#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.
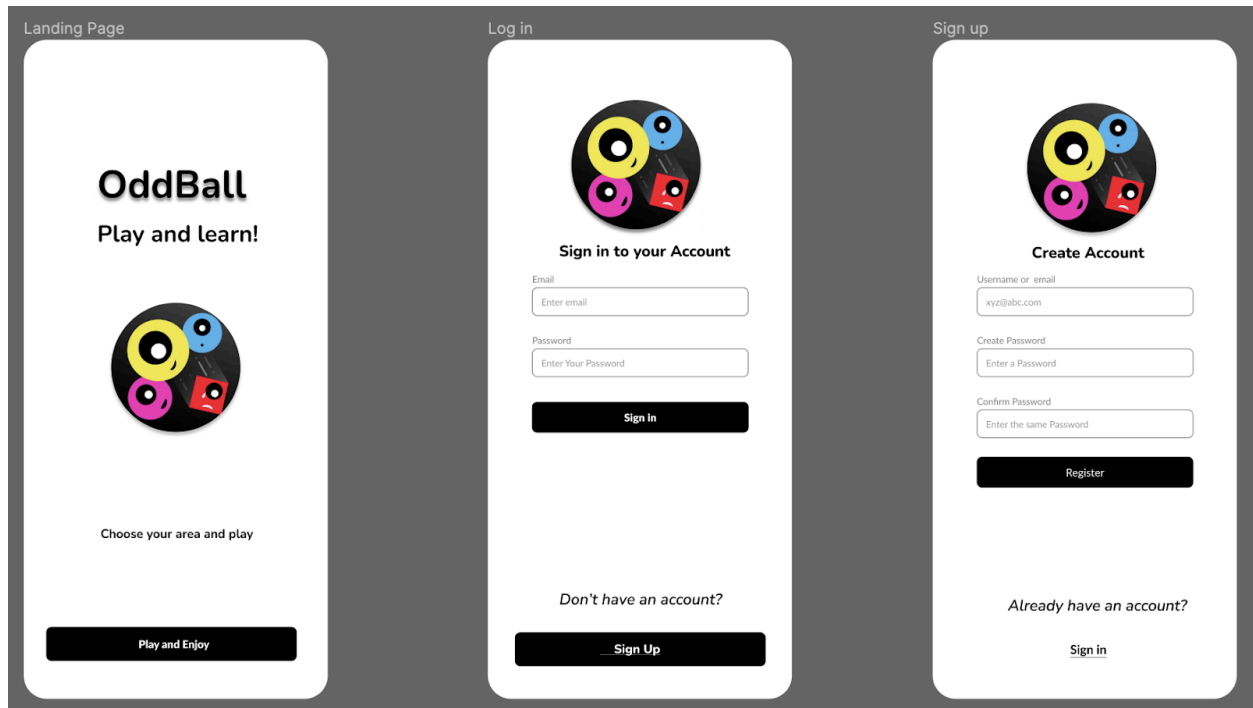
Photoshop: We used Photoshop to add curtains to the images for one of the fun reveal mechanics.

How to run our prototype:

After clicking the link below, it takes you to our prototype on figma. Click on trial run at the top right (which looks like a play button).

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.
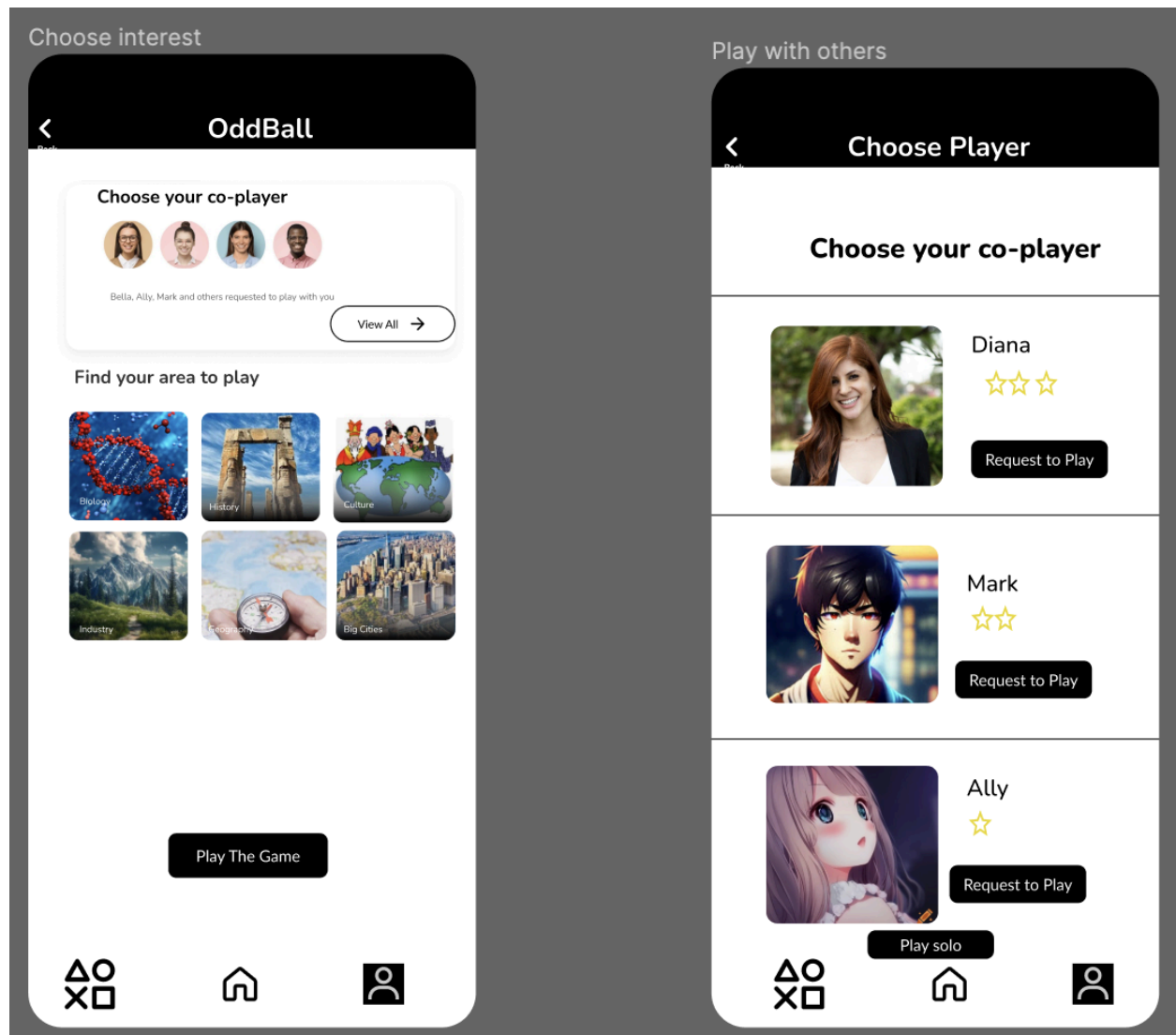
Choose interest: At the top, we have added invites for players to choose a person to play with, showing a few profile pictures and names as options. Below that, there's a section titled "Find your area to play" with images representing different themes like nature, culture, history, and cities. A "Play 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.
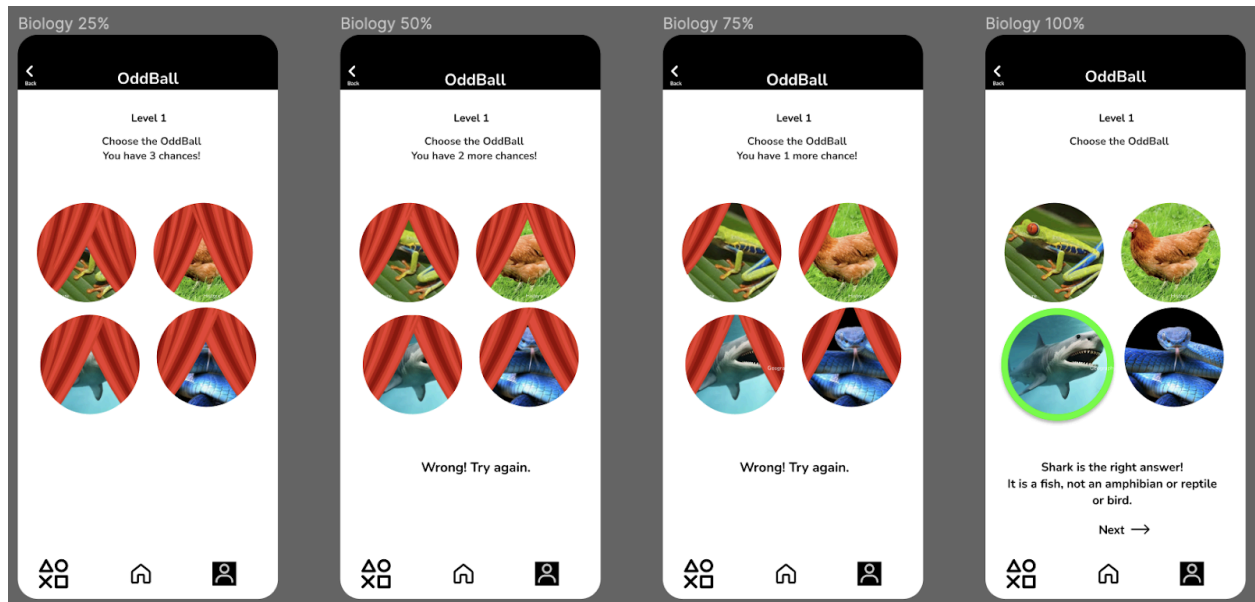
Biology 25%: This is the first image that shows "Level 1" and tells players to find the odd one out. They have three tries. We see four pictures that are mostly covered. This hints that the game will slowly show more of the pictures later.

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.
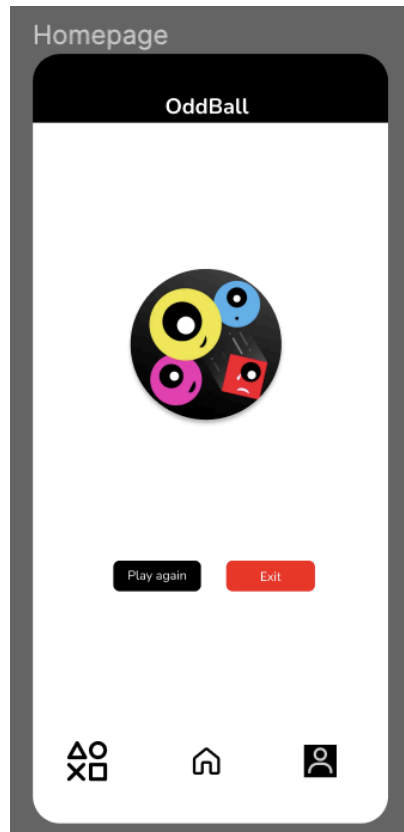
Homepage: The last screen is the place where players can choose to play the game again or exit. It's like a rest area where they can decide what to do next.
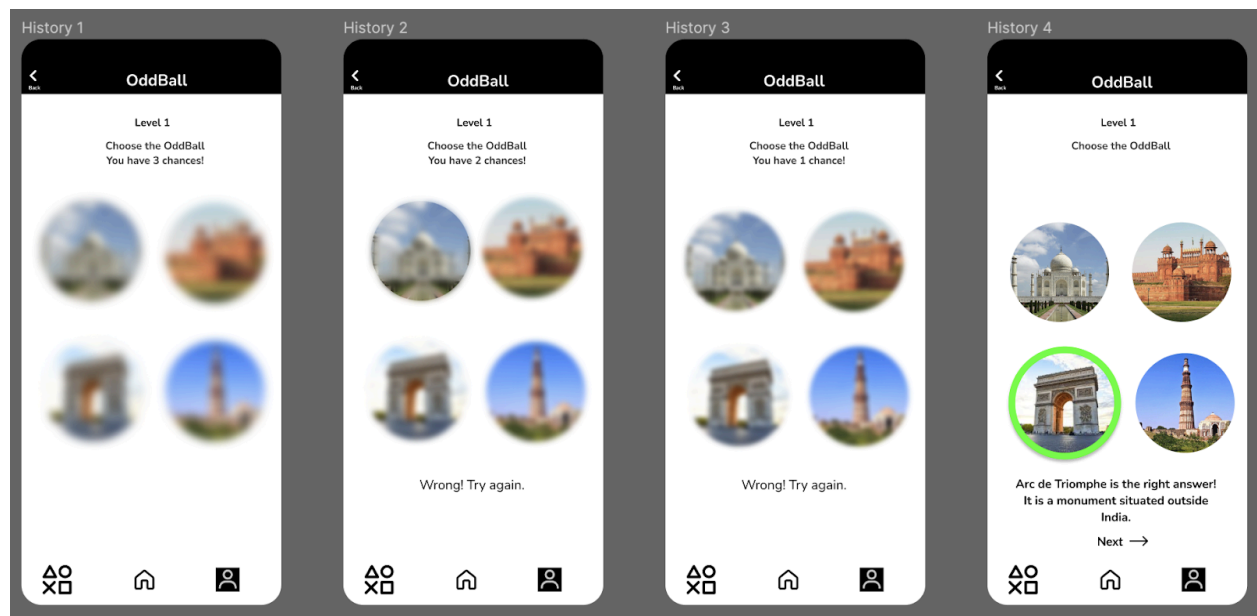
Initial Stage (History 1): We introduce the game at Level 1, where players are prompted to identify the odd one out of four iconic but blurry historical landmarks. They have three attempts to guess correctly.

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.