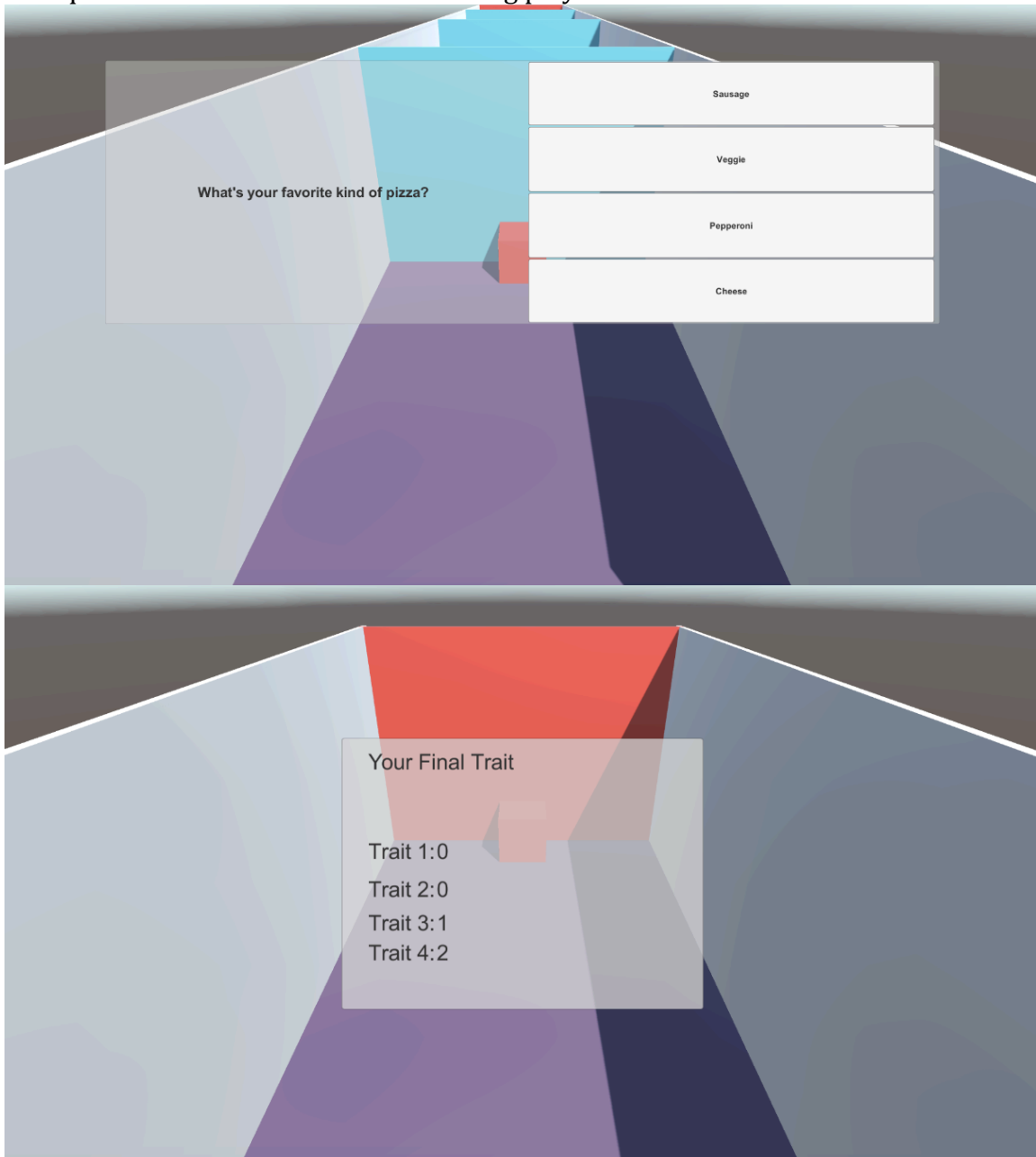
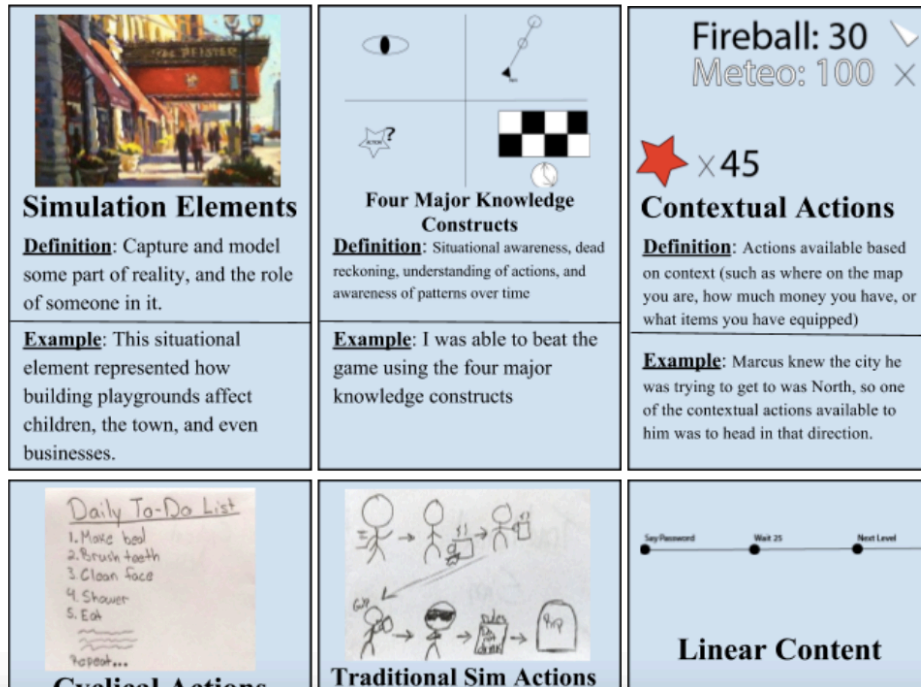


Team Game Prototype – The plan for our team game prototype was to make a maze that players can find their way through. While they make their way through the maze, there will be questions for the players to answer. The players will be grouped up into teams depending on the answers that they give. The strength in this design is that it is very good at sorting players into the most efficient teams possible. Our initial design was to have challenges instead of questions, but then we decided that questions would be better for sorting players.



Memory – The card game that we made for the memory project uses player-made stories. One player must tell a story with the cards he or she has and the next player must continue that story using the cards they have. The strength of this game is that it is fun for the players to tell their stories and to get ridiculous with it. A story-based card game is what the initial idea was and it hasn't changed that much.



Instructions

Goal:

Be the first player to place down all your cards.

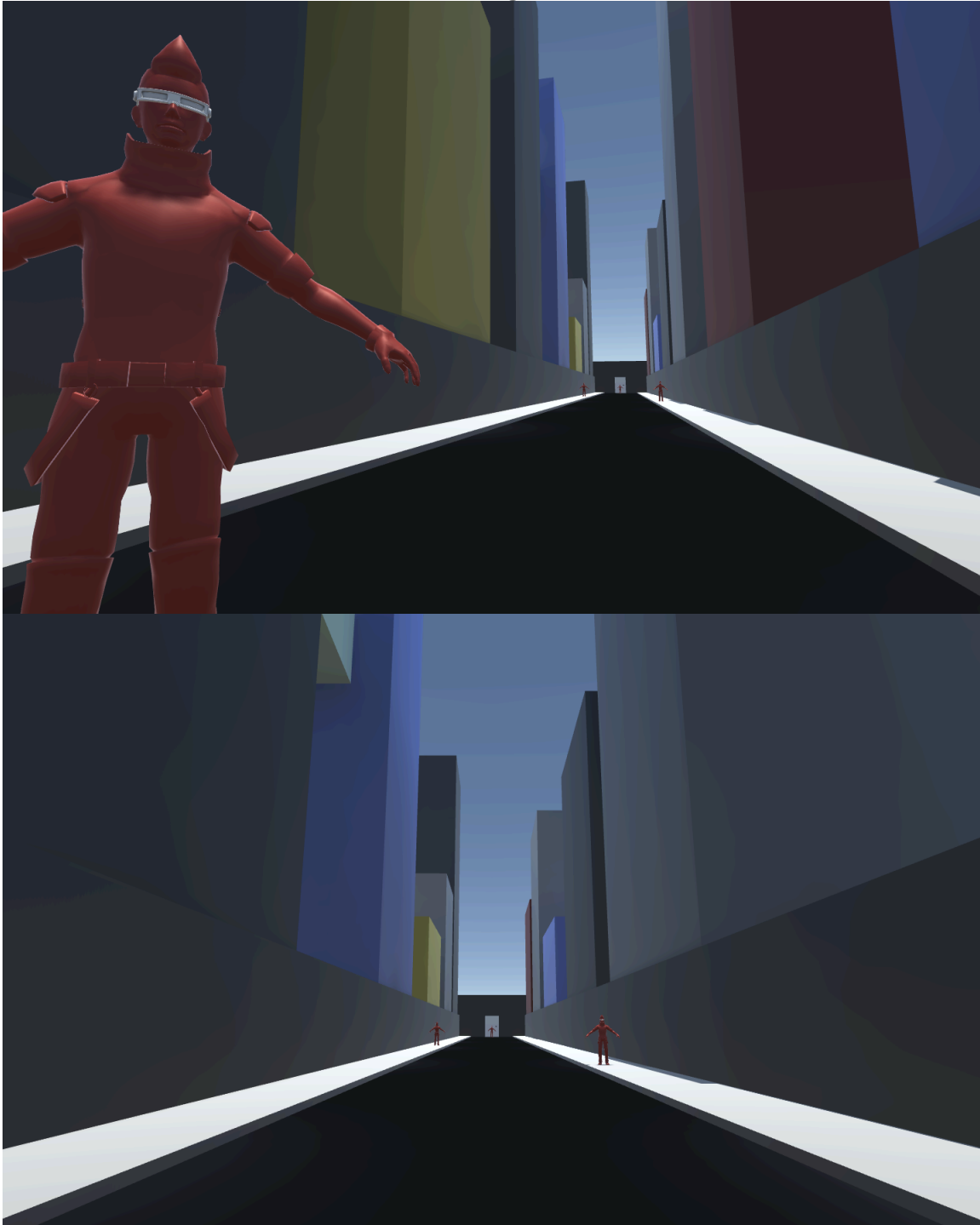
First Turn:

- Each player draws 5 cards from the randomized (shuffled) deck
- Select one player to start the story
 - The prompt should only be one or two sentences to lay the basic groundwork for the story.
- For the first turn only, draw a card from the top of the deck. The next player must continue the story using the term or question on the card.
 - Turn order continues counter-clockwise

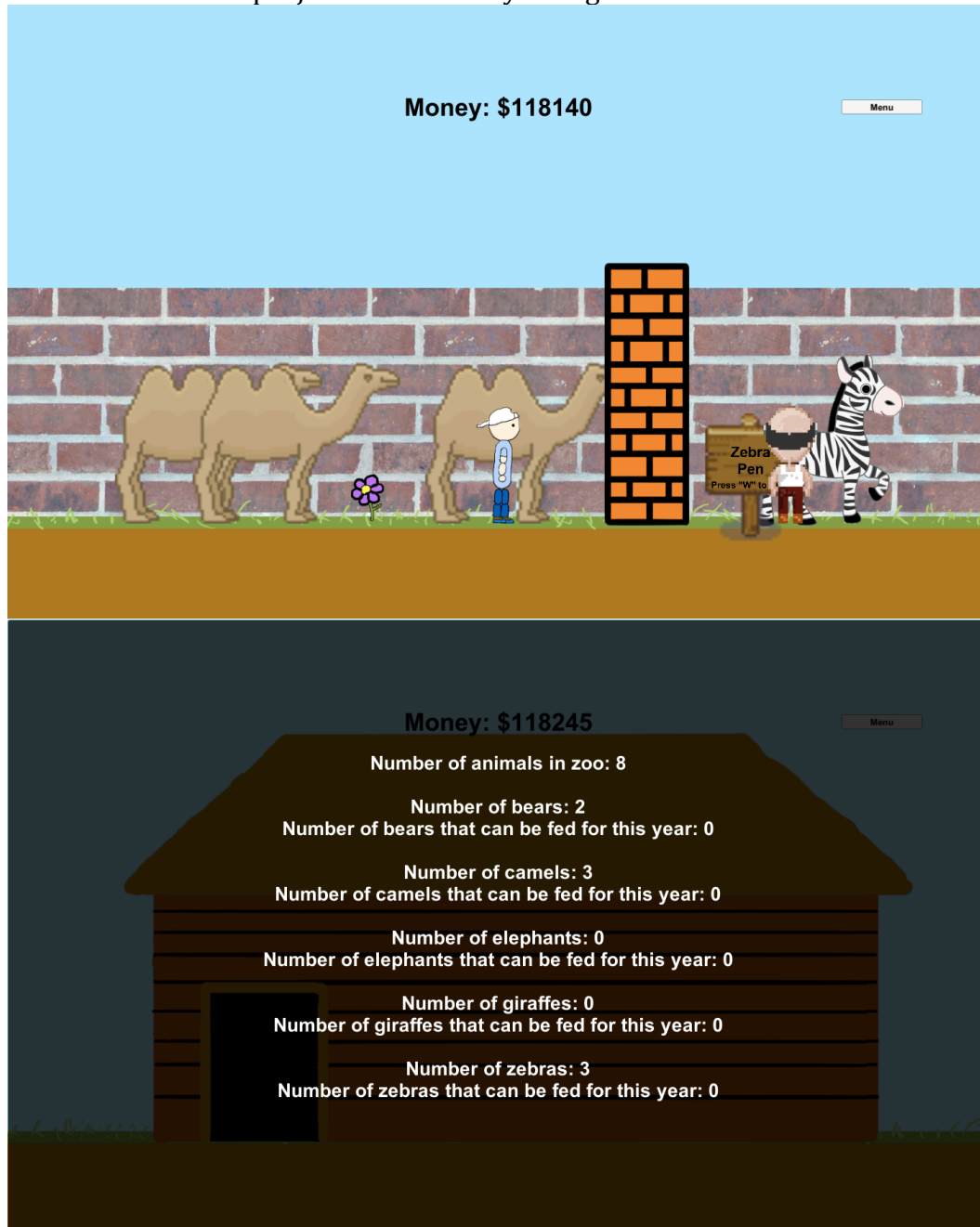
Turn Order:

- The new player has 15 seconds to continue the story using the term or question on the card.
 - The player must say at least one sentence using the word or question in the context of the sentence (no matter how absurd the context is in the story).

Empathy – The goal for our empathy project was to get players to better understand how serious an issue sexual harassment is. To do this, we put players in the shoes of someone who is being sexually harassed. I think the strength of the simulation is that it actually makes people uncomfortable. The initial idea for this project was to make a simulation of someone walking down a street and being harassed, so the final outcome has not changed much from the initial idea.



Zoo – My zoo project is all about balancing a budget, expenses, and income. You start off with a specific amount of money for your zoo that you use to spend on animals and animal food. Once you have animals in your zoo, visitors begin showing up. Each visitor that shows up gives you some money (the cost of visiting the zoo). The more animals you have, the more visitors will show up. In the simulation there is a time element. There are 4 seasons and if you have not bought food for each animal by the time the year is over, that animal will starve and die. I think the strength of my simulation is the immersion that the player experiences. In my zoo project the player can run around and do more than just click buttons and look at numbers. The final project did not really change at all from the initial idea.



Final Pitch Summary – Our final project is an app that teaches the alphabet to children. It will have multiple modes: learning mode and game mode. In the learning mode it will show the alphabet and children can tap on the letters to hear the word said aloud. Parents will also be able to record their voice for use in the learning mode so that when their child taps on a letter they hear their parent's voice. The game mode will be a game like asteroids except each asteroid has a letter on it. The player must shoot the asteroids to spell out words.

Final Project Progress – Right now the app has the ability to record clips and save them. We also have the framework for the asteroids game.

Alpha Bytes



Start
Record
Credits

