## Target audience

This piece is aimed at teachers trying to understand pupils and how they react in certain situations, due to this I have created aesthetics which will be explained within this evaluation and made the changes of the piece easy to spot with emotion using the image changes. Also taking points from brutalism, making the website and game as hard to navigate as possible, taking out certain events, changing colours and the feel of the game in an instant, making the game feel as uncomfortable as possible to the target audience so they can get an understanding of what their students go through.

## Controls and advanced technology

For my game I decided to create a game with basic user controllers but change the field of view for the user, integrating VR into my artwork. This gives the user a better feeling of how they would feel in this situation, creating a jerky experience designed to make the user feel unwelcome, this is also created with the small corridor as an outline for the game, possibly giving them a feeling of claustrophobia.

## Aesthetics

Linking to my use of VR I have also chosen to give my game a more “raw” aesthetic to get my point of feeling unwelcome, using the colour blue to simulate being unsure and a general character colour, this is also similar to the game the marriage. This then allowed me to focus on the physical movements of the character which I decided to give a more smooth effect as until the character interacts with another they feel everything is working as it should be, but after that interaction, things should change for the player in terms of speed and facial reactions. Also how they navigate the game, finding a restart and other website interactions

## Problems I faced overcome

The main issues I had faced when developing my piece was how I would implement this and what style I would use to create the game, so I started with some storyboards, so I knew how the game would plan out, also adding extra levels for possible future development within the storyboard. However due to the assignment deadline and the number of interactions I wanted with my characters I decided to leave the extra levels out and focus on functionality.

## Meaning and purpose

This game overall is meant to give meaning and purpose to a wide range of subjects without trying to do a lot, using semiotics and procedural rhetoric to drive it’s point across with the characters emotions and how the game is played out and ment to be played I feel I have given this feeling of being unwelcome and also the future technology as well, I would have liked to put in more scenes however and possible interactions to implement more meaning to the story however and create a more arched game so the user could appreciate the setting more.

## Evaluation and updates

Overall I feel as if I fulfilled the brief in terms of style of the game I was trying to achieve and the styled in which I chose to do that, however, the main thing within the project I would aim to change would be the number of levels and how long the game lasts. Based on testing I can see it would be to easy to get boring or too annoying based on the lack of overall content. To fix this I would add more environments and interaction between characters, using the map tool for the characters emotions or emojis. I feel as if my piece reached the intended audience as the VR methods I implemented worked well and I felt the aesthetics were a good product of that in how it made the user feel.

Video: <https://youtu.be/8cEfhQkucNc>

Game: <https://joshuaserpis.panel.uwe.ac.uk/3DT/game/>