

Design Journal - Prototype 3

Design hypothesis

This game tries to incorporate trivia in the 3D space. Most expect trivia games to be simple, point-and-click experiences. My prototype attempts to revitalize the genre by placing the player in an immersive space where wrong answers may signify their doom!

Questions for the player

How did you find the difficulty of the questions? (They were not designed to be too challenging)

Did you find anything frustrating during your experience?

How would you improve this game visually / What look would fit it best? (Ex: Low poly, anime, pixel, etc.)

Anything you would personally add to the game to make it more fun?

Reflections on the playtest (not for player)

Good points:

- Generally easy questions.
- Trivia is fun for everyone.
- Kahoot music!

Bad points:

- Bad timing between questions.
- Bad camera positioning.
- A few bugs.
- One question is too specific.
- May seem a bit stale and too easy.

To improve:

- Fix bugs (Camera glitch, Never die if you stay in the middle glitch)
- Add an incentive to play the game. Perhaps progression to different levels and different environments.
- Add obstacles.
- Tweak question difficulty.
- Sound effects.
- Dramatize everything (death / right answer)
- Fix timing between each question.
- Add "moving/switching" tiles.
- Point system.
- Tiles falling down into a death trap.
- Enemies to push you around.