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# Prototypes

## Introduction:

The Prototypes page displays the design of the paper prototype and digital prototype based on preliminary requirements for further development. There are two subsections:

## Paper Prototype

This page presents the paper prototype, which includes how the game executes and what contents it remains.

## Digital Prototype

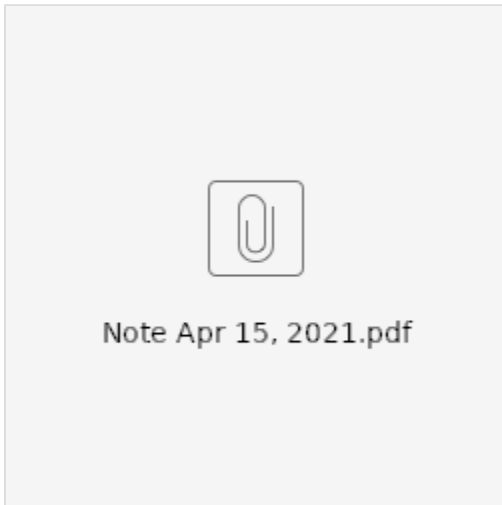
This page display the static prototype only contains the simple click operations to show the essential functions of the game.

To learn more about the subsections, please follow the links below:

- [Paper Prototype](#)
- [Digital Prototype](#)

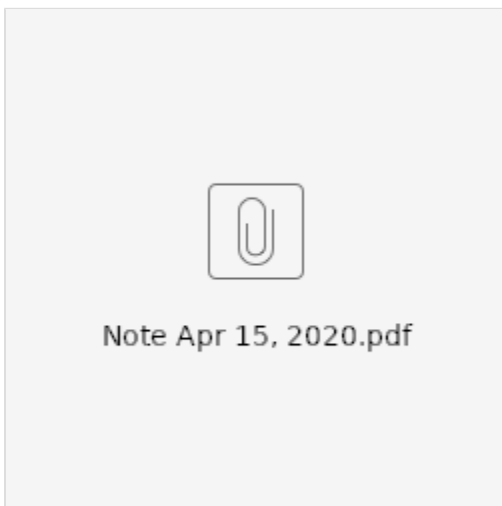
# Paper Prototype

- 23 Apr 2020 Revised prototype



(changed: the introduction of the background and the roles are displayed before picking roles.)

- 16 Apr 2020 Original prototype



# Digital Prototype

Digital prototype available at: <https://zc5znz.axshare.com>

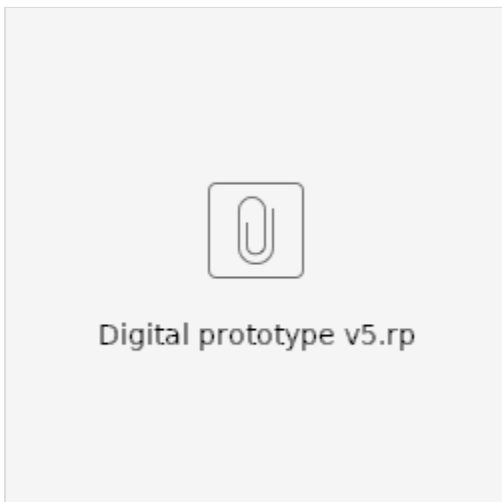
Axure file v6 (10/05/20):

[Rainer Selby](#) - Updated to make clearer when the time for group discussion starts.



Axure file v5 (30/04/20):

[Rainer Selby](#) - Updated following client meeting. Added option of setting round duration on game setup, added timer to group discussion page, and improved the design of the group discussion page to make it clearer to the user.



Axure file v4 (24/04/20):

[Rainer Selby](#) - New colour scheme, wrote in basic example plot (instead of filler text), other refinements.



Digital prototype v4.rp

Axure file v3 (23/04/20):

@Lu Lei - New fonts, variable Game ID, added help page text.



Digital prototype v3.rp

Axure file v2 (23/04/20):

[Rainer Selby](#) - More interactivity, simulate waiting for multiple players, other refinements



Digital prototype v2.rp

Axure file v1 (20/04/20):

[Rainer Selby](#) - Initial version of prototype



Digital prototype v1.rp