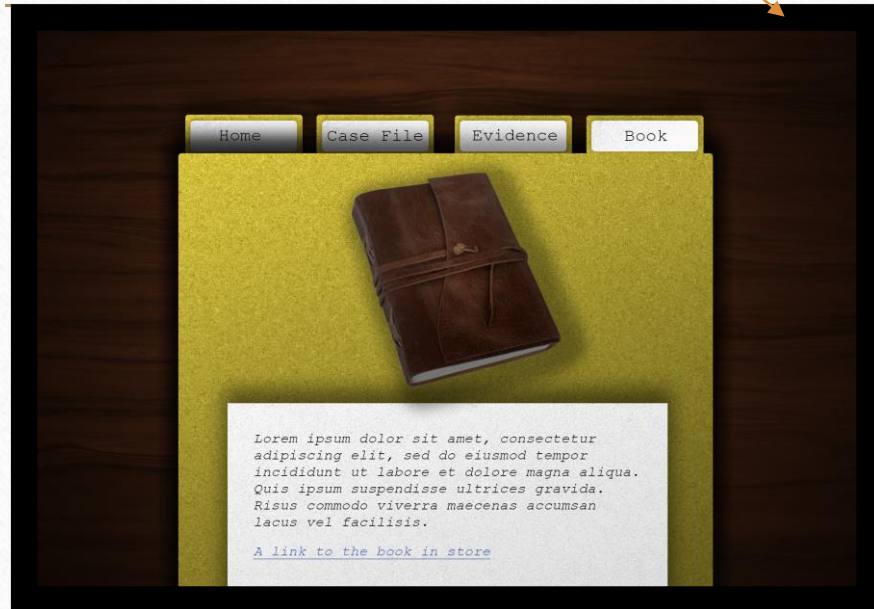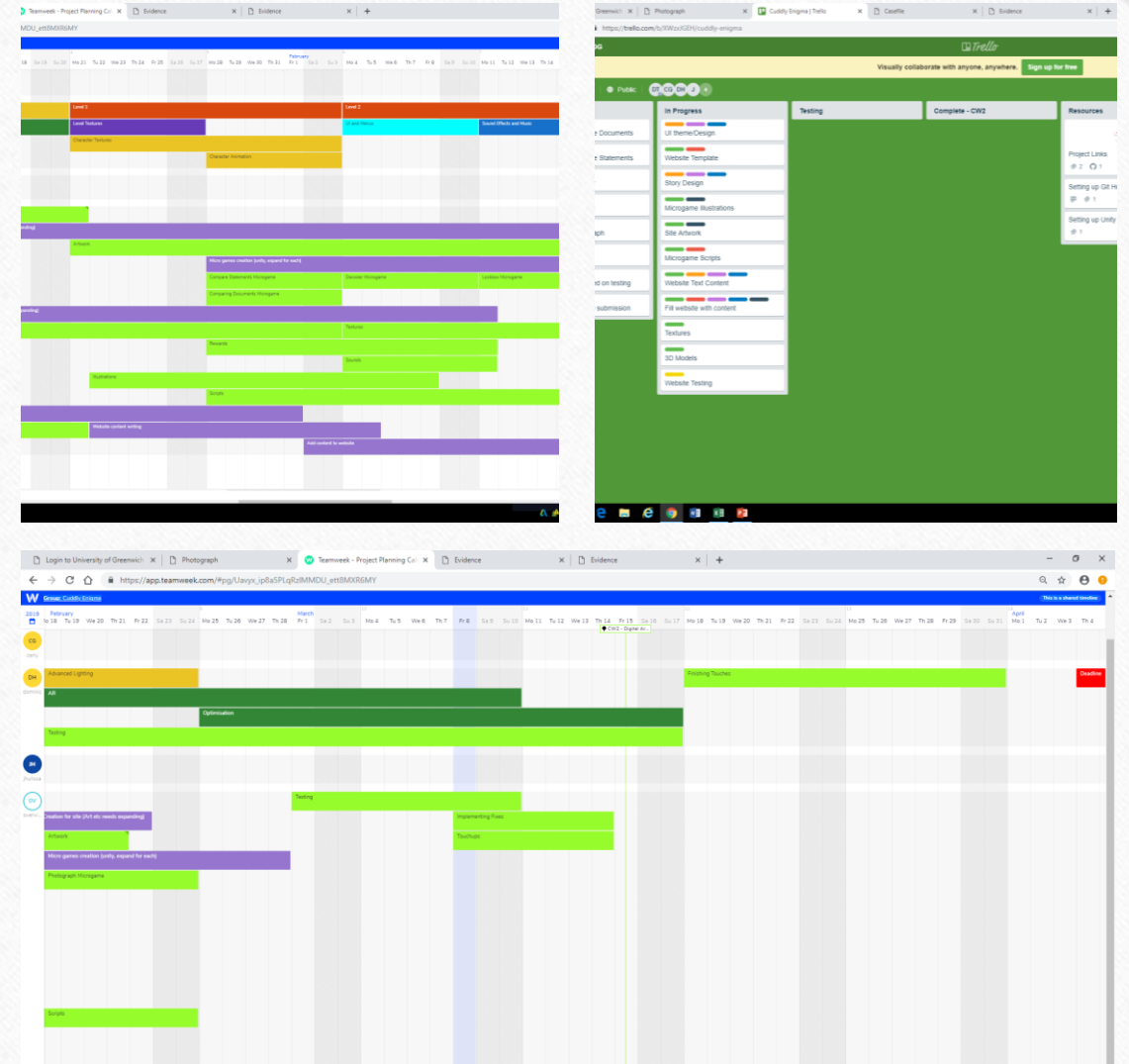
- Trello

- GitHub

- Teamweek

- DEMO

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?

Thank you!