

## 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:

Bad points:

To improve: