#ODDBALL

Phase 4 - Prototype: CSC 591, Spring 2024

Client: Professor *Patrick Fitzgerald*, NC State Design

Team:

Name	UnityID
Aditya Iyer	asiyer2
Anish Rao Toorpu	atoorpu
Bahare Riahi	briahi
Mahathi Kolishetty	mkolish
Mery Harika Gaddam	mgaddam

Tools:

Figma: We used Figma to help us design and test everything. We started by making the main screen welcoming and easy to navigate. Figma is very useful while working in teams because it lets everyone work together and see updates instantly. It also makes designing easier with features like building interactive prototypes without coding, using consistent design elements across screens, and always being accessible.

Roles:

1. **Aditya Iyer -** Aditya worked on the content side of the History Theme, particularly on developing the options that accompany each blurred image. He included images that are challenging enough to educate players while keeping them entertained. Aditya also made sure that the options presented led players to learn more about the historical subject.

2. **Anish Rao Toorpu -** Anish is responsible for the development of the path biology, including the integration of four images at the introductory level. Anish also developed a feature that displays the number of attempts remaining for the user, and he designed the interface to highlight the correct answer by surrounding it with a green border. Moreover, he provided a detailed explanation adjacent to each correct answer, helping users understand the rationale behind the correct choices. In addition to these specific features, Anish addressed previously missing elements in the prototype's navigation. Lastly, he standardized the fonts and overall style of the prototype, maintaining a consistent aesthetic throughout the interface.

3. **Bahare Riahi -** Bahare worked on several important parts of the game interface. She initiated designing the prototype considering the aesthetic details such as logo, icons, fonts and designed the main landing pages where players first arrive, and made sure the login and signup pages were easy to use. She also created the next game screens as the slide for selecting areas based on player preferences and choosing game themes like biology, history, and more. She also designed the slide for choosing to play solo or with

other players. She also took charge of running the trial phase of the prototype, where she carefully edited the order, sequence, and navigation flow of the game to optimize player engagement and satisfaction.

4. **Mahathi Kolishetty -** Mahathi was responsible for creating the slow reveal mechanic involving raising curtains. She designed a curtain reveal system where images are initially shown only 25% and are gradually uncovered as 50%, 70% and fully uncovered as players make selections. She added curtains to the images using Photoshop which is the tricky part of our prototype. Mahathi also developed the navigation system and conducted a trial run to ensure functionality. The addition of curtains, which was the tricky part of the prototype, required careful adjustment to ensure seamless integration with the overall design. She is also responsible for the logo and colors of the prototype. Also added missing navigations identified in the trial run.

5. **Mery Harika Gaddam -** Harika was responsible for implementing a blurring effect where historical images start very blurry and gradually become clearer. This blurring mechanism is designed to increase clarity as players move through different stages of the game. The challenge lies in guessing the image correctly before it becomes fully clear.

Prototype:

Link to our prototype - https://figmashort.link/bTExcF
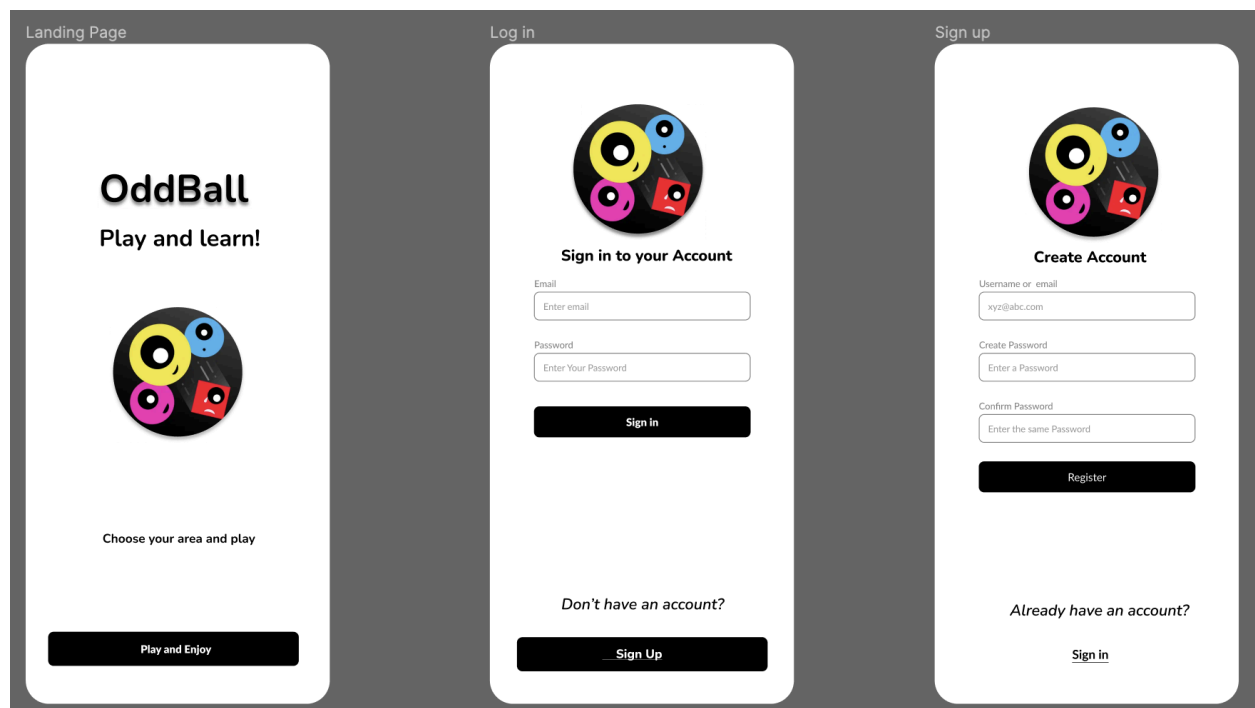
Landing Page: This is the first screen you see. It's designed to be welcoming and easy to navigate. From here, you can go to other sections like log in or sign up. It has a "Play and learn" prompt, suggesting the game is educational. A button labeled "Play and Enjoy" invites users to start the game. There's a section to "Choose your area and play," indicating players can select different game themes or categories.

Login Page: We made this page simple and clear to use. This page is for returning players to access their accounts. There are fields to enter an email and password. A "Sign in" button submits the login information. There's a prompt "If you don't have an account," with a "Sign Up" button below it, guiding new players to the registration page.

Sign-Up Page: It has a "Create Account" button instructing users on the purpose of the screen. New players can fill out their username or email, create a password, and then confirm it. A "Register" button is provided to complete the sign-up process. For existing users, there's a "Having account? Sign in" prompt at the bottom, redirecting them to the login page if needed.
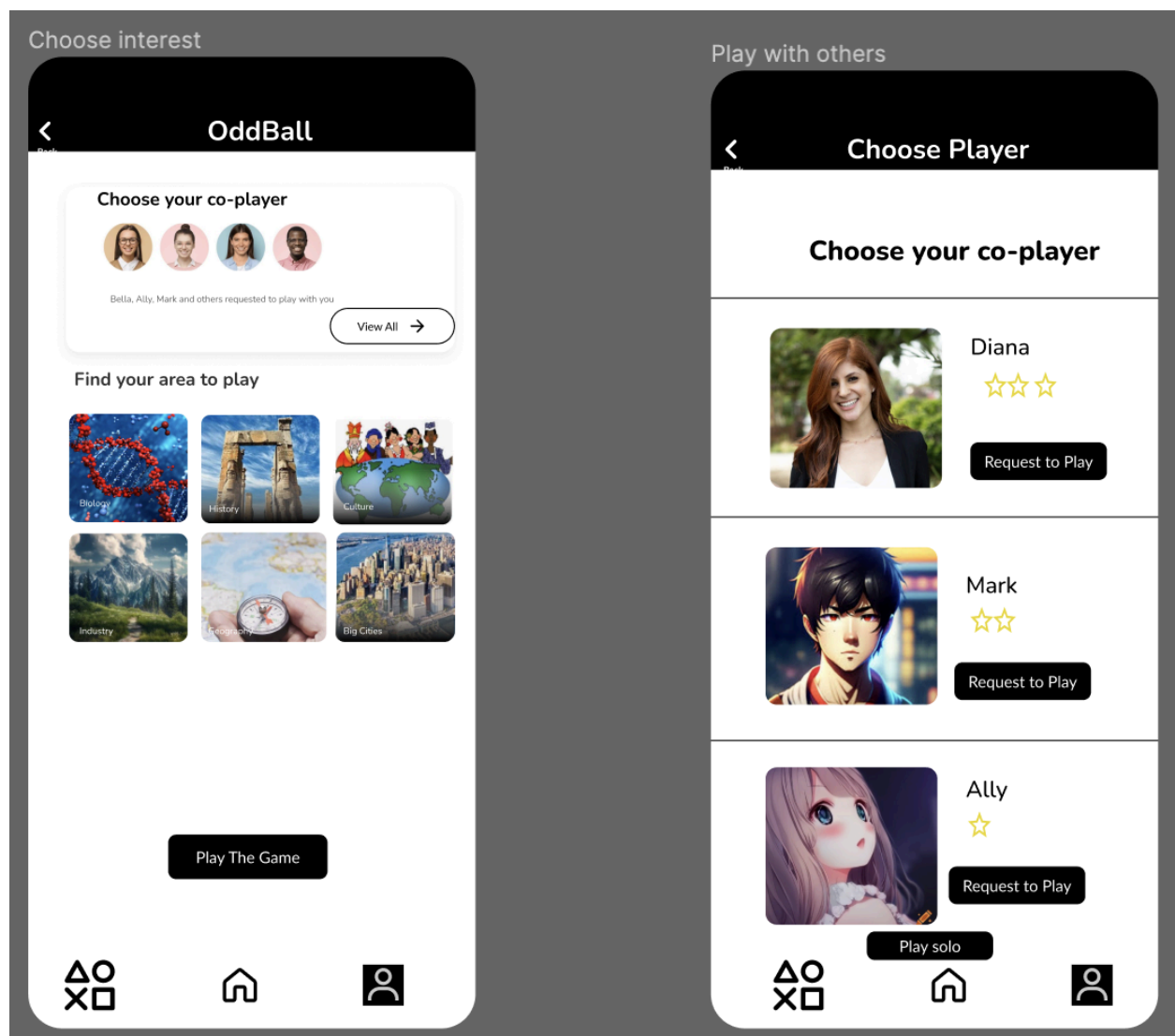
Choose interest: At the top, we have added invites for players to choose a person to play with, showing a few profile pictures and names as options. Below that, there's a section titled "Find your area to play" with images representing different themes like nature, culture, history, and cities. A "Play The Game" button at the bottom is what you press to start playing once you've made your choices.

Play with others: This screen shows a list of potential co-players, each with a photo, name, and a star rating that shows their skill level or rating in the game. Each person has a "Request to Play" button and their score, experience, and skill are represented by star icons
(three stars means the most skill while one star is the least skill) and you can tap to ask them to join your game. There's also a "Play solo" option, in case you decide to play the game by yourself.
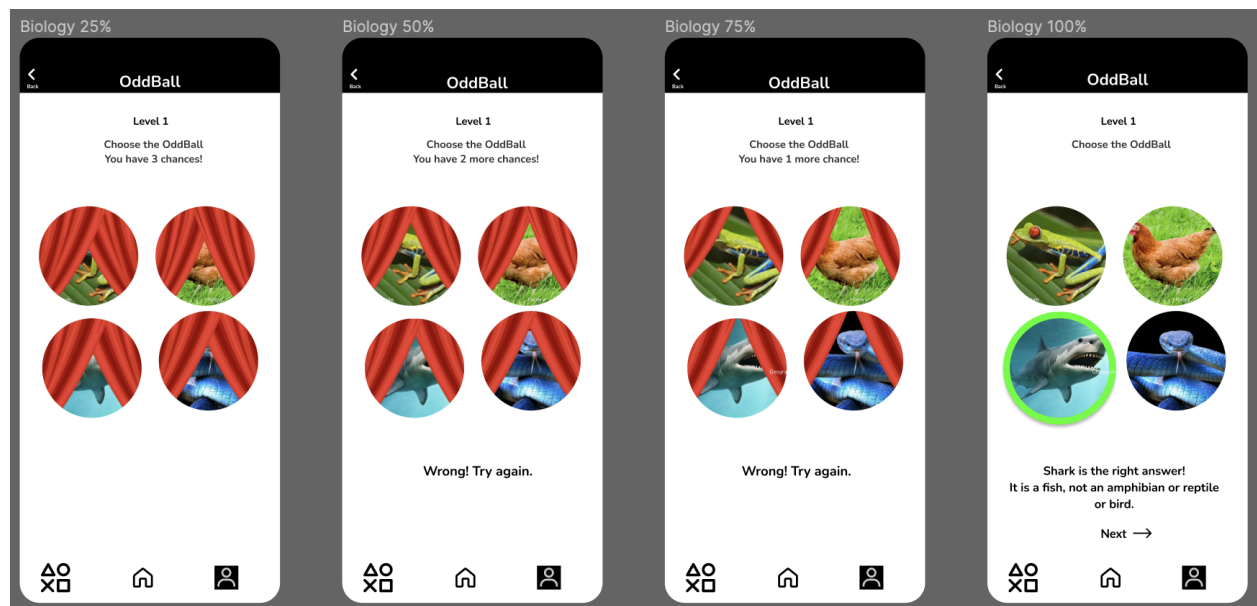

Biology 25%: This is the first image that shows "Level 1" and tells players to find the odd one out. They have three tries. We see four pictures that are mostly covered. This hints that the game will slowly show more of the pictures later.

Biology 50% and Biology 75%: In these images, the game tells players they've guessed wrong and should try again. Each time they guess, they see a bit more of the covered pictures. The same style of covering the pictures is used here, making the game look consistent.

Biology 100%: When the player picks the right picture, a message pops up showing the reasoning and the correct answer. The picture is now completely shown, with a brief explanation that adds to the learning.
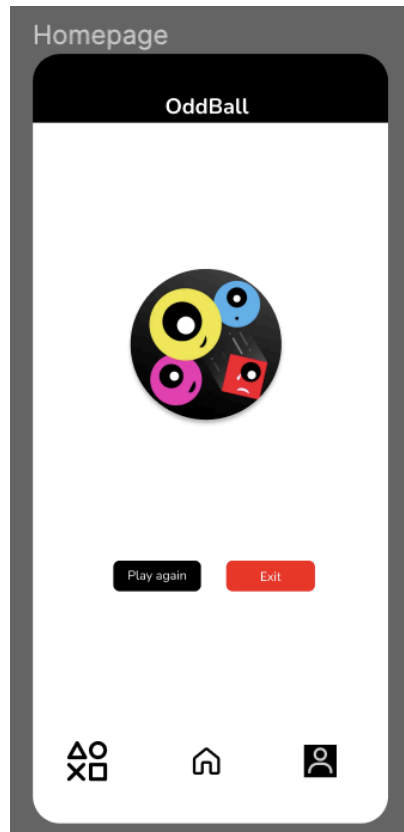
Homepage: The last screen is the place where players can choose to play the game again or exit. It's like a rest area where they can decide what to do next.
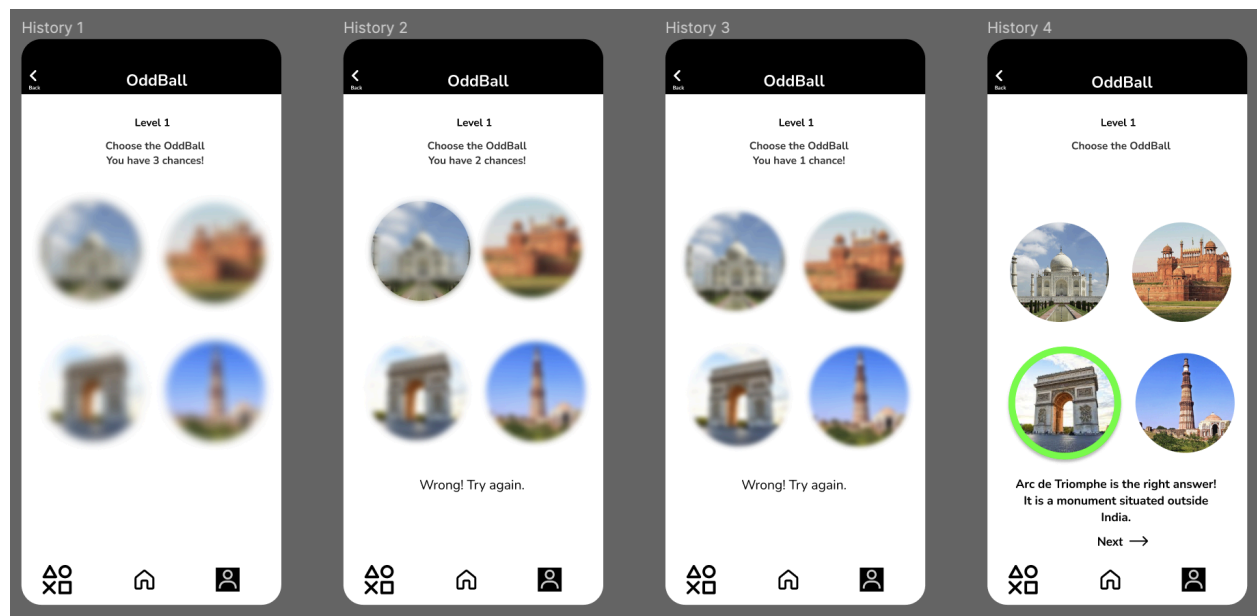
Initial Stage (History 1): We introduce the game at Level 1, where players are prompted to identify the odd one out of four iconic but blurry historical landmarks. They have three attempts to guess correctly.

Second Stage (History 2): After an incorrect first guess, players are prompted to proceed with two remaining attempts. The prompt says to try again as a mistake was made, but the game continues, maintaining the mystery with still-blurry images.

Final Guess (History 3): With only one chance left, the pressure builds. The images are slightly clearer now, offering a better chance to guess, but there would be pressure on the players and a sense of urgency as they must make their last choice.

Revelation Stage (History 4): Upon successfully selecting the odd one out, the game rewards the player with a fully revealed, clear image confirming the correct answer and providing a quick interesting fact about the landmark.

Trial run:

- Identified incorrect screen mappings to expected design flow during the trial run; necessary changes have been made as per requirements.
- Font inconsistency issues arose due to multiple collaborators working on the prototype simultaneously.
- Transitioning from Level 1 in biology to Level 1 in history was found incongruent during initial prototype testing. Consequently, we have reorganized the sequence of slides. For instance, after completing Level 1 in biology, players now progress to a decision point where they can either end the game or choose to replay it. Opting for a replay starts them back at the initial interest area selection stage.
- Added decision slides at the conclusion of both the history and biology games to enhance depth and provide meaningful choices within the gameplay.
- All the back buttons did not have navigation, some were missing.
- Options did not align in the same way in all the frames.