



Proposal

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EXD ASG1

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Evaluation of Game

Friday Nights Funkin'



Friday Nights Funkin' (FNF) is a rhythm-based indie game that gained popularity worldwide for its catchy music and engaging gameplay. It is developed by The Funkin's Crew Inc.

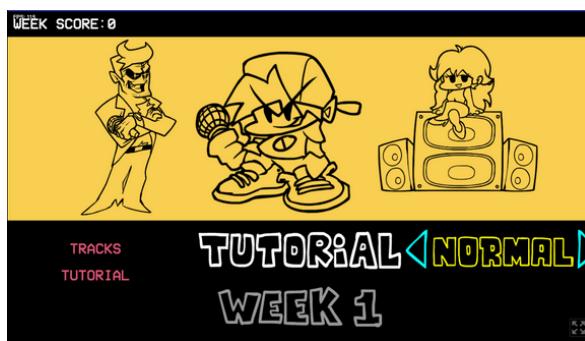
Like all rhythm games, player uses WASD or Arrow keys to catch all the notes when the music's played.

Evaluation of Game

Friday Nights Funkin'



The above image shows the first thing that is displayed when the player sees when they go in the game. The game is more towards the retro-style graphic which makes it aesthetically pleasing and stands out from other games for being unique



This game has a story mode where you can beat the tracks in order to know more about the game's story and objective. There's also a freeplay mode where players can just play whichever tracks that they like and enjoy.

Evaluation of Game

Friday Nights Funkin'



This image shows the gameplay screen when player had chosen a song to play. The left side is controlled by Bots, which will be player's enemy and it will start first. Player have to hit the arrow keys in time in order to win and advance through different levels. This is also unique because other rhythm games are usually just let player catches the notes by themselves which is plain. This feature makes the player feel as if they were competing against someone and will try their best to win the bot.

The main game's objective is for the player who is playing as the Boyfriend to beat all the opponents in order to impress the Girlfriend while engaging in rap battles which is the gameplay.



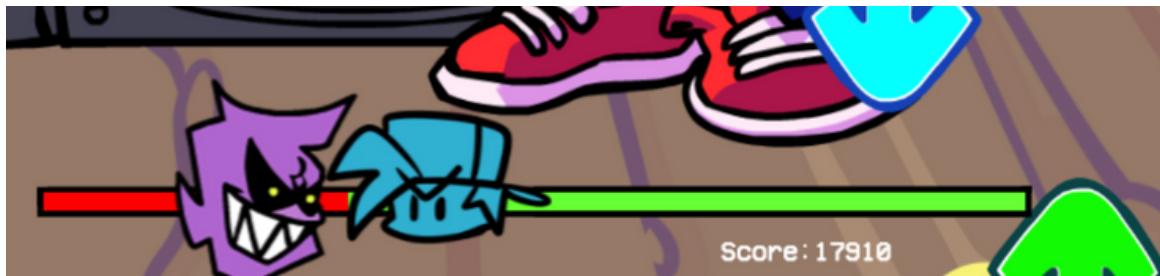
<< Girlfriend

Boyfriend
(Player) >>



Evaluation of Game

Friday Nights Funkin'



The game's accumulate score is based on player's performance in gameplays during rap battles against different opponents. The scoring system mainly focuses on accuracy and timing

Once the green health bar is out, it will end the game which leads player to retry the battle



Evaluation of Game

Friday Nights Funkin'

Strengths

- **Catchy Music and Soundtrack;** each level features unique songs that blends well with gameplay, making it an enjoyable for the players.
- **Active Modding Community;** the modding community provides additional content, custom songs and remixes which extends the game's replayability and adding more to the base game.
- **Vibrant Art Style;** the retro-inspired visuals and character design are appealing to players, creating a non-forgettable, nostalgic and aesthetically pleasing experience.

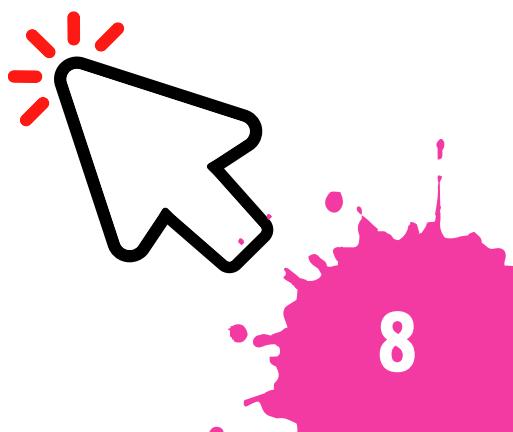
Weakness

- **Limited Original Content;** the game itself without modders only had a limited number of levels which leads to a short gameplay experience.
- **Lack Of Detailed Story;** the narrative and character development are very minimal as it focuses more on gameplay and music instead of an intricate storyline. It might not be good to players that wants a narrative-driven experience.
- **Difficulty Spikes;** certain levels are challenging suddenly especially when they are progressing through the levels. this might lead to frustration in players

URL Access to the Game



<https://ninja-muffin24.itch.io/funkin>



Improving User Experience

1. Customisable Settings

I personally likes to play rhythm games with the 'D,F,J,K' keys instead of 'W,A,S,D' and arrow keys because 'DFJK' keys made it much easier to control and hit the beats on time. Most of the other rhythm games allows user to customise their key binds to suit to player's likings. Other games also allows user to adjust the delay and speed of beats to their own preferences but this game does not have.



WASD/ARROW KEYS IS CONTROLS

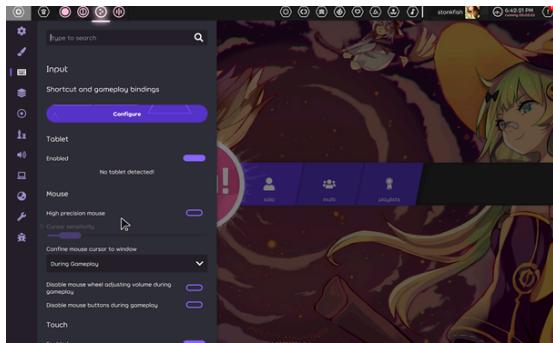
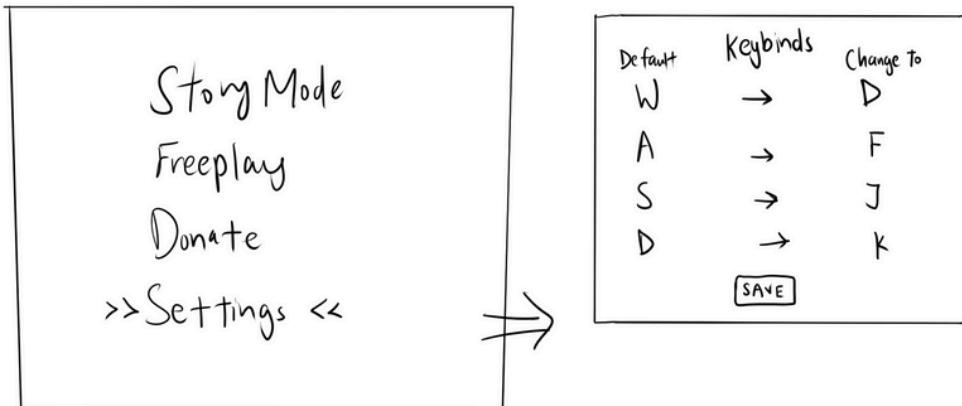
- and + are volume control

0 to Mute

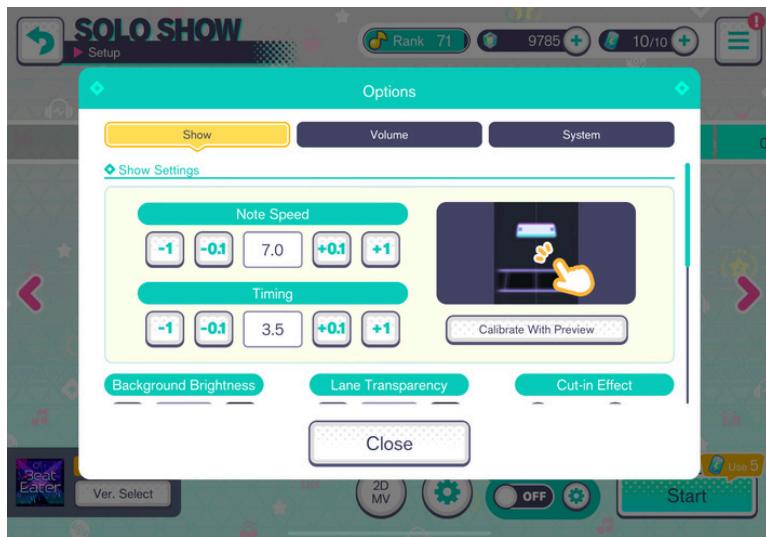
This game does not have a menu to customise settings and relies on fixed key binds to control the game.

Improving User Experience

It can be improved by something like this:



With reference from Osu!



With reference from Project Sekai: Colorful Stage! player can choose customise the speed and delay according to their preference as well

Improving User Experience

2. Varied Gameplay Mechanics

Right now the game only offers 2 game modes which is Story mode and freeplay which is a fast game. The game can add more challenges or modes to add diversity and diversity to the gameplay to keep the game experience fresh. Some of the challenges can be CO-OP challenges where player versus a real person online rather than bots. This would make the game much more challenging as they are playing against a real person now.



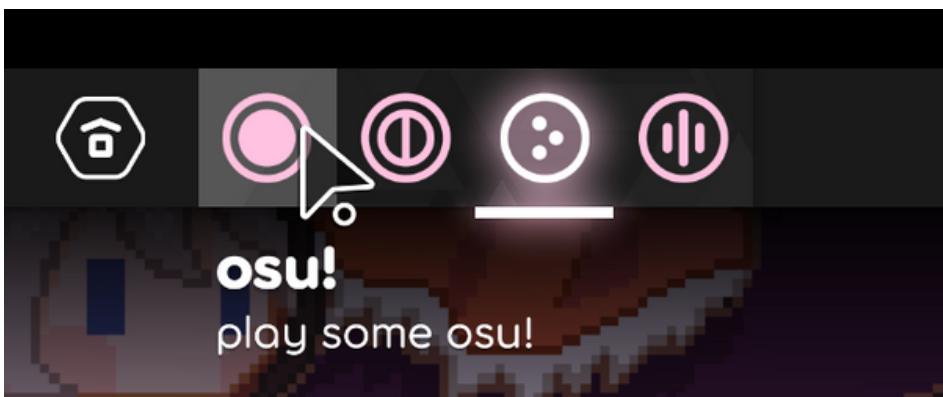
The in game only has tap notes and hold notes which can make the gameplay less challenging and boring. Since it's a browser game, it can implement mouse movements like Osu! or additional keys and game modes to spice up the experience rather than just WASD or arrow keys.

Improving User Experience

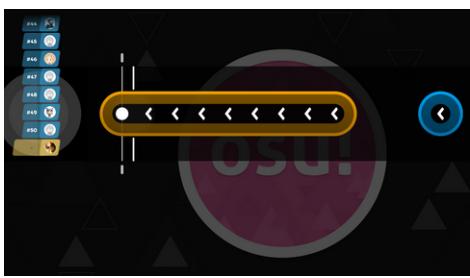


Like Osu! spiced up their gameplay with different modes such as the normal Osu! use mouse movements and keys, Osu! taiko is like the taiko game, Osu! mania which is like piano tiles with different spacing and Osu! catch which is catching the dropping notes.

Maybe it can add gamemodes like this to keep the game fresh.



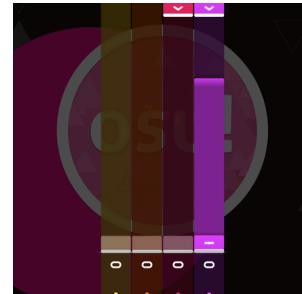
The 4 different game modes that keeps Osu! players fresh and entertained. Each of it can be played and liked by players with different preferences in rhythm games.



Osu! Taiko



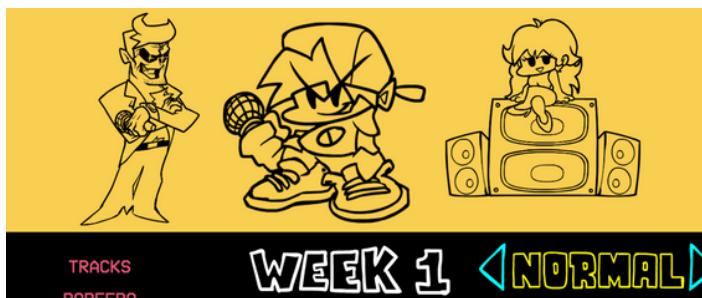
Osu! Catch



Osu! Mania

Improving User Experience

Another way they can improve is by adding CO-OP mode like I've mentioned previously. Even though the modded versions of the game do implement co-op modes which involves 2 players versus each other face-to face in front of the device. But modded games kind of defeats the main purpose of the original game so I rather the original game implement such feature as the modded versions might be not up to good quality and technical issues. It might also have copyright issues as well.



Before you start the game, it will show the player who the player is up to for example it shows that the opponent is the Father for week 1 and the rap battle will be against the father.

When the game starts, it is the computers that the players are up against, not real human. There's no sense of achievement in winning bots so with co-op mode implemented, it will bring out the competitiveness in players which will make the game more fun and entertaining to play.

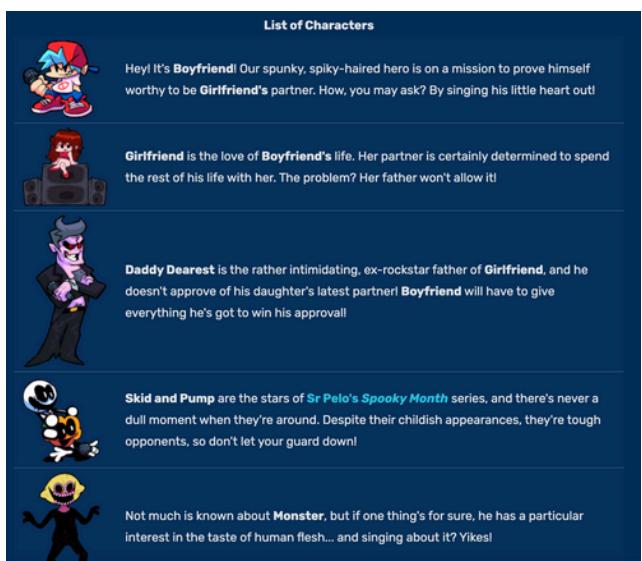


The player actually imitates the opponent's pattern which can make it less surprising when playing as the player already know what are the keys to enter before it is their turn.

Improving User Experience

3. Character Development & Storyline

The game only shows slight scenes at the start of the game when player first load but it's skippable. Without a good storyline and understanding of the game plot, the player may not feel involved and immersed in the game. The storyline is suppose to help the player to understand the game better and tell them what they need to do.



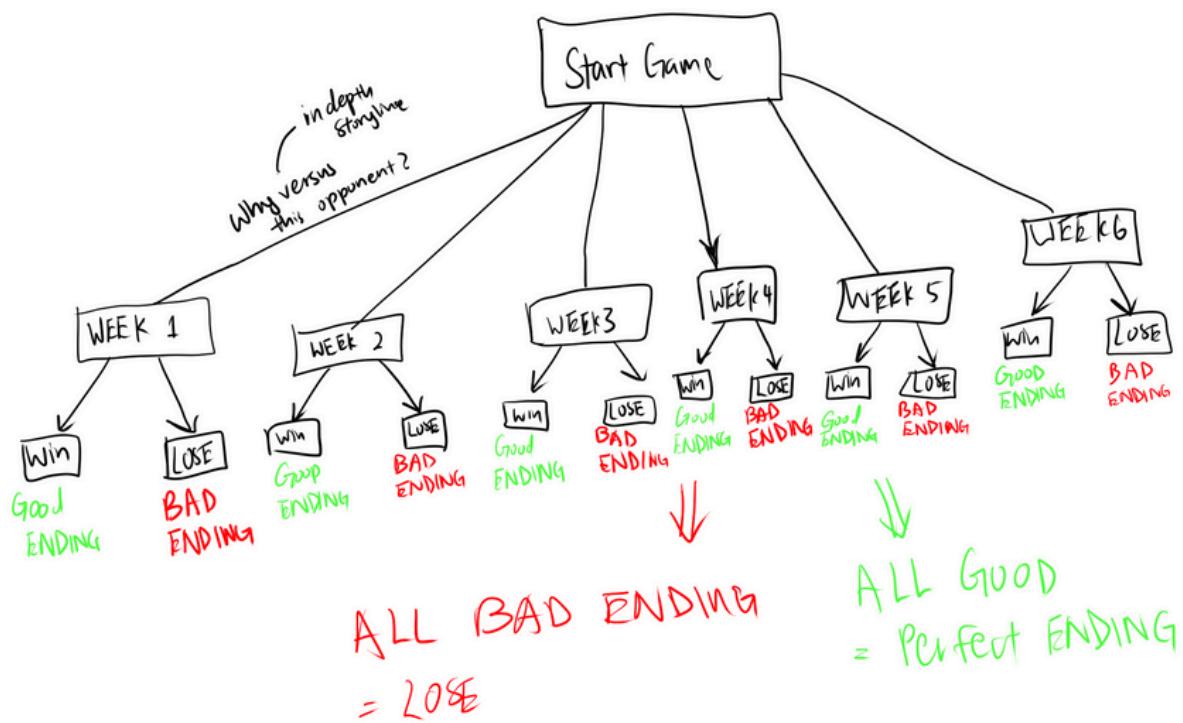
There's a background story on all the characters as well but it is not shown in the game itself. The player will have to refer to the game's Wikipedia page in order to know more.

Whenever the player defeats the opponent, the game just ends and brings the player back to the song selection page and there's no animation or interaction on the storyline.

The game's storyline can be improved by having more cinematic cutscenes or adding dialogue in the game. Using more animated cutscenes or adding some dialogues between levels will give players a deeper connection to the characters and their story rather than just end abruptly.

It can also implement multiple endings such as when the player loses to the opponent, it will play the failed scene rather than showing the game over screen and when they win different opponents, different outcomes. This will be based on player's performances during the game and will add replayability to the game and make the player choose the outcome of the game.

Improving User Experience

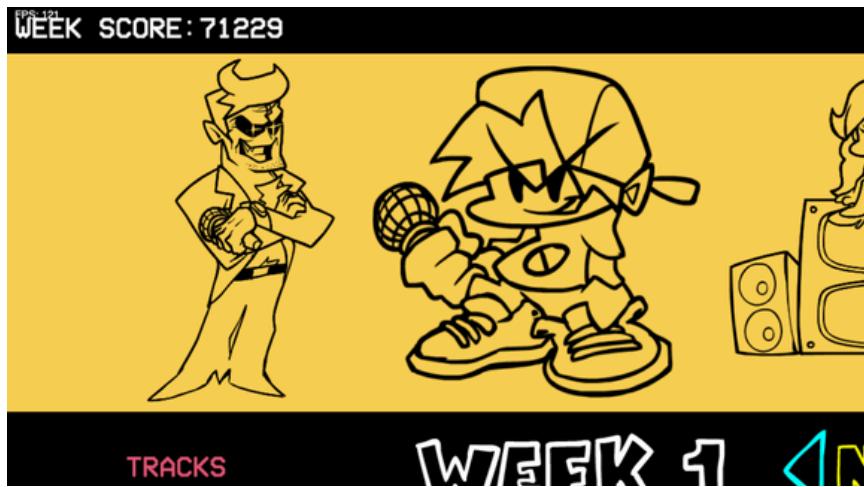


It can be something like this so that it will make the player try to achieve the perfect ending which allows the game to be more replayable.

Improving User Experience

4. Score System & Result Display

When the game ends, the player will be sent back to the song selection screen and it will not display the results of the player's performance. The play can only view their score at the song selection page to see how well they had performed.



This is bad for a rhythm game as most of the players seeks the accuracy page to know how well they had performed



Other games like Muse Dash will display the accuracy stats of player to show how well they had done as well as a leaderboard to urge the player to try their best to strive for the top player position

The end result will clearly display the performance details such as miss notes, combos and etc.

This is crucial to rhythm games because players would want to know how accurate they are so they can improve on their accuracy



Persona

PROFILE

Name : Leong Yen Zhen
Gender : Female
Age : 19
Country : Singapore



BIOGRAPHY

Yen Zhen is a game design student that enjoys music-related games that helps her to relax and have emotional release from projects and assignments. She always plays rhythm games whenever she feels too stressed out from school.

INTERESTS

Gaming

Food

Travelling

FRUSTRATIONS

Financially unstable
Unable to express self freely
Not free to travel

PERSONALITY

Introvert

Observant

Feeling

Turbulent

MOTIVATIONS

Financially stable to be able to travel the world
Live a carefree, happy, healthy and balanced life

User Journey

User Journey Map

Original Game

	Start	Selection	Gameplay	Results & Storyline	End
Player Action	<ul style="list-style-type: none"> Watch intro Press Enter to start 	<ul style="list-style-type: none"> Choose a game mode to play Select song Select difficulty 	<ul style="list-style-type: none"> Use WASD or arrow keys to catch the notes 	<ul style="list-style-type: none"> Display player's performance and slight dialogue (for some stages) 	<ul style="list-style-type: none"> End game experience
Touchpoints	Intro animation shows to welcome the player	Player choose which challenge and songs they want	Player get in sync with the notes by pressing WASD or arrow keys	Player can know their score and some stages will have dialogues for story	Game finish
Customer experience	 "Amazing graphics"	 "Cool beats! Love it"	 "I thought I chose easy! and why can't I change keybinds!! I don't like WASD I want DFJKP"	 "How do I know the max score??? Why is there no accuracy table? Story too vague!!"	 "Overall it was fun!"
Pain Points	Not knowing the plot of the game	Limited selection as it only has a few choices of songs	Difficulty spike and no customise control settings	Not enough storyline and no accuracy table to check the miss notes and max score	Too short and little replayability
Solutions	Add cinematic animations or a dialogue storyline to guide player to the game story	Update consistently and pair up with the mod community to produce better and more content	Add customise settings and keep difficulty constant	Add more animations or dialogue to push the story and add an accuracy table	Add replayability or more contents or game modes

User Journey for the Original Game

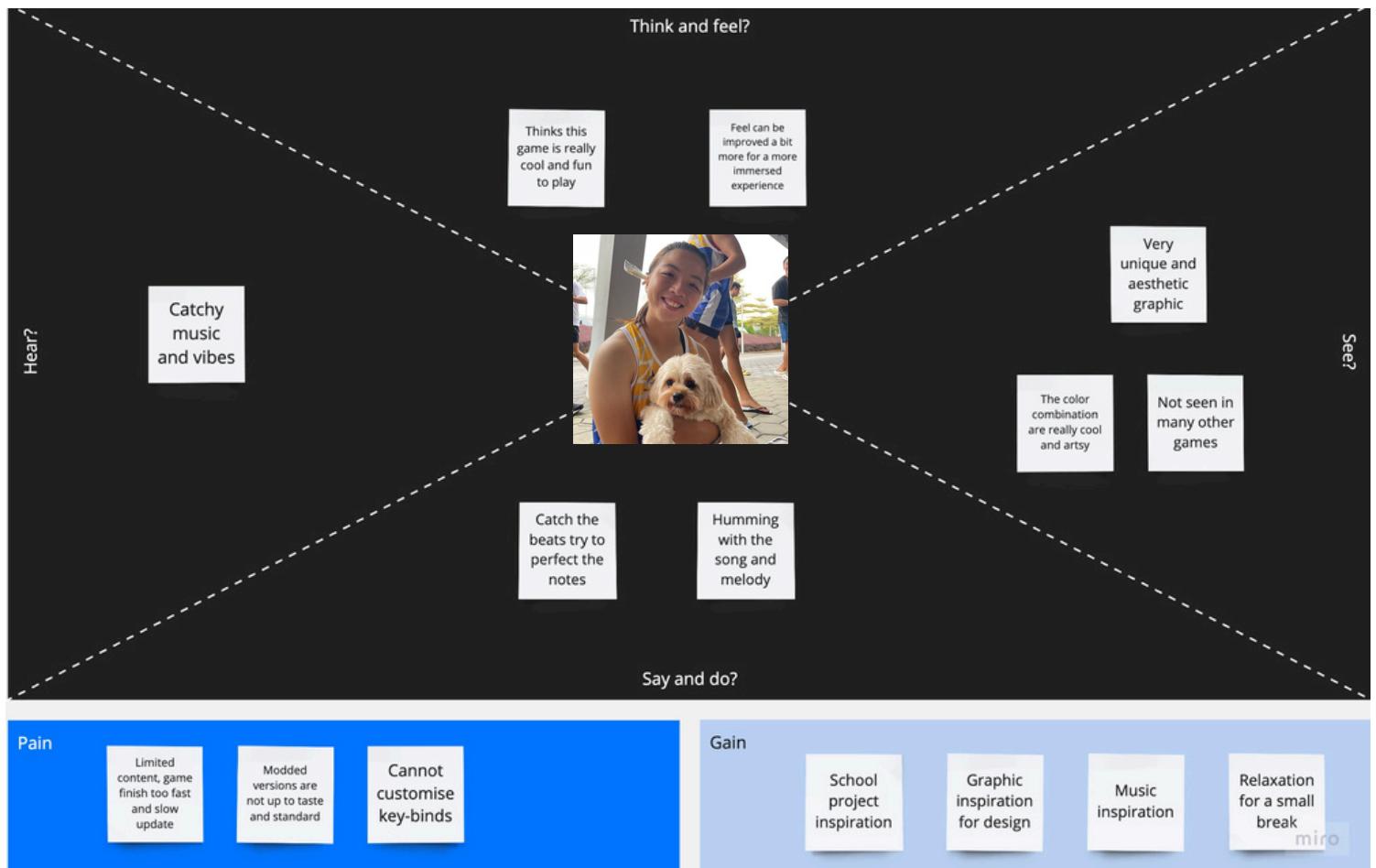
User Journey

User Journey Map Improvised Game

	Start	Selection	Gameplay	Results & Storyline	End
Player Action	<ul style="list-style-type: none"> Watch intro Press Enter to start 	<ul style="list-style-type: none"> Choose a game mode to play Select song Select difficulty 	<ul style="list-style-type: none"> Use WASD or arrow keys to catch the notes 	<ul style="list-style-type: none"> Display player's performance and slight dialogue (for some stages) 	<ul style="list-style-type: none"> End game experience
Touchpoints	Intro animation shows to welcome the player	Player choose which challenge and songs they want	Player get in sync with the notes by pressing WASD or arrow keys	Player can know their score and some stages will have dialogues for story	Game finish
Customer experience	 "Amazing graphics & Cool story!"	 "Cool beats! Love it. Wow more contents!"	 "Yay a balanced game! I can use DFJK key!!!"	 "Oh my! I am still far from max score, gotta practice!"	 "Overall it was fun!"
Liked	<ul style="list-style-type: none"> Player understood the plot better 	<ul style="list-style-type: none"> More songs and contents for the player to choose from 	A balanced game and player able to customise key binds to their own preference	Able to check accuracy and practice to improve on the score	Fun experience
Solutions					

User Journey for the Improvised Game

Empathy Map



Instruction Manual



1

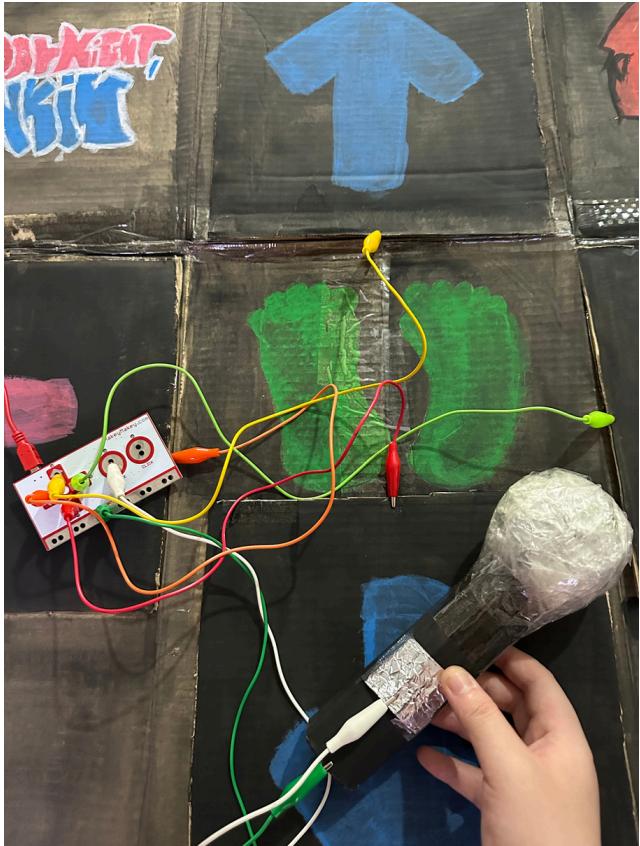
This is the overall look for the controller. The dance pad and microphone is inside the radio.

2

This is the dance pad and microphone from the radio box.



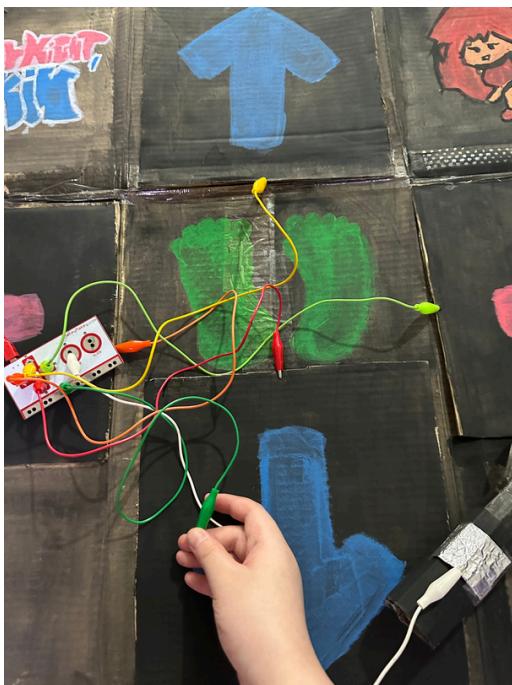
Instruction Manual



3

Connect the WASD keys to the Up, Down, Left and Right arrows on the dance pad.

Connect the Space Key to the microphone (white line) and Earth wire (dark green line) to below the microphone, cardboard area



Or you can also connect the earth wire to yourself. (if the cardboard did not work)

Instruction Manual



4

This is how the final set-up looks like this if it is set up properly! You can add additional wires to connect if you wish to put your device on a higher ground to connect to the dance pad.

Instruction Manual

Here's the digital illustrated copy of the manual.



This image shows the second and third pages of the digital illustrated instruction manual. The left page is titled 'Quick Set-Up Guide' and contains three numbered steps: 1. Take out the Dance Pad & Microphone, showing a diagram of a 4x4 grid and a microphone; 2. Connect the Makey Makey!, showing a breadboard with various wires connected; 3. Press Enter on the Keyboard to enter the game!, showing a hand pressing a keyboard key. Navigation arrows point from the bottom of the first page to the top of the second page, and from the bottom of the second page to the top of the third page. The right page is titled 'Game Modes' and lists two modes: 'STORY MODE' and 'FREEPLAY'. 'STORY MODE' is described as the main mode where progress is made through narrative stages. 'FREEPLAY' is described as casual play for music enjoyment without story constraints. Navigation arrows point from the bottom of the second page to the top of the third page, and from the bottom of the third page to the top of the fourth page.

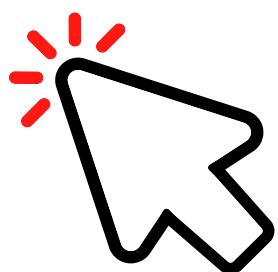


Scan QR to access the full digital copy!

Video Clip URL



<https://www.youtube.com/watch?v=40IELSf0bRc>



Photos Of Set-up



Design Rationale

I chose this game because I really liked the aesthetics of the game as it was unique and well made for a browser game. I also liked the gameplay as well but I think it would be more fun to play it with controllers instead of the keyboard WASD and arrow keys.

Since the game is about rap battles, I want the players to experience a real life rap battle while playing this game. I have included a radio box as a box to store the controllers and also as a decoration, as well as a microphone for the player to hold on as if they are actually having a rap battle while playing the game.



Design Rationale

The game requires the player to control the WASD keys to play the beats. For the controls I think it will be cool and it will match if it was a dance pad like the Dance Dance Revolution as the game background look like it was on a stage, usually during a rap battle the rapper will move the body a little to vibe with the song so I think it can relate to dancing as well



Stage Like Backdrop



Dance pad + Microphone as if the player is performing on stage

I thought of this just so that the player can immerse themselves even more in game as if they were the ones defeating opponents, bringing themselves into the character of Boyfriend.

Design Rationale

Since the dance pad would be too big to place anywhere and it might be spoiled if its not kept properly, I made another box in the shape of radio to protect and prevent the dance pad from taking damage.



It is made out of cardboard and black paper and my mom's notebook cover for the opening..



Radio Box to store

To open, the string is
at the back!



Got the inspiration from the
Girlfriend's stereo

Design Rationale

And the dance pad with microphone will be stored like this:



Folded to save space! and fits into the radio box

Below the dance pad are taped with anti-slip mat so the player won't slip and fall while dancing on the dance pad.

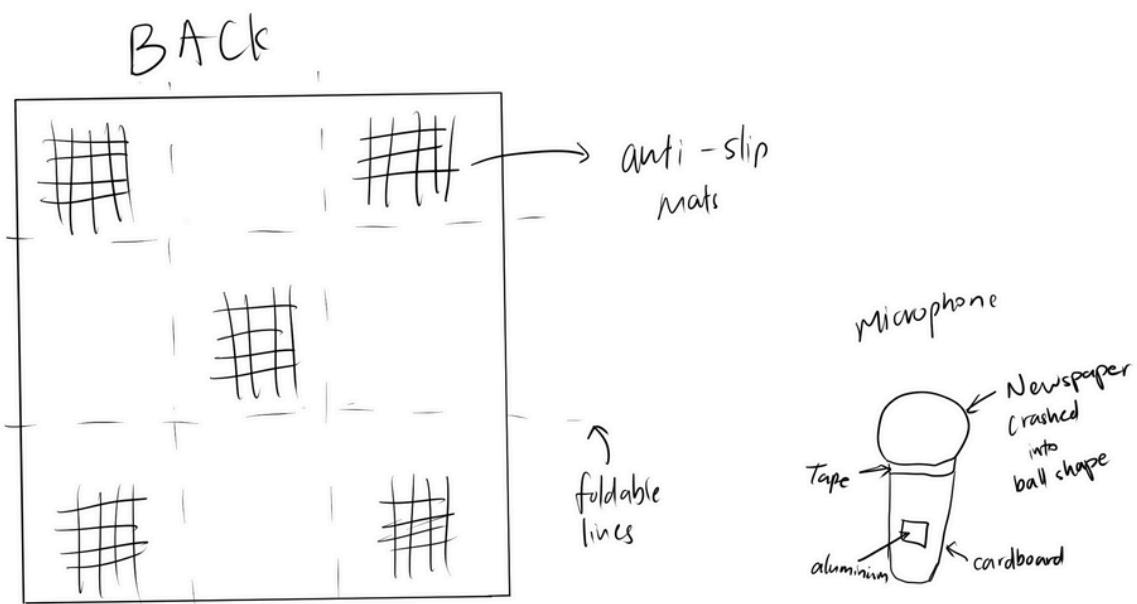
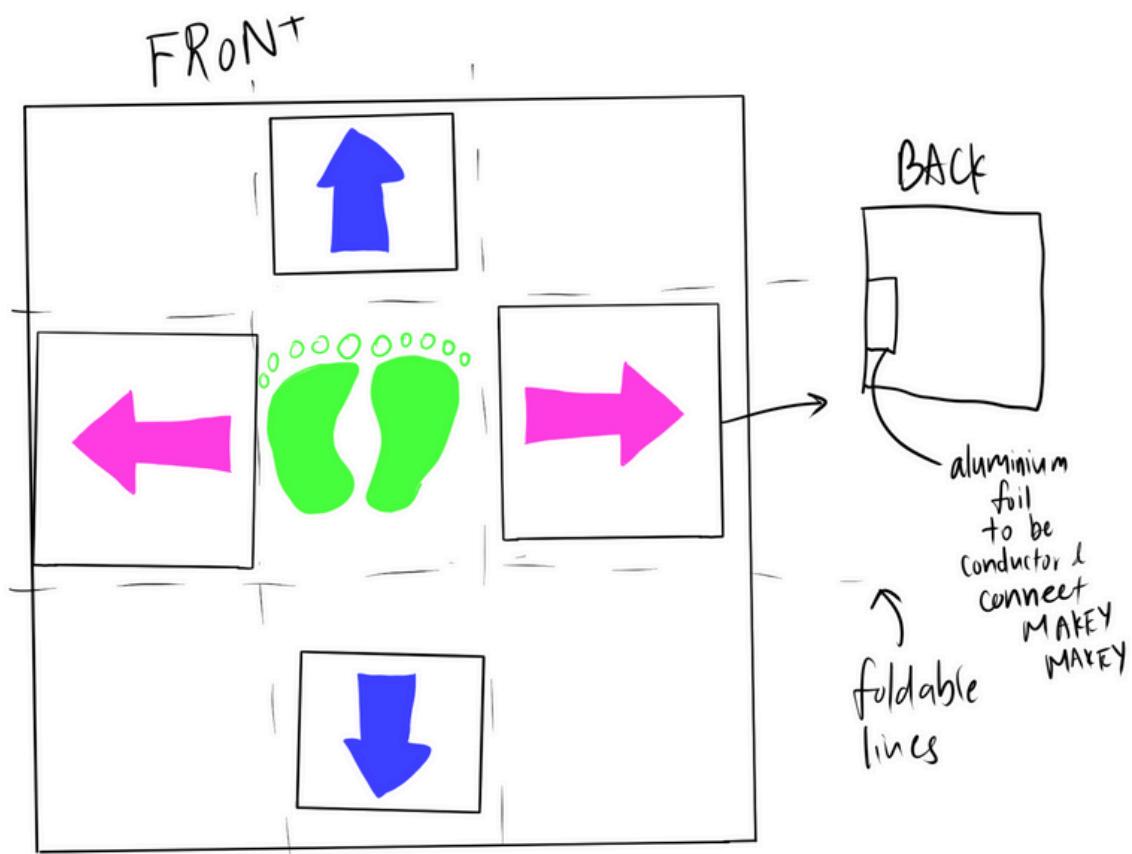
All the designs are hand painted by me! With acrylic paint

The microphone is made out of newspaper and tape as the mic and cardboard as the handle, with aluminium as the conductor for space key in makey makey.

The controller is made out of cardboard and aluminium below the arrow boards so the makey makey can connect to WASD.



Planning



Target Audience

The target audience would be for age 13 to 23 years old players that likes and are interested in dance and rhythm games.

The reason why I chose this group as my target audience for my controller is that they would be interested to explore rhythm games as well as use the dance pad to be more immersed in the gameplay experience.



Research For Controllers

1. Normal Controllers



PlayStation Controller (DualShock)



Switch Joycons



xbox controller

I first thought of using normal handheld traditional controllers like playstation and xbox controllers because I prefer using these controllers when I game. But I realised it would be boring as what difference does it make if its just me pressing buttons? Won't it be the same as me playing with keyboard? Also sitting and gaming is not good for health so I went to explore arcade machines since a lot of machines that requires physical touch and immersive experience.

Research For Controllers

2. MaiMai Rhythm Game



maimai is a "Music Game"!

Press the **8 buttons** around the circled screen, or use the touch screen directly to play! Just that simple!

Linkable up to 4 players!

Let's invite your friends to play together!

There are many genres of songs which you can select in maimai! Includes

POPS, animation songs, niconico songs, 東方Project songs and more!

Maimai is a musical touch screen game on the machine. It is round for the screen user just tap on screen to catch the notes or slide across the screen.



Player play while standing.



However, this is only good for touch screen rhythm games.

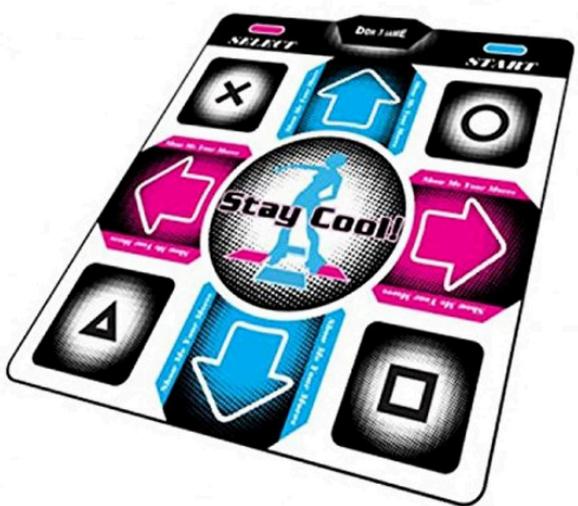
Research For Controllers

3. Dance Dance Revolution

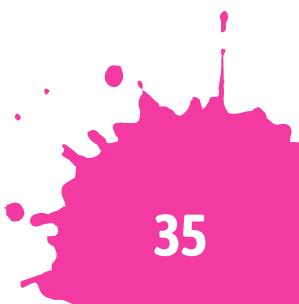


Players have to grab on to the back handle to prevent from falling off.

Another controller that I've came across is Dance Dance Revolution. This is a dance rhythm machine and I think it suits my game's theme really well. So I went into a deeper research about it.



It also have a portable and foldable dance pad that users can play at home.



Research For Controllers



They put like a foam mat in the pad so to reduce the surface impact when player jump, it will not hurt their feet.

The developers also implemented a version for hands instead of using the entire body to dance. But to me, since I am going for rap battle, it's more suitable for the players to dance like with whole body to be more immersed in that experience.



©Konami Amusement

Annex

Credits

FNF Font by fontsplace.io

Clip Art credit goes to wiki & ninjamuffin99

Makey makey insiration

Software / Tech Used

Canva

>> Proposal and elements

Procreate

>> Sketches & drawing

Google

>> Research

Makey Makey

>> Connecting to game controller

Miro

>> Empathy Map template

