

Sidney McAdams

1/21/18

CRT 420

Project 02 - Form Proposal

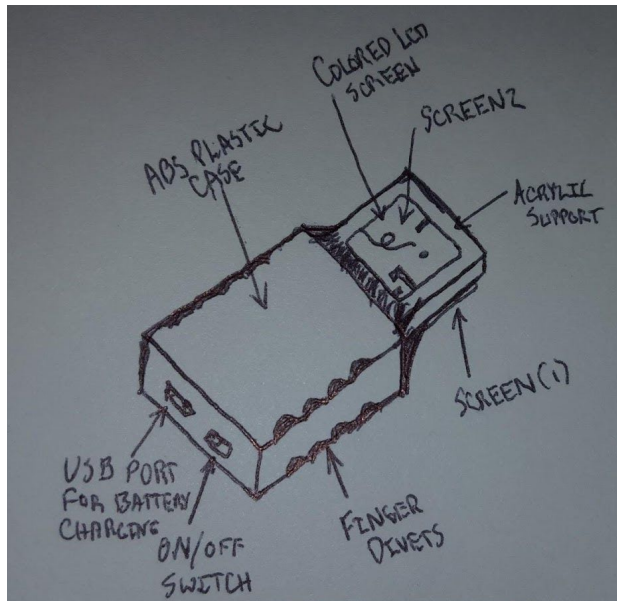
FORM PROPOSAL

Mood Board

The important characteristics of the gyroscopic snake gaming device includes the gaming features, gyroscopic gaming experience, multi-screened displays, and compact design.

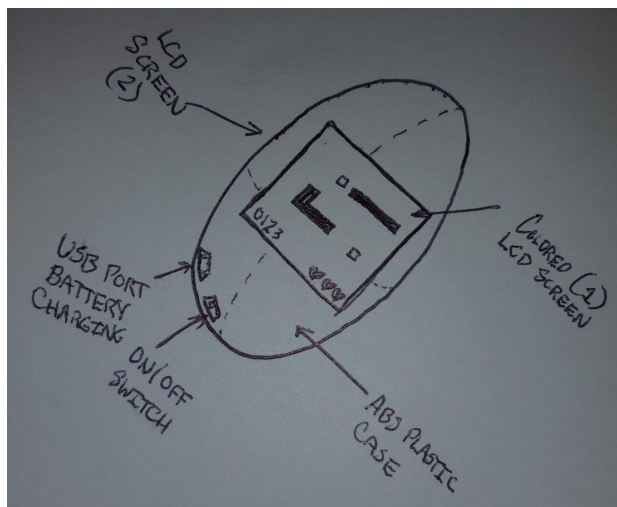


Aesthetic Concepts



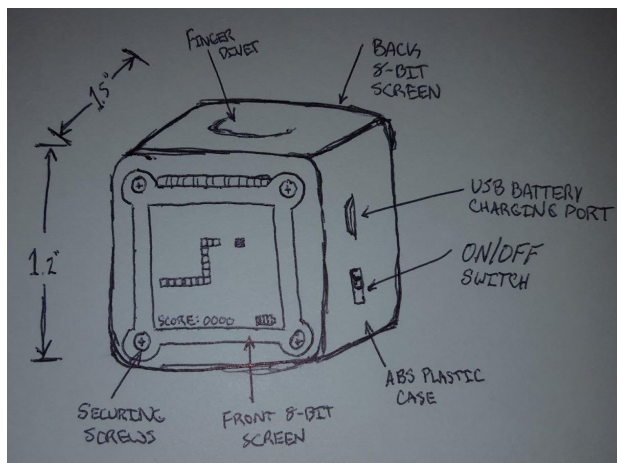
Vertical Snake Game

This version of the gyroscopic snake game gaming device has the two screens nearly back to back of each other. The basic setup is similar to that of a gameboy color. A classic design may be more appreciated for the user. It is thin enough to fit in the user's pocket and has very simplistic charging and on/off features.



Pebble Snake Game

This version of the gyroscopic snake game gaming device represents a pebble like feature. This setup is unique and aimed to be comfortable and form fitting in the user's hands. It has very simplistic charging and on/off features.



Cube Snake Game

This version of the gyroscopic snake game gaming device has the two screens on the front and backsides of a cube. This form is suppose to resemble a dice or fidget cube. When the user feels fidgety or bored this device will better entertain the user more than that of a fidget cube. It has very simplistic charging and on/off features.

Concept Summary

→ Vertical Snake Game

◆ STRENGTHS:

- Fits in users pockets.
- Easy to turn on and off.
- Easy to charge.
- Simple gaming experience.

◆ WEAKNESSES:

- User may not like the amount of effort needed to play the game.
Specifically changing the orientation of the device to move the snake.
- Screens may be punctured or fractured in users pocket.
- The device's form may be too bulky.

→ Pebble Snake Game

◆ STRENGTHS:

- Very comfortable and form fitting design.
- Easy to charge.
- Easy to turn on and off.
- Easy gaming experience.
- Easy to fit into pocket.

◆ WEAKNESSES:

- May be difficult to play game without covering screens.

→ Cube Snake Game

◆ STRENGTHS:

- Great form factor for displaying and playing game.
- Comfortable in hands.
- Easy to charge.
- Easy to turn on and off.
- Simple gaming experience.
- Better fidget cube.

◆ WEAKNESSES:

- Won't fit in pocket comfortably.
- May be difficult to play game without covering screens.

I've found that the Cube Snake Game and the Pebble Snake Game have the most amount of strengths and the least amount of weaknesses. The design features in both would be great for my proposed device to have. Between them both, I prefer the Cube Snake Game design. To make up for the pebble design, the cube design will have a very smooth texture, finger divots on the none screen sides, and curved edges.