**Developing a Questioning Mindset**

**Brief 1 – A new Jump Mechanic**

1.Question the designer on their thoughts as to what they want/need the long jump to be used for, the more specific detail the better. Is it purely for exploration of a map? Is it going to be used in combat or other game mechanics? Is it going to be used for a challenging jumping quest? Is it going to be used in a completely different way? How will this fit in with the rest of the gameplay, does it affect earlier levels and how it effects the overall experience. Will this even make the game better or does it even belong in the game? Best way to balance difficulty of the jump? Do we need to limit/restrict the use of the “long jump” mechanic? Will it just be used for certain sections of the game? What happens if they fall? Do we need/want different variations of the jump for certain instances (height or length focused)?

2. - Jump pads for the player to engage with at certain points in the game.

- The ability to glide while jumping (Immortals or Batman).

- The ability to jump then grapple over to the desired destination (Titanfall or Batman).

- Standard double jump or boost while in mid-air (Destiny).

- A dash ability that can be used to propel the player in a certain direction (Doom Eternal).

- Simply being able to jump further when incorporated with a sprint mechanic.

3. Jump Pad – We would need to insert the pads at set points in the game where a “long jump” is required, seeing as the player could only engage with the pads at these points it is kind of restrictive but could be fine if it is purely for jumping greater distances on to a certain platform or surface.

Glide – The player would need to control a glide to certain platforms/surfaces to achieve the desired goal of the designer, difficulty could be affected by the size of the platform that needs to be landed on, could even make it automated so the player must press a button and they glide straight to an intended platform/surface.

Grapple – There could be lots of variation in this method, you might only allow the user to pick certain points that can be grappled to which would be a simple but restrictive solution. Alternatively, we could have a certain level of boost off the grapple that launches the player over a platform or surface.

Double Jump or Boost – The most basic solution for adding a long jump, could easily affect difficulty of jumps if you wanted. This method would be easier to fit in to existing gameplay compared to other alternatives.

Dash – A versatile mechanic that can be used to dodge as well as cover distance, gives the player a lot more options with movement.

Sprint Jump – Simple mechanic to cover more distance in the air if the player sprints before jumping, jumps would need to be timed to make the distance, can also challenge difficulty

4. Decided to go with a standard double jump mechanic for the game. It will allow the player extra mobility in general movement and the ability cover greater distances. With this added mechanic it will be easier for the player to explore the map, platforms can be set up so that the double jump needs to be well timed for an extra challenge. Can also be used to dodge enemies/projectiles if needed. The designer could ask to add an upgraded double jump in that could be obtained through something like skill points.

**Brief 2 - Maps for the Blind**

1. The application would need to use speech-to-text voice recognition on the phone to input locations and data into the app. Voice recognition on modern smart phones should be reliable enough to input correct data. If the individual is struggling with clear speech, it could be broken down further into inputting individual words or letters to get the correct location into the app. The app could also read out the final location to the user to confirm they have input the correct data. If the final readout is incorrect then using voice recognition the user could scroll through and change words/letters to fix the location details.

2. Constant vocal feedback would be required to track the given path. Say every 5 metres (less if needed, which could be an adjustable setting in the app for how often the user wants vocal feedback from the phone) the application informs the user to continue along current path.

a) Vocal feedback to the user regarding when to turn would be given at the 20m, 10m, 5m and point of turning to notify the individual when to turn and what direction to turn. This could be another adjustable setting in the app to determine how much vocal feedback the user wants. A vibration and vocal feedback system would be used to inform the user if they have gone off the path, the phone would start to vibrate and then tell you which direction you need to go to correct the path. The vibrations would become less and less as the induvial corrects their path then the phone would confirm to the user they are back on track. The user will also receive vocal notifications to proceed with caution when coming into intersections or anything potentially dangerous traffic wise.

b) At any point in the journey the user can request how far away the destination is with voice commands or pressing the home button. The phone would then read out how far and an estimated time until destination is reached. An extra command available to the user if they so desire is to read the route of trip out, so they know roughly how many metres/steps to each turn on the journey.

3. This application would be most convenient to use on modern smart phones, almost everyone has them and they are easy to purchase if you don’t have one. Voice recognition software is at a level where it works consistently with minimal errors for the average user, according to basic research online and personal experience. This solution would be far simpler than creating a separate device to use purely for one application. Smart phones can easily adjust to other languages already which is another handy feature.

4. The best way to open the app would be via voice recognition (Siri), once in the app the user would receive vocal options on what they intend to do then select which option. Options could include plan trip, plan trip with multiple destinations, app settings, close app and more if required/thought of over time. Once the user selects an option, they can input destinations and navigate settings via voice recognition with regular feedback from the app to confirm they are using it correctly. For extra security to the app the user could use facial recognition to access the app which would be another feature accessible in the settings.