The final version of Prototype 3 - Calamari Game

The objective of Calamari
The objective of my game is to answer all questions correctly in order to go home with a big prize. However, answering the questions correctly is only PART of the challenge.

Desired experience for the player
Calamari game tests the player on many levels. First, the trivia questions. They are not meant to be difficult, but challenging enough to make the player second-guess themselves. Next are the obstacles. The player will not only have to think quickly to select the right trivia answer, but they will also have to avoid the obstacles that will prevent them from doing so. The game is meant to be challenging yet engaging. Similar to the popular TV show Squid Game, the player should feel each decision they make has high stakes involved.

Final changes implemented
The progression of my game went as follows:

The first version of Prototype 3
  - Environment creation.
  - Question display.
  - Tile removal.
  - Background sound.

Iterative prototype
  - Bug fixes.
  - Randomization of the tiles.

The final version of Prototype 3 (every change was mentioned by a playtester)
  - Scoring system & UI implementation.
  - Scene management.
  - An enemy that pushes the player around (rolling ball).
  - Comical sound effects (Slide switch, Tile switch, Falling down)