**Figma link for High fidelity prototype:** <https://www.figma.com/design/pqlyTAX8UYaDjdu0kx7W7S/Eco-Guardians-Game?node-id=8-17&t=zJIsu98I1pIcRP0V-1>

**Figma link for low fidelity prototype:**

[**https://www.figma.com/design/pqlyTAX8UYaDjdu0kx7W7S/Eco-Guardians-Game?node-id=274-386&t=zJIsu98I1pIcRP0V-1**](https://www.figma.com/design/pqlyTAX8UYaDjdu0kx7W7S/Eco-Guardians-Game?node-id=274-386&t=zJIsu98I1pIcRP0V-1)

**Github REPO:** [**https://github.com/DorothyMartha/Figma-Assignment**](https://github.com/DorothyMartha/Figma-Assignment)

**ECO-GUARDIANS: WASTE WARRIORS OF UGANDA - PROTOTYPE DESIGN REPORT**

1. **Project Overview**

The “Eco-Guardians: Waste Warriors of Uganda” is a mobile game designed to educate children on proper waste management practices. The game aims to make learning about recycling and waste sorting engaging and interactive, using a drag-and-drop mechanic where players categorize waste items into the correct bins to earn points. The game also includes quiz sections to reinforce the educational content.

1. **Design Process**

The design process involved creating both low-fidelity (lo-fi) and high-fidelity (hi-fi) prototypes in Figma. The lo-fi prototypes were used to quickly outline the layout, structure, and basic interactions of the game. This stage allowed for rapid iteration and feedback collection on the core features and flow of the game.

Once the core structure was validated, the hi-fi prototypes were developed to add visual details and interactions, ensuring the design was both child-friendly and educationally effective. The hi-fi prototypes include vibrant colors, playful icons, and engaging prompts that enhance the user experience and make learning enjoyable for children.

1. **Features Illustrated in Prototypes**

1. **Welcome and Intro Screens:**

• The game opens with welcoming visuals that introduce players to the concept of waste management and encourage them to “make a difference.”

2. **Drag-and-Drop Waste Sorting:**

• Players encounter various types of waste items and drag them into the correct bins (e.g., plastic, metal, paper, organic). This interaction is core to the educational objective, reinforcing the concept of waste sorting.

3. **Score and Progress Tracking:**

• After each sorting round, players see their score and have options to retry or move to the next level, providing a sense of achievement and progress.

4. **Quiz Section:**

• To test understanding, a quiz section presents questions about waste management. Children select answers, reinforcing their learning through active recall.

The prototypes demonstrate a clear, engaging, and educational flow designed to help children learn about waste management in an interactive manner. These prototypes will guide the development phase, ensuring the game remains visually appealing and effective in achieving its educational goals.