

presentation #4

# cat distribution system inc.

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short intro

# MEOW ... we have some more results

1. game update
2. differences & set up
3. testing results & improvements until submission
4. project conclusion
5. opportunities for the future

minigame 1



memory

No more choosing the cat character in the memory game now players play a memory card game to learn what their cat needs for a happy and healthy life, with each pair revealing essential care items.

minigame 2

toy hunt

Players collect and retrieve cat toys distributed randomly throughout the game world in the cardboard boxes.

minigame 3

flappy cat

In a mini-game, the cat needs to dodge objects, with the added challenge of helping the cat lose weight.

# game update

Memory game

its finally  
here!

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The memory game is finally here so our new testers were able to play the whole game.

Toy Hunt game

it's more  
intuitive

We provided players with toast message feedback regarding clicking on the wrong objects and doubling already found objects.

Flappy Cat game

and more  
immersive

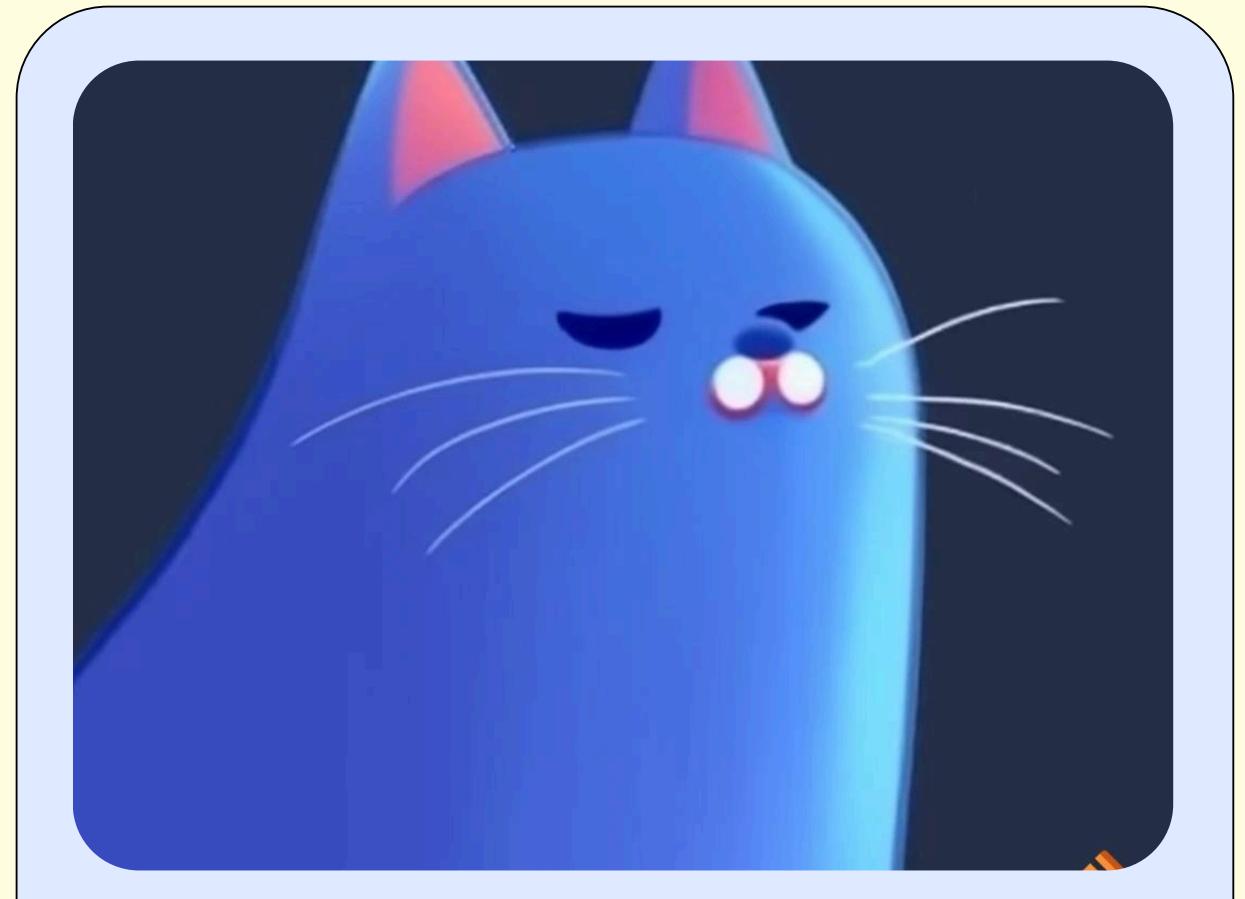
Last but not least we replaced the placed the placeholders with 3d objects and implemented audio to the game.

# user testing differences

- Participant Group Shift:  
Some participants were outside our target audience.
- Third Game Involvement:  
A third game was introduced into the process,  
potentially adding complexity to the testing

set up

# our participants

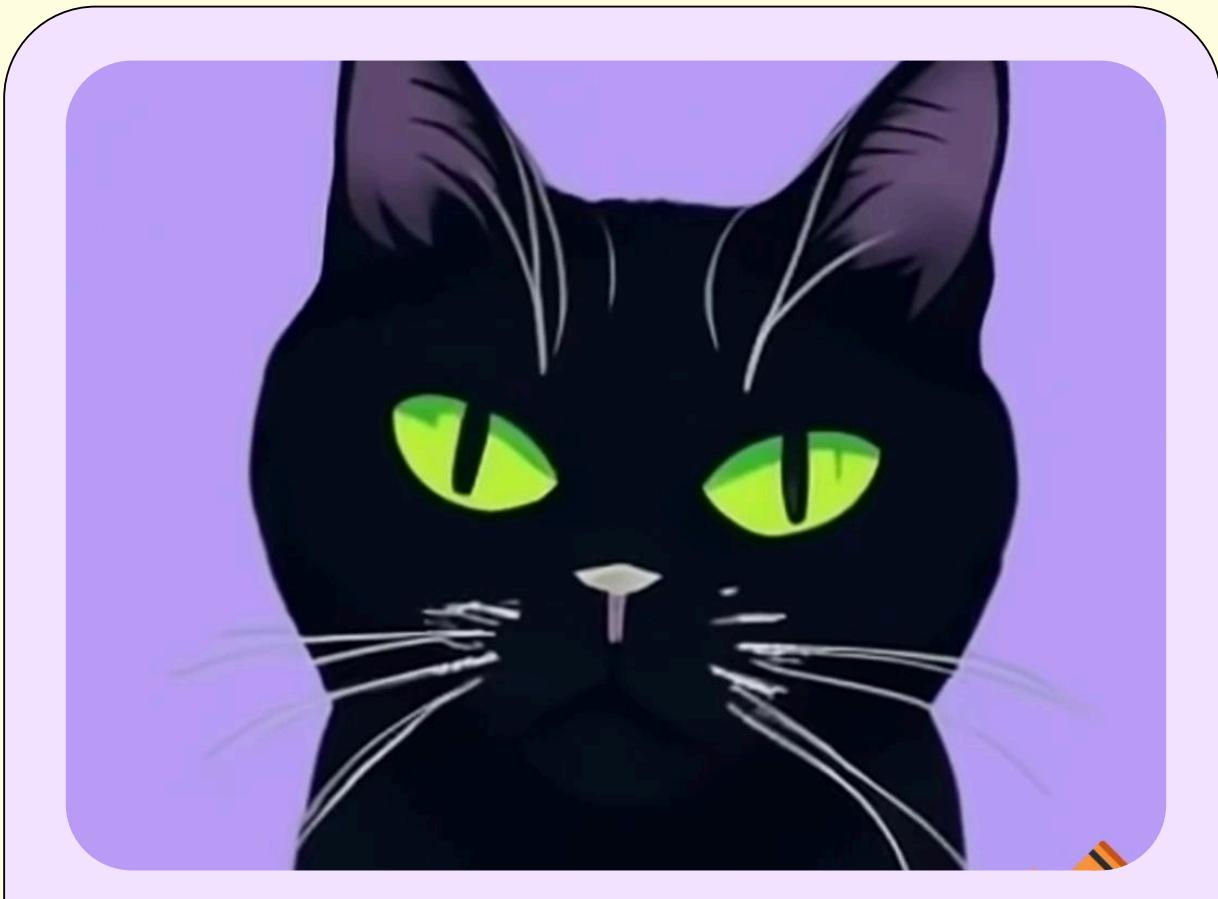


## player A

Age 54

Female

into animals, not into gaming & never played AR before

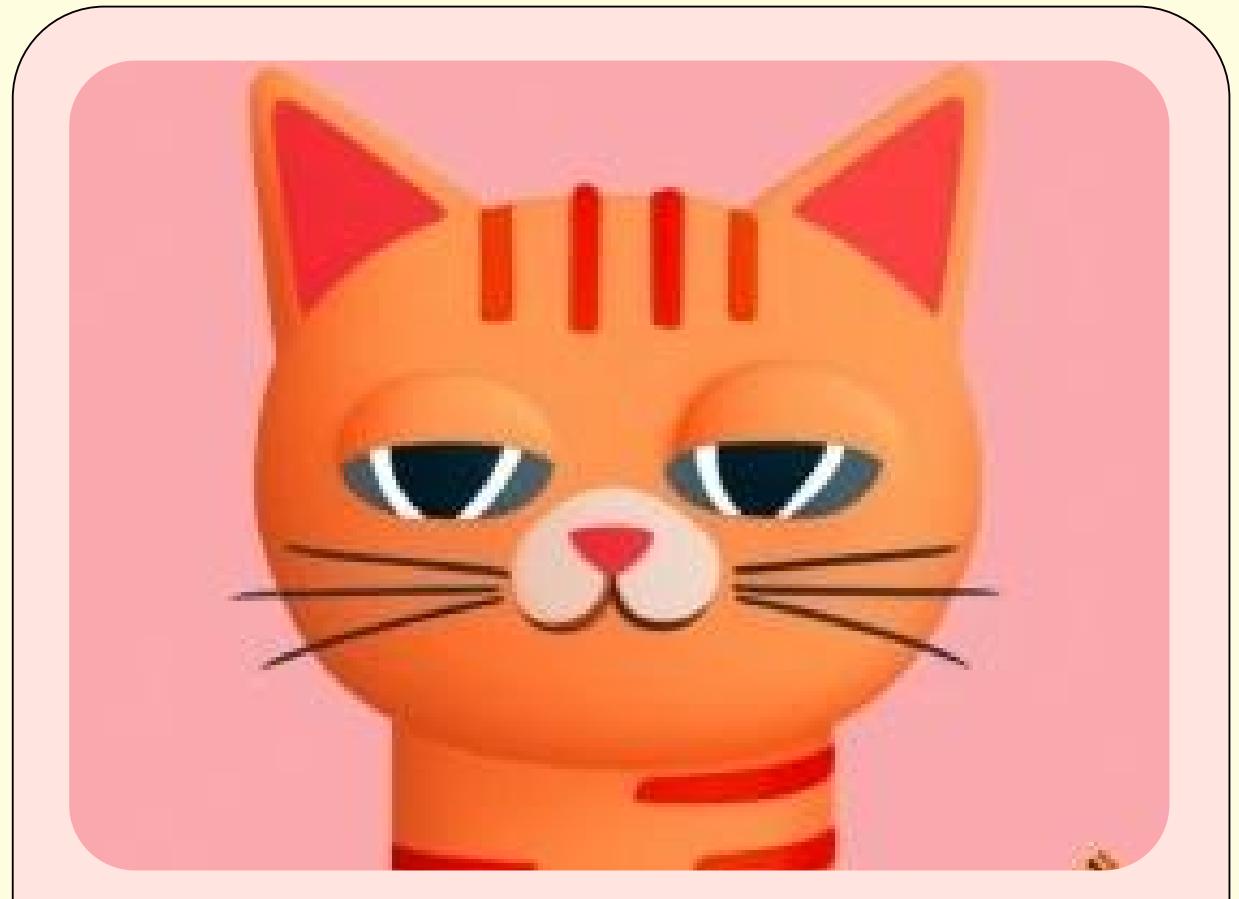


## player B

Age 28

Female

into animals, little bit into gaming

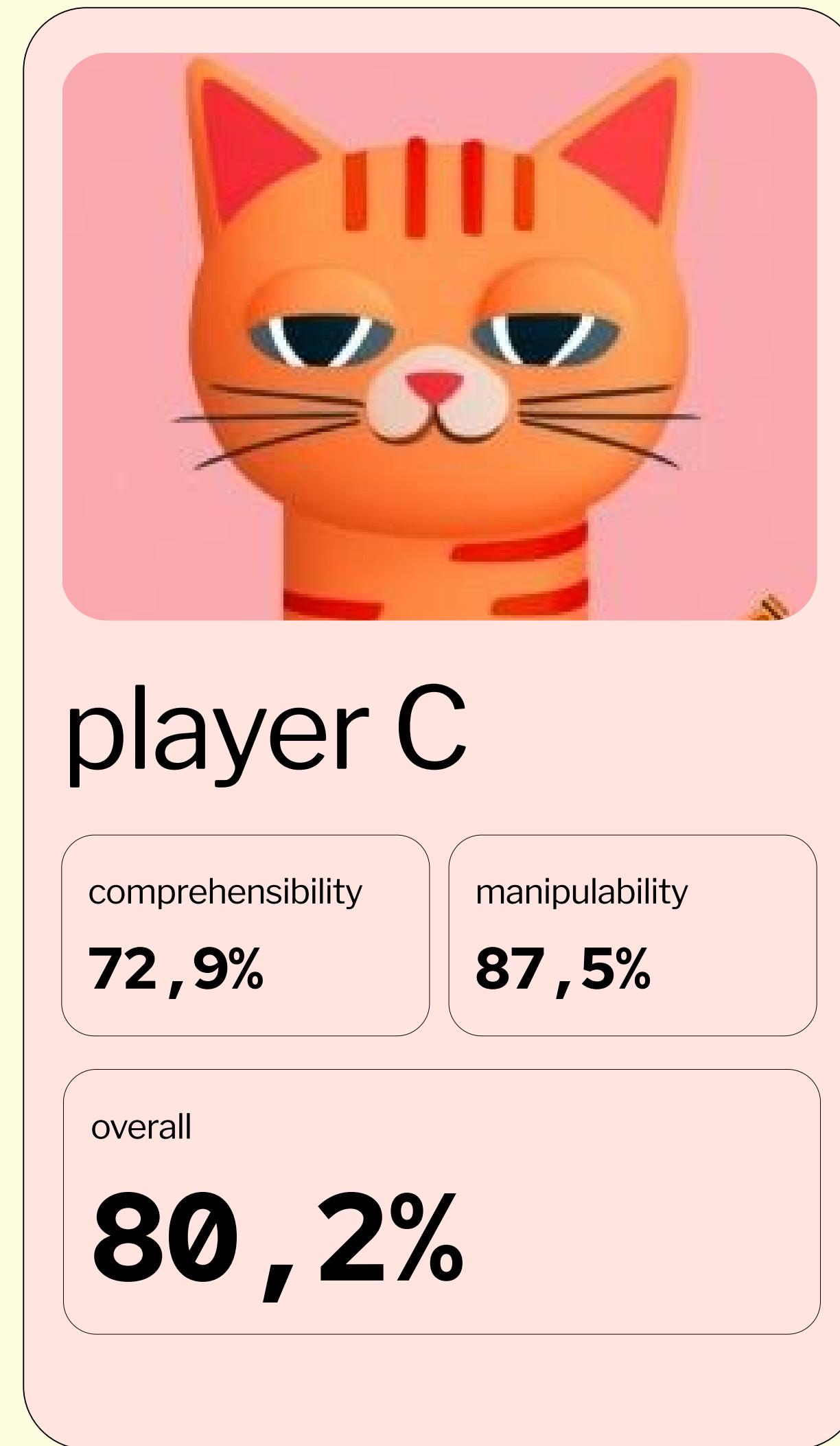
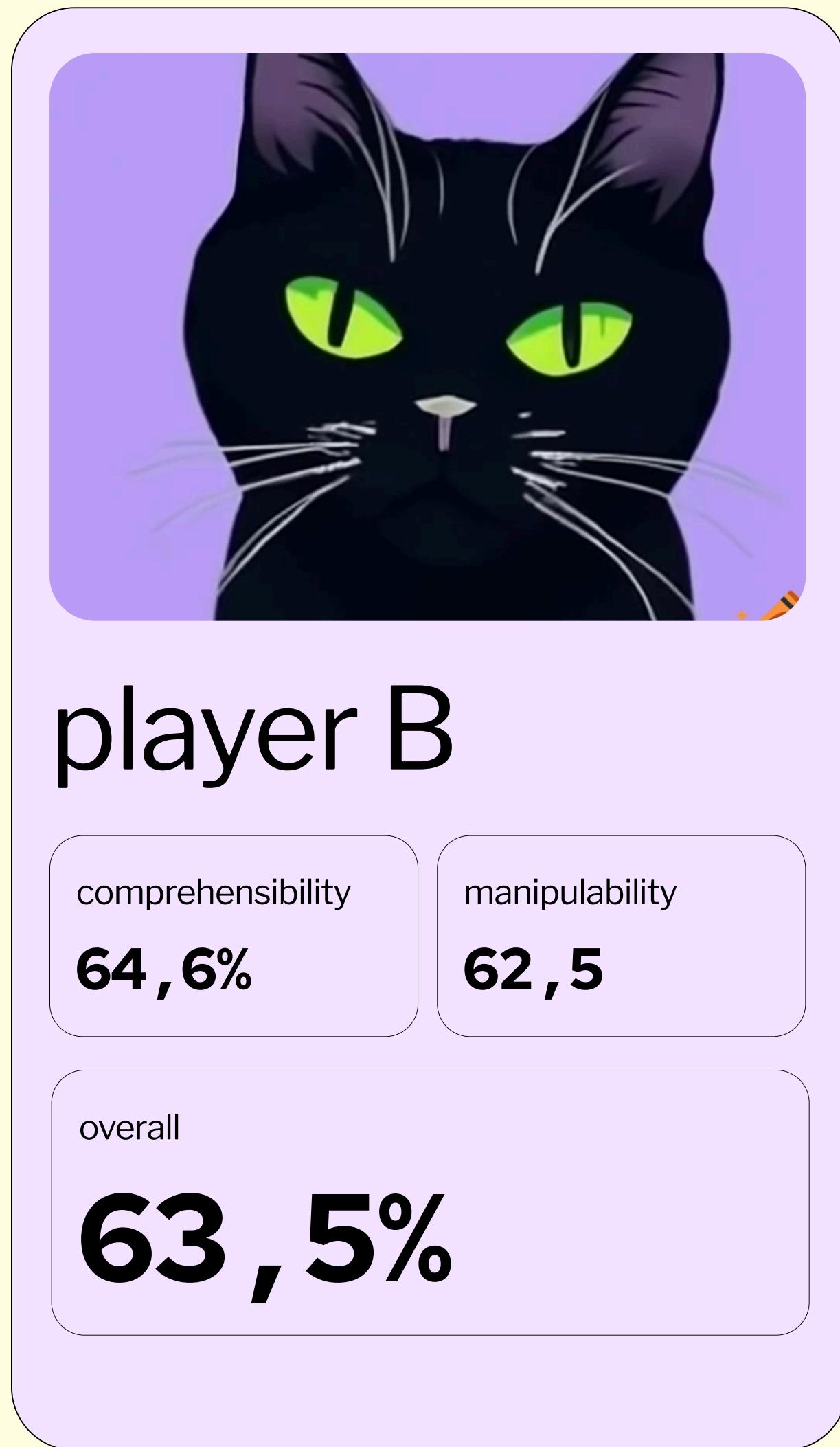
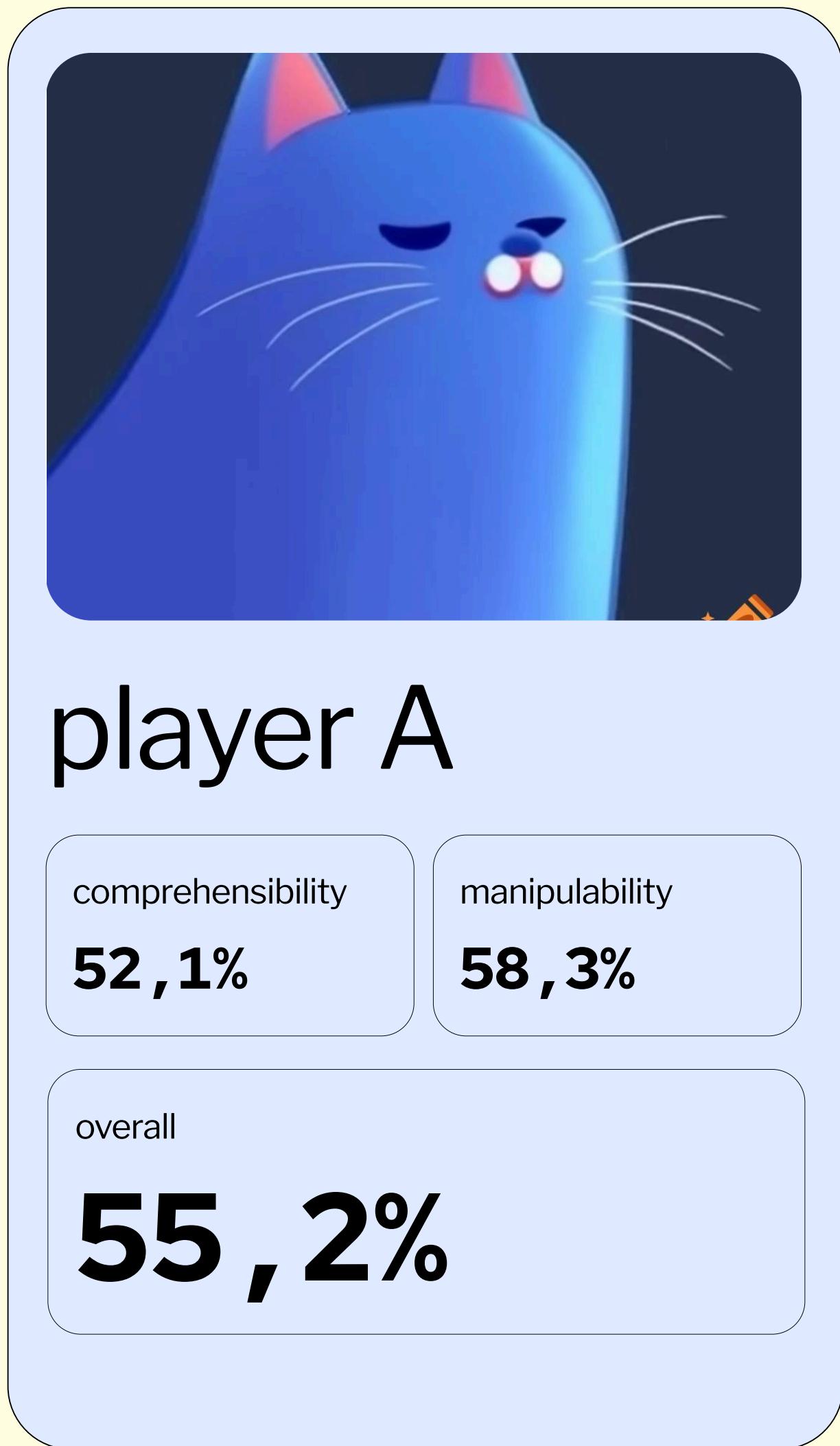


## player C

Age 28

Male

a little into games



# key findings

10.01.2025

## overall

- **General Feedback:**

Enjoyed the mechanics but found the minigames lacked cohesion as a unified app. Suggested adding thematic transitions for better connection.

- **Minigame Issue:**

Assumed the second minigame would auto-start but pressed "Help" due to inaction.

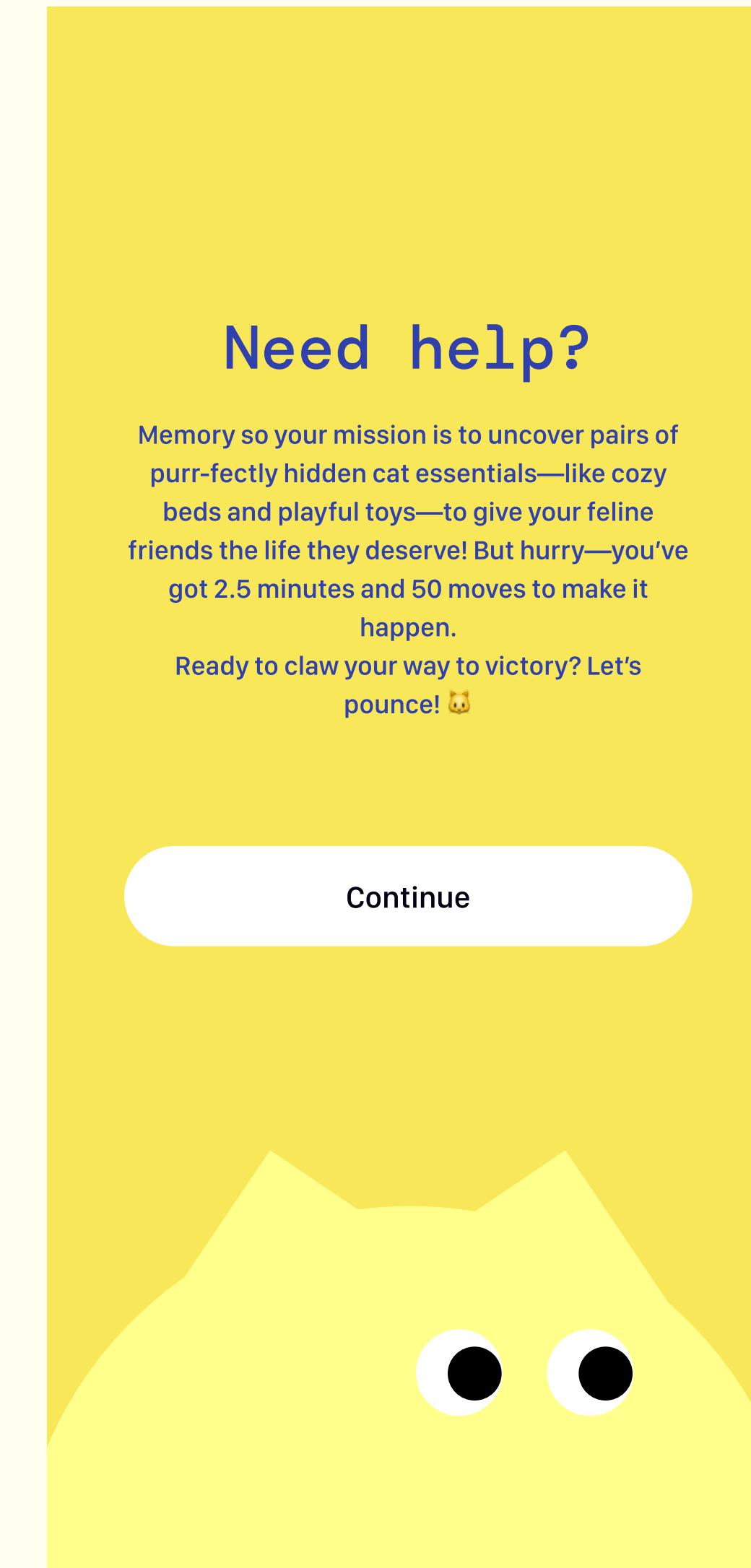
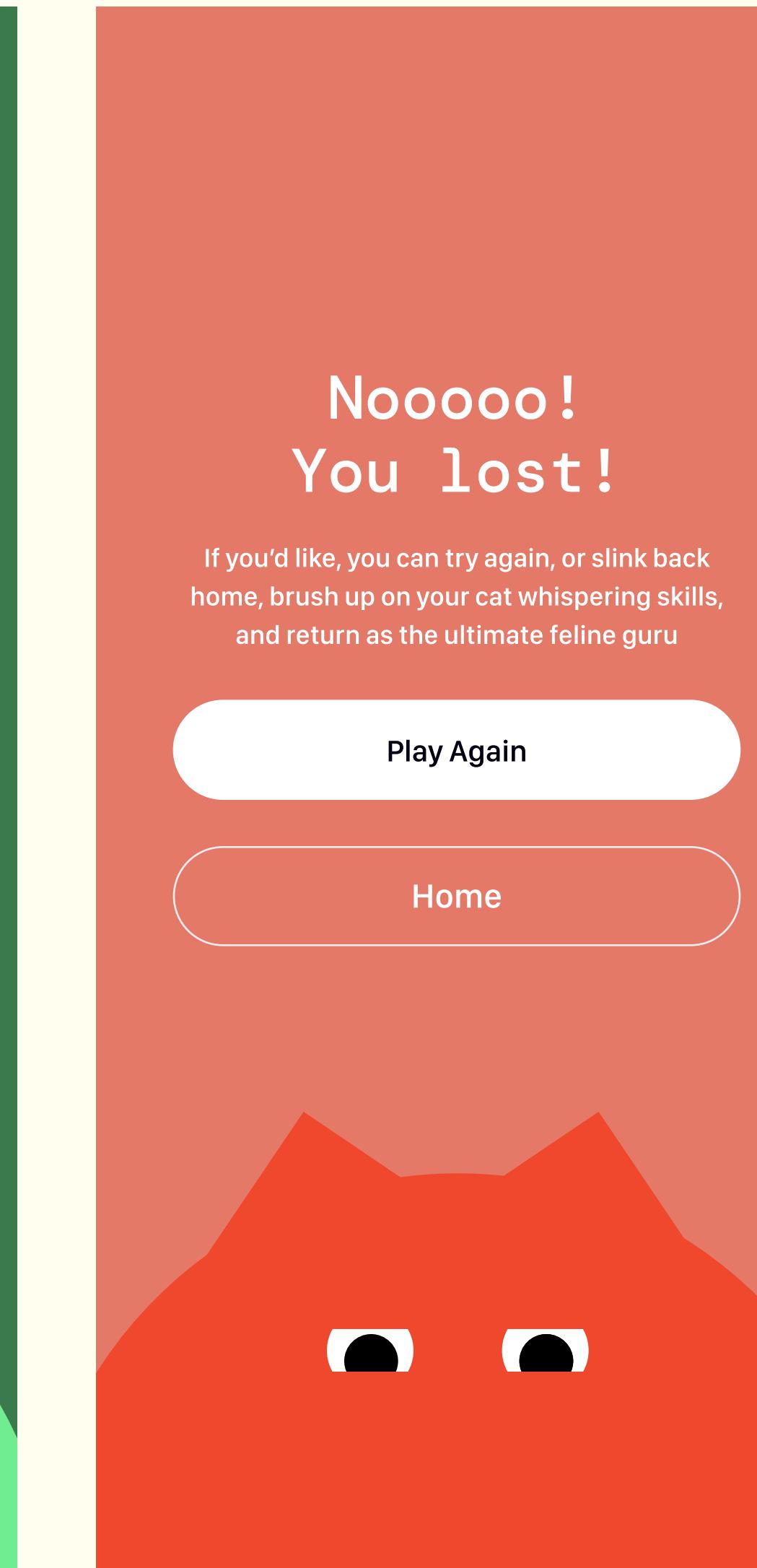
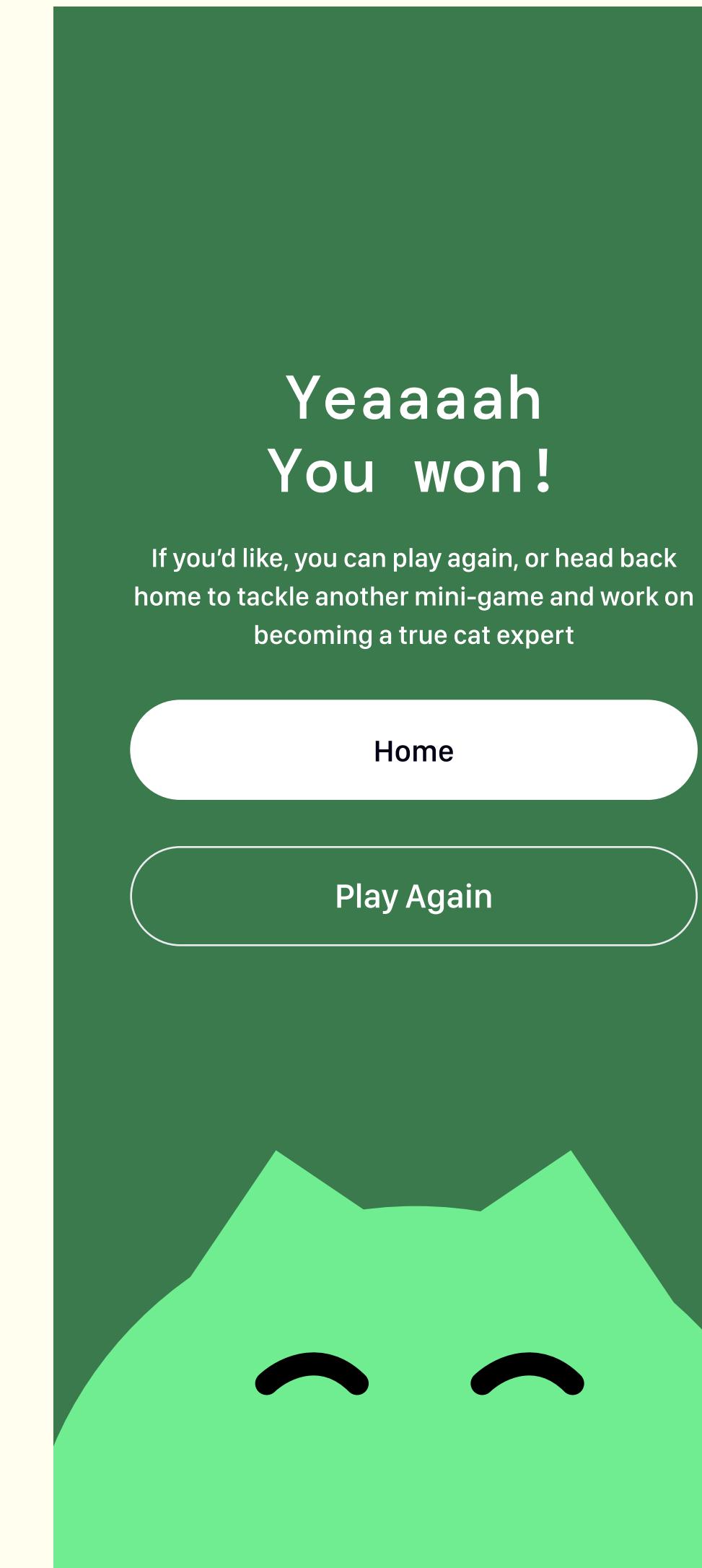
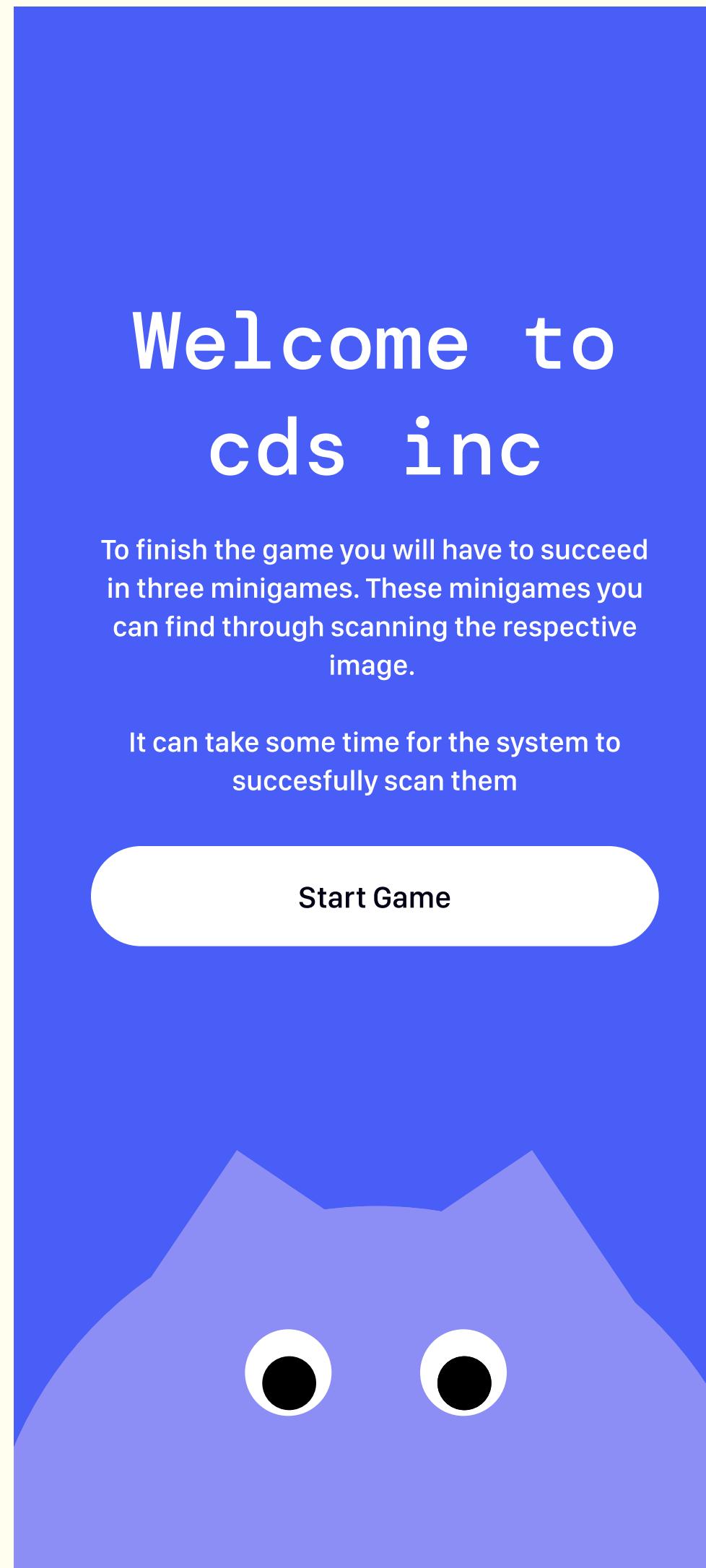
- **Home Screen:**

Scanning felt slow, causing uncertainty. Help section was easy to find and useful. Lacked an introduction or tutorial to set expectations.

## improvements

- Update marker images to fit the theme.
- Refine introduction text for clarity and engagement.
- Align all UI elements with the cat theme and maintain consistency throughout the game.

# ui outlook

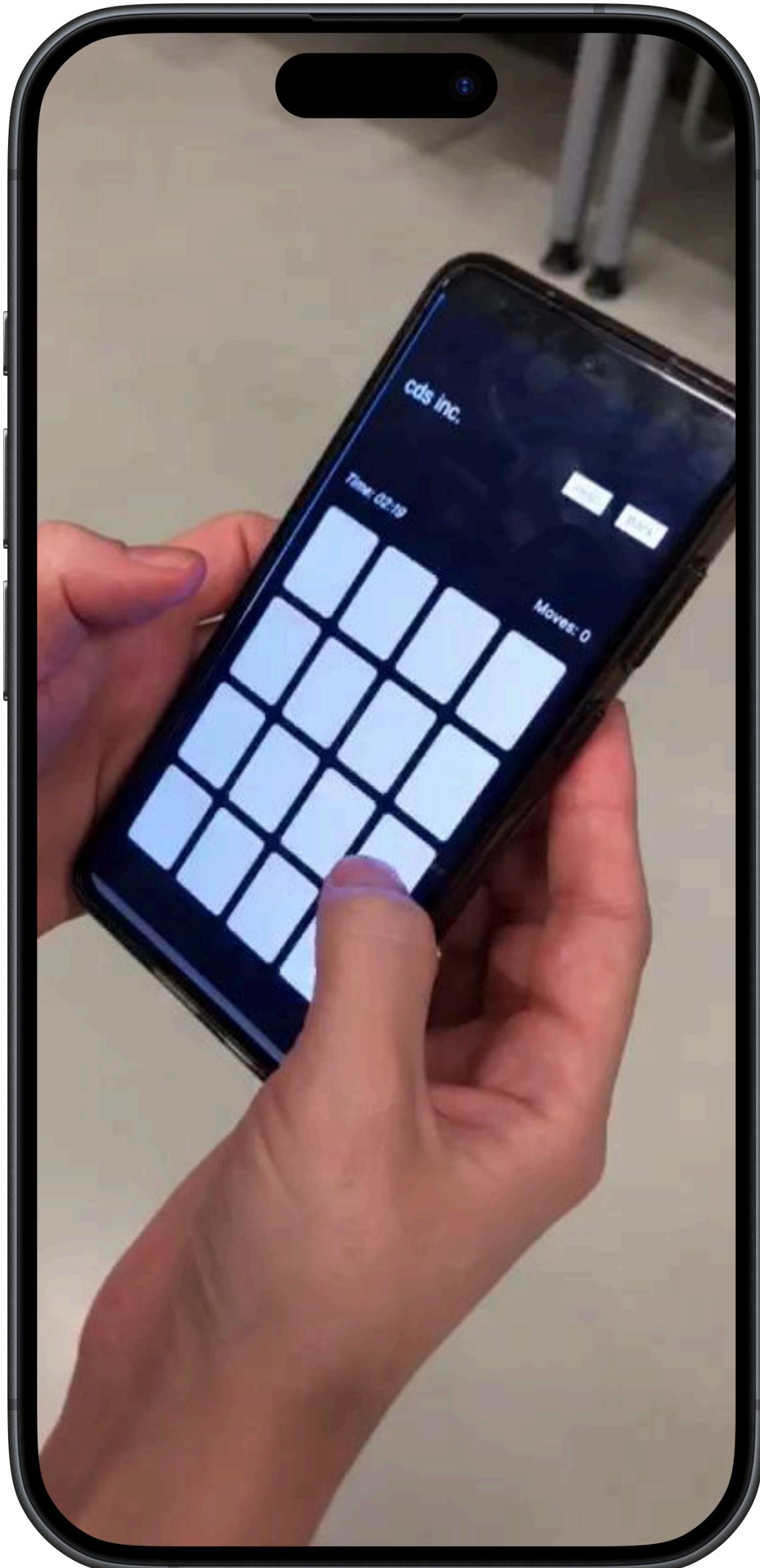


## key findings

game 1

# memory

- **Time Limit**  
Balanced and engaging, adding excitement without feeling overwhelming.
- **Mechanics**  
Intuitive, but post-game actions (e.g., "Play Again" vs. "Home") were unclear.
- **Theme**  
Cat-related content felt underutilized, reducing thematic cohesion.



## key findings

game 1

# memory

- **Prototype Confusion**

Pairing numbers caused brief confusion, likely resolved with proper graphics.

- **Overall**

Straightforward gameplay with clear initial descriptions and enjoyable challenge.

improvements

- Finalize UI elements, including CTAs and memory card visuals with cat-themed designs.
- Add sound effects to enhance user experience.
- Provide clear instructions and feedback for messages like "Help" and "Confirmation."

## key findings

game 2

# toy hunt

- **Clarity of Objective**

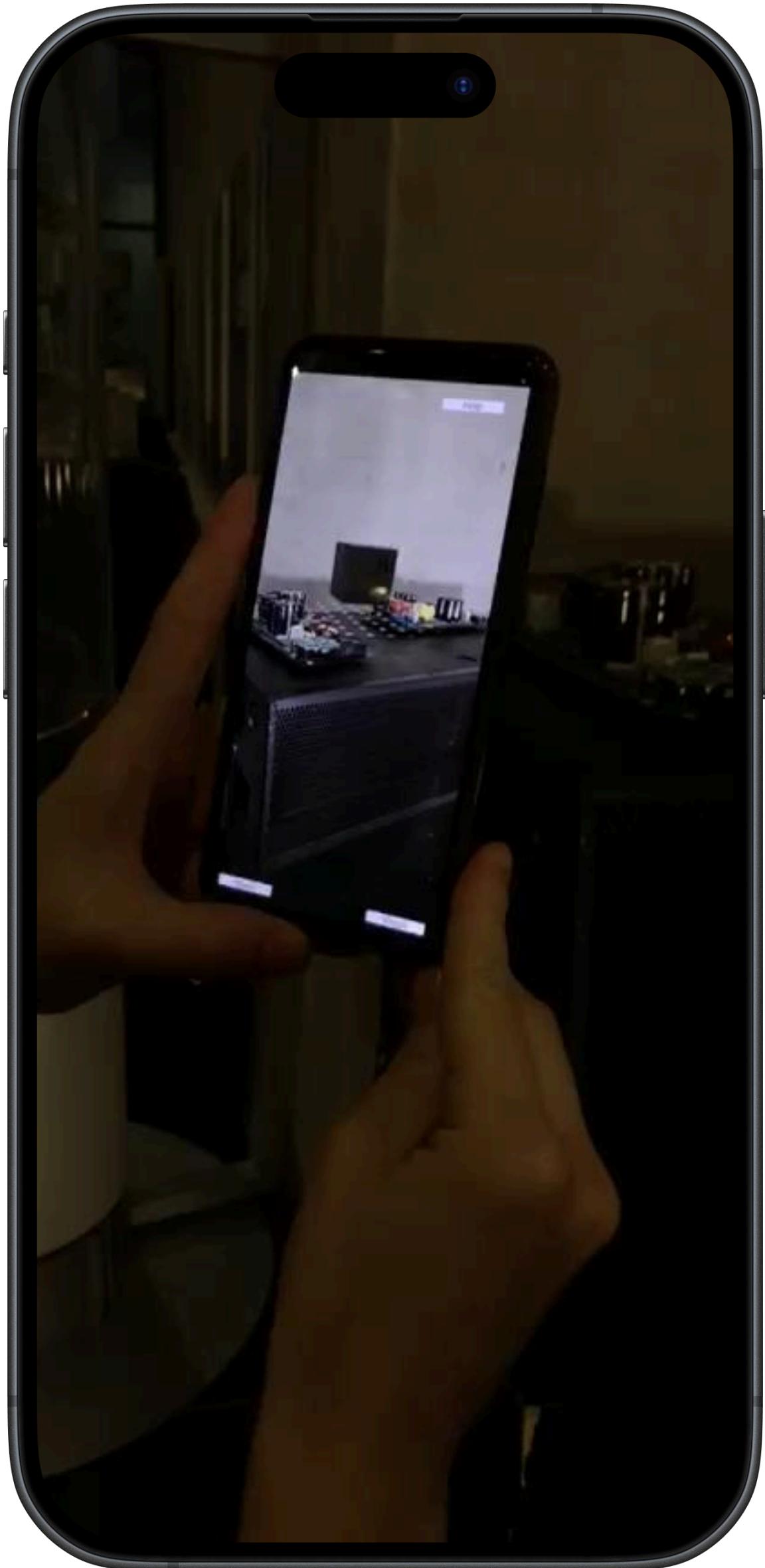
Players initially struggled to understand what to do, especially with delayed box spawns creating confusion.

- **Help System**

The help section proved useful for one user but wasn't displayed intuitively to guide others when confusion arose.

- **Positive Feedback**

Users appreciated the innovative concept and found the game engaging once they understood the mechanics.



## key findings

### game 2

# toy hunt

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### improvements

- Provide a better explanations of the mechanics not only the tasks.
- Rereview the collision size to eliminate delays or missed taps when collecting items.
- Hint system when players remain idle for too long, explaining the next steps or suggesting using help button.
- Implement audio and audio feedback.

## key findings

game 3

### flappy cat

- **Cat experience**

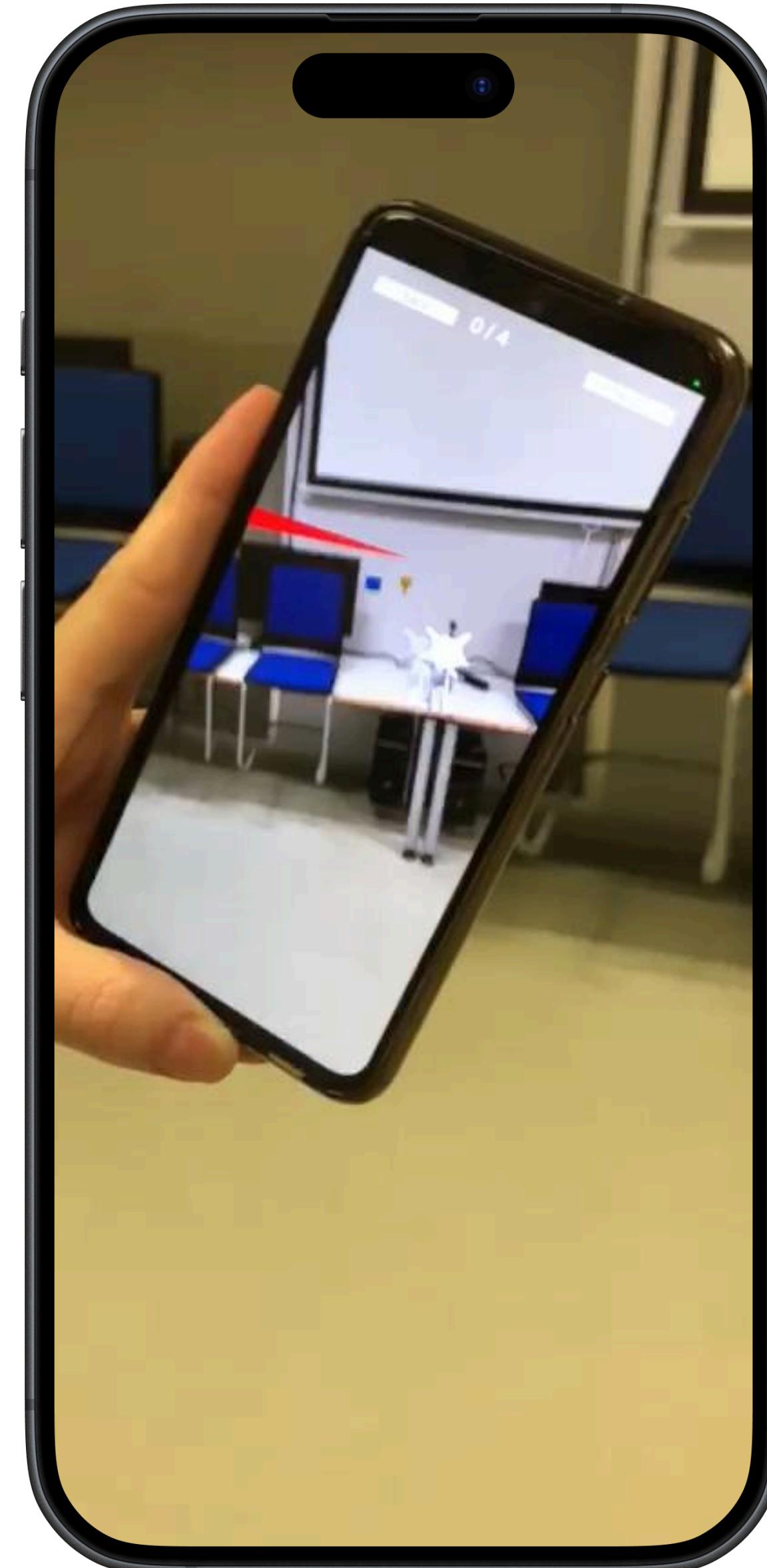
The cat-prefab, including sounds, enhanced the playing experience, though one player was startled.

- **Game duration**

There was some confusion on the duration of the game, as well as a missing progress indicator like a timer or a score.

- **Game mechanics**

Tilting the device was not immediately understandable for the testers, which is why the restart function was appreciated. There was some problems in estimating the distances of the game.



## key findings

### game 3

# flappy cat

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### improvements

- Reduce the sound volume of the cat.
- Make the counter more noticeable, so the players feel a sense of achievement.
- Explain the tilting action further (in the explanation and help panels).
- Visualize lanes so the players can better estimate distances and movements of the cat.

# project conclusion

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## **Realistic Approach:**

Focused on each team member's strengths and skill levels.

## **Clear Role Assignment:**

Everyone had specific responsibilities, but all committed to mutual success.

## **Strong Collaboration:**

Emphasized teamwork and open communication to ensure smooth coordination.

## **Simple Folder Structure:**

Designed for ease of merging and minimal conflicts.

## **Efficient Contribution:**

Easy for all members to add and integrate their work.

positive

## **Initial Difficulty with Unity:**

The starting point was challenging due to unfamiliarity with Unity, but it helped prepare us for future tasks.

## **Unity Structure Clarity:**

The internal structure could have been explained more clearly to ease navigation and understanding.

## **Regular Check-In Calls:**

Frequent status check-ins which would ensure everyone stayed on track and aligned with project goals.

## **Asset Challenges:**

Difficulty finding assets led Monika to take the initiative and create custom 3D models herself.

challenges

We are proud of our progress, having successfully completed the project independently.

Although it was a challenging process, starting from scratch, as beginners we are satisfied with the outcome and the skills we've developed along the way.

overall reflections

opportunities for future

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### **gamification enhancements**

- Add levels, progression, and rewards.
- Daily tasks, streaks, and achievements.
- Unlockable items (avatars, badges).
- Make flappy cat an endless gaming system.

### **knowledge expansion**

- expand cat knowledge
- include tips

### **UI Concept**

- Standardize and customize special “cat” objects (3D Modelling)
- Redesign for engagement and gamification.
- Highlight progress, rewards, and knowledge.



Thank you  
for your  
attention

and for the last time...

I'VE HAD ENOUGH OF THIS



I'M OUTTA HERE !