Design Log 2

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This week, I want to talk about my design activities related to the paper prototyping session. The concept of paper prototyping isn’t new to me; however, this was the first time I had prototyped for virtual reality. Going into this, I thought it would be simple. I figured my team would just think of a game, and that would be it. It wasn’t until we started getting constructive criticism that we changed our experience. Originally the player was going to be trapped in jail and had to find the key. There would be clues written around the walls. We would end up ditching that idea. We were able to come up with a different way to obtain victory. Being that Saw was mentioned we came up with an idea to put the key inside of the player. Only hint you get that the key is inside of you is the tattoo of it on your arm every time you interact with level objects. We worked our way from that concept and made a different experience. This experience ended up being fun and made me think about the processes that one may go through while designing for virtual reality experiences.