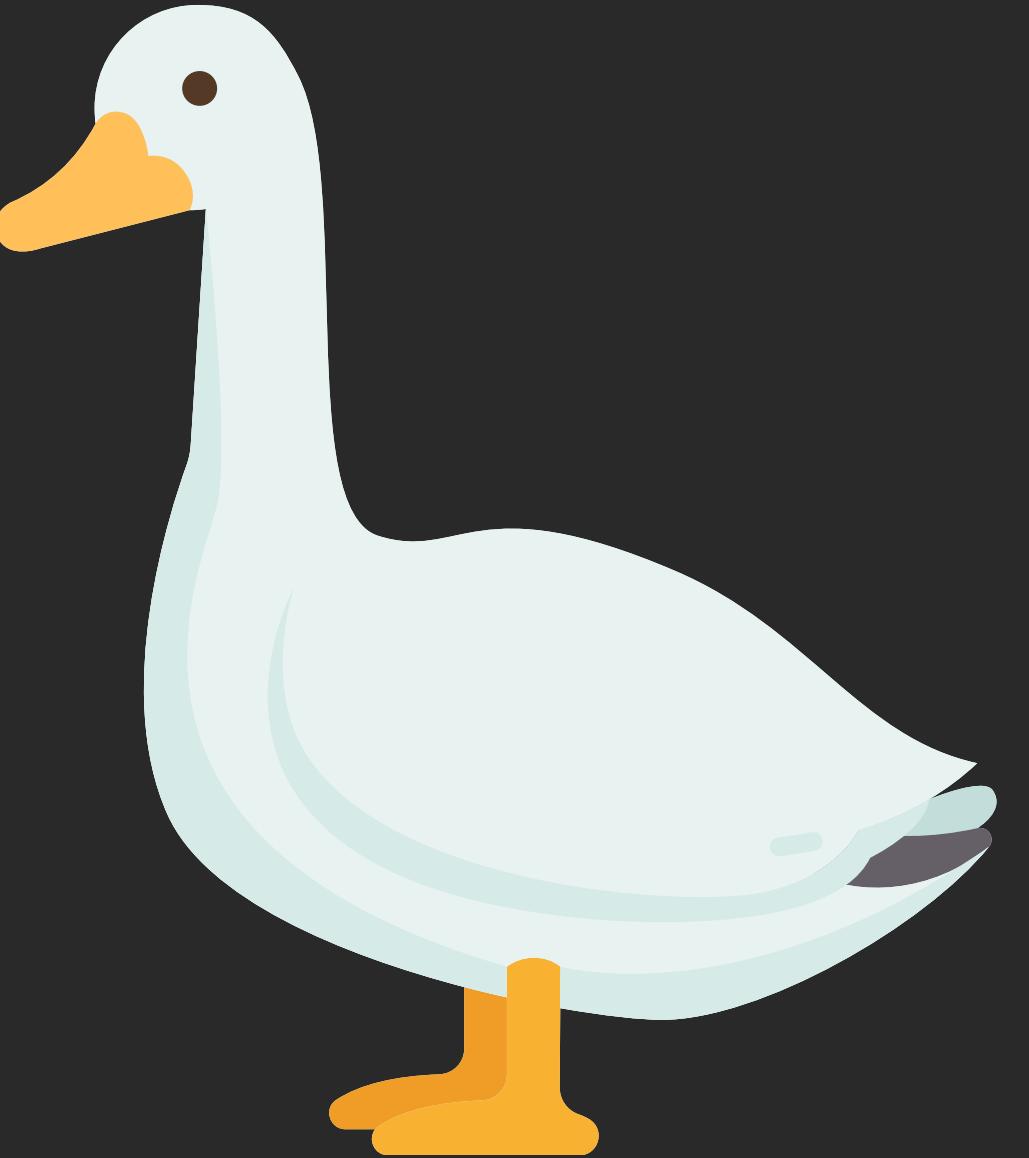


Final Presentation: Design Journey

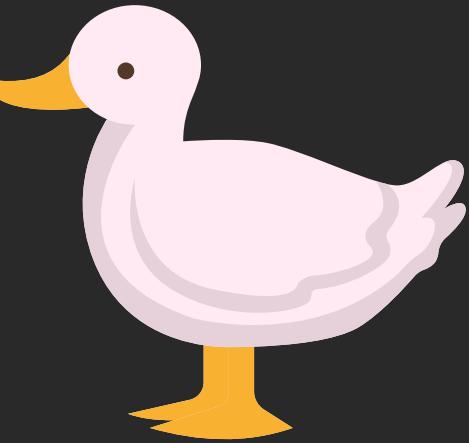
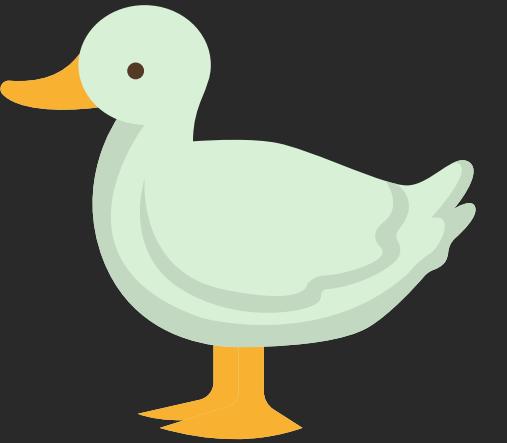
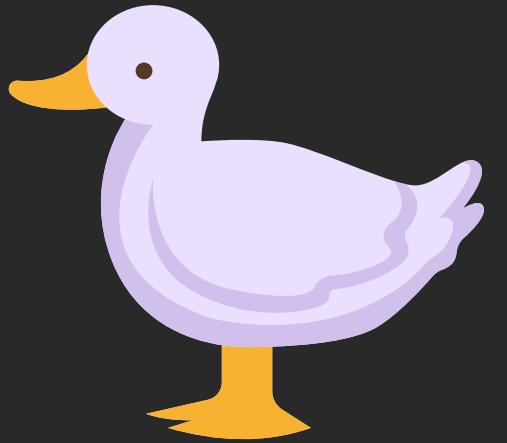
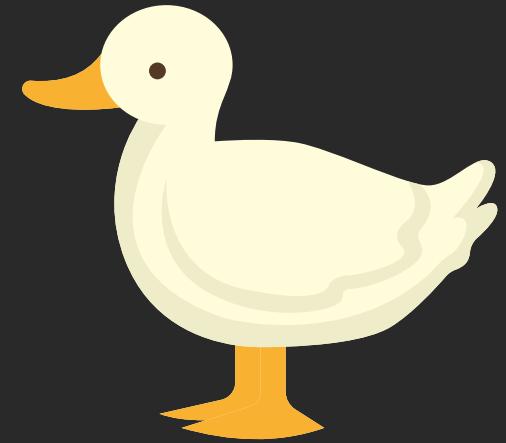
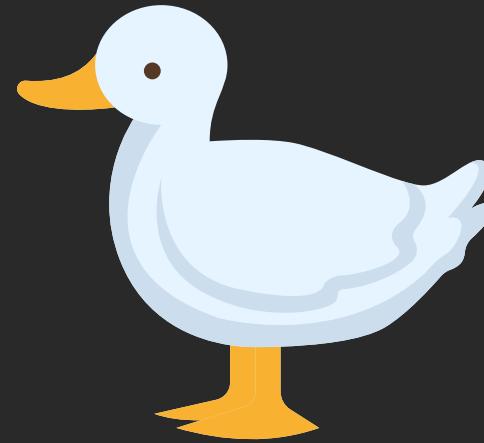
Goose Game

DAC 305 | Group 1

Members: Ada, Layla, David, Eavan, Jia



Roles & Responsibilities



Layla

**Presentation &
Design Manager**

- Goose character
- Miro: Game mechanics
- Miro: AEIOU
- Slideshows

Jia

**Timeline &
Report Manager**

- Create timeline
- Slideshows
- Tutorial & title
- Surveys
- Miro: AEIOU

Ada

Game Developer

- Flying & jumping
- Energy bar
- Testing Plan
- Miro: AEIOU

David

Game Developer

- Obstacles
- Pooping & score
- Animation
- Energy bar

Eavan

Game Artist

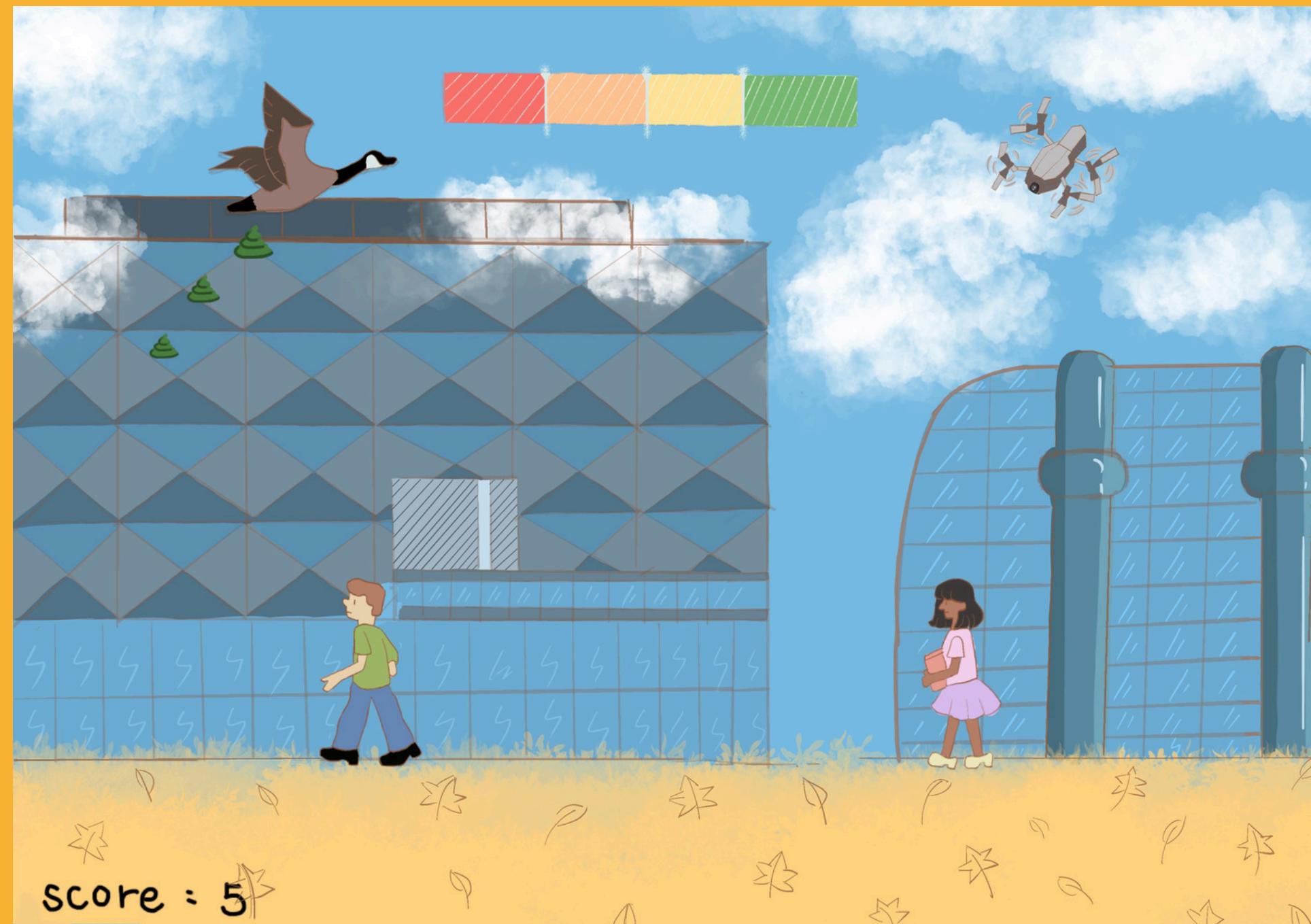
- Background art
- Students & obstacles
- Miro: Game mechanics

Game Overview

A UW-themed side scroller game where the player controls a constantly moving goose, pooping on students to earn points, while walking and flying to avoid obstacles

Target User:

Mainly UW students and teachers



Understanding the User



User Research Summary

Pre-Play Survey, Playtest, Post-Play Survey, Interview, Rapid Iterative Testing

Assumptions

We'll find out which game controls are most intuitive for flying & pooping

Findings

Responses were mixed
Users want more instructions

Research Findings

Findings testday 1

- Control for flight was intuitive, pooping less so
- It was satisfying to hit students with poop
- Positive feedback for the scaling of difficulty (speed and obstacle spawn)

Findings testday 2

- It was hard to see the quadcopters in the sky
- Players enjoyed flying more than walking
- Some players missed the tutorial, since its only available on first launch

Pain Point

1

**"I don't know what
keys to press"**

Players couldn't figure out
the control for pooping

Pain Point

2

**"These obstacles are
impossible to avoid"**

Players felt it was sometimes impossible to pass
obstacles due to layout that they spawn in

Pain Point

3

**"I don't have enough
energy"**

Players could not fly for long and found
the energy bar was depleting too fast
leading to their death

Pain Point

4

"Huh? Why did I
die?"

Flying obstacles were hard
to see against the
background

Updating between playtests

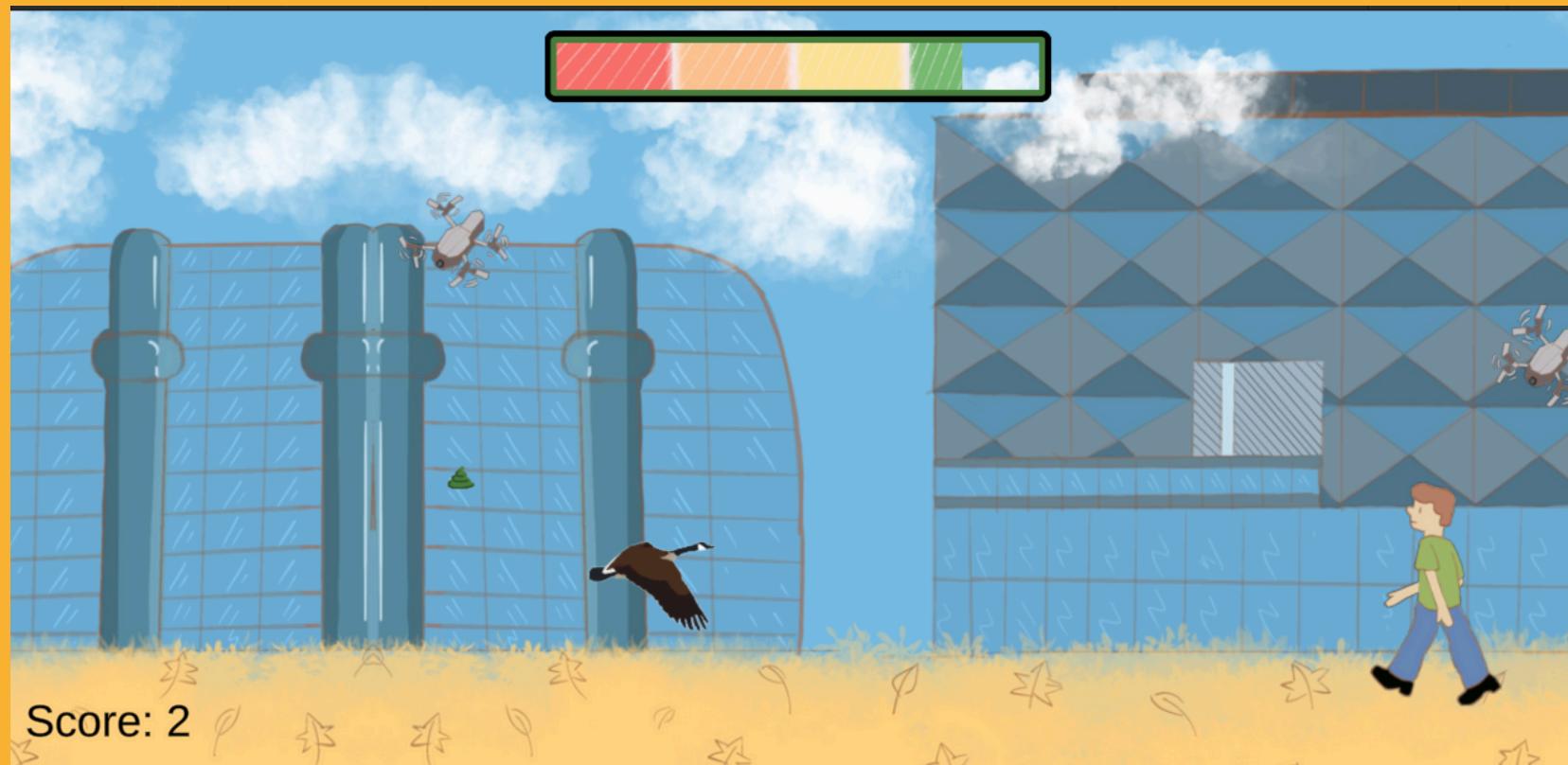


Testday 1

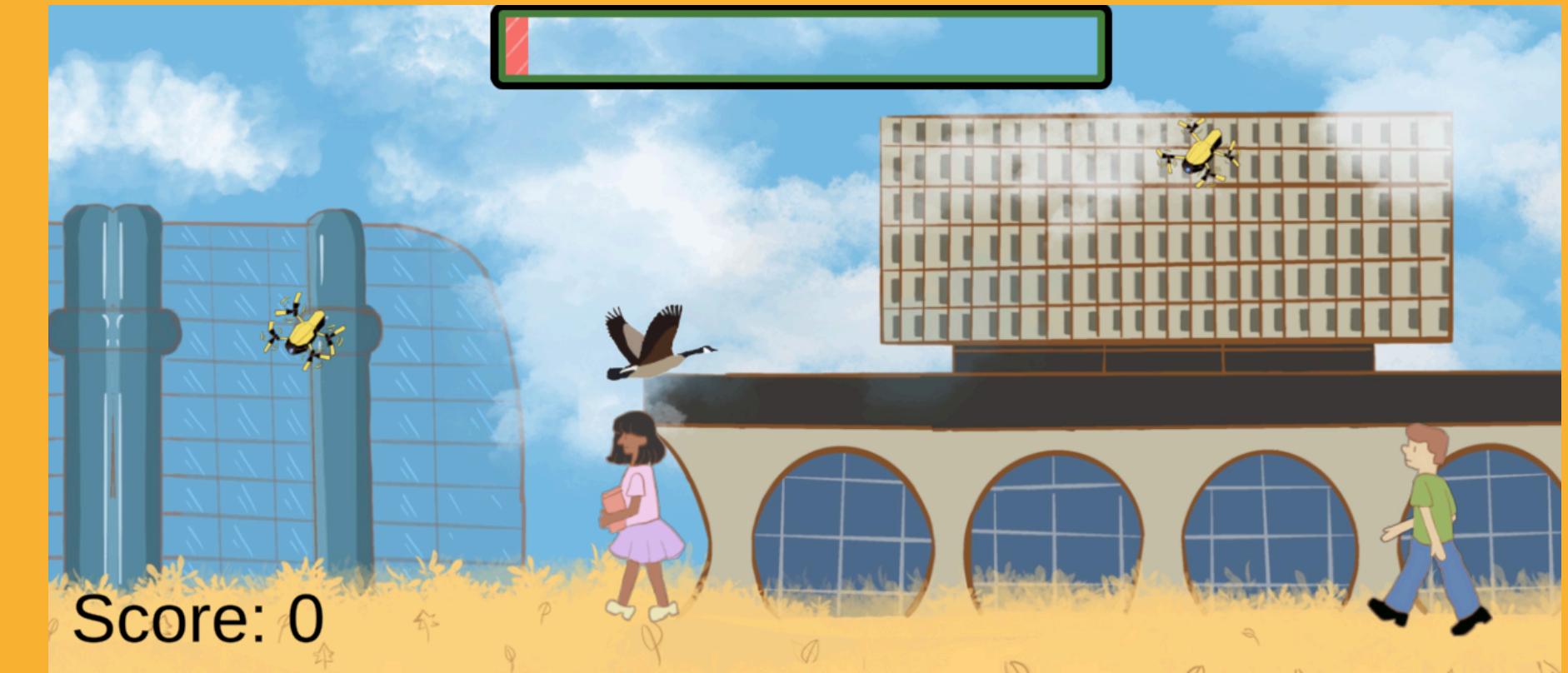
A how-to-play guide for 'Goose Game'. At the top is a large green question mark icon. Below it, the text 'How to play' is written in green. A small circular icon with a green 'X' is in the top right corner. The guide includes instructions: 'Stay alive for as long as you can and earn points to beat your high score!', 'Hit or hold the space bar to fly', and 'Hit enter to poop on students'. It also shows a 'Score: 4' indicator. Three small panels illustrate the controls: one shows a character walking towards a fence, another shows a character flying, and the third shows a character walking while a green arrow indicates a poop attack.

Testday 2

Updating between playtests



Testday 1



Testday 2

Updating between playtests



Testday 1



Testday 2

Persona: Leonardo DiCaprio

Age: 21

Education: University of Waterloo

Location: Waterloo

Problem statement

Leonardo is a UW student with minimal game experience who needs to feel satisfied with high achievements due to the fact that he studies at the University of Waterloo.



Goals

- Wants to achieve a high score in a game
- Goes to UW so he enjoys games with a UW theme

Frustrations

- Minimal instructions and not knowing how to play a game
- Complex games and prefers more simple game mechanics

"I always strive to do better and I don't play games but if I do, it should be simple."

User Journey Map

Phase**Awareness****1st Game****5th game****10th game****Goal**

Find out about the game + interested in UW theme

Identify how to control flying

Learn how to poop and avoid dying

Practice pooping on students to earn more points

Effort

Low:
Listens/reads about the game concept

Low:
Hit space bar to start

Medium:
Replay to practice flying + avoid obstacles

High:
Replay game to beat previous score

Maybe: tutorial

Starting the Design

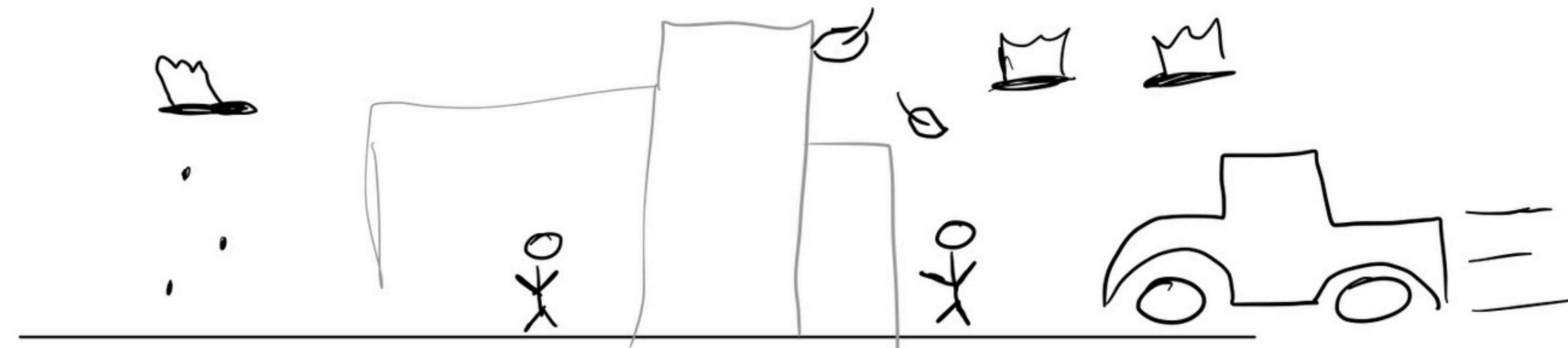


Low-fidelity Prototype

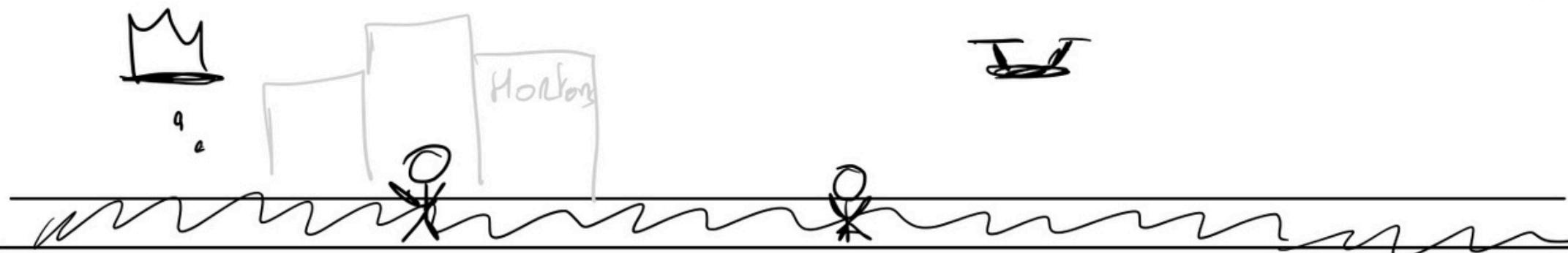
different seasons?

0156⁺¹

||||| +1 hit



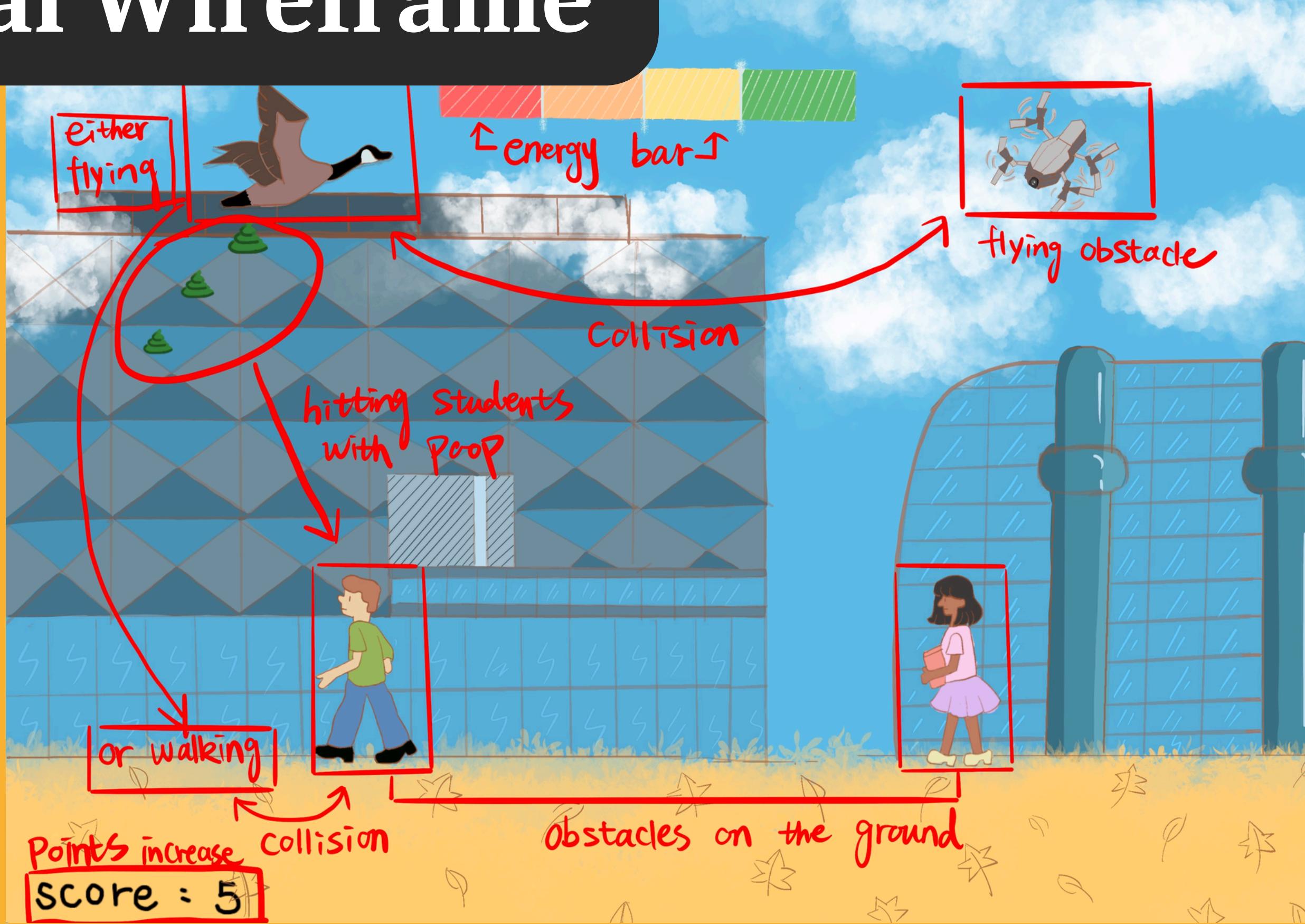
✓ ✓ ✓



Refining the Design



Digital Wireframe

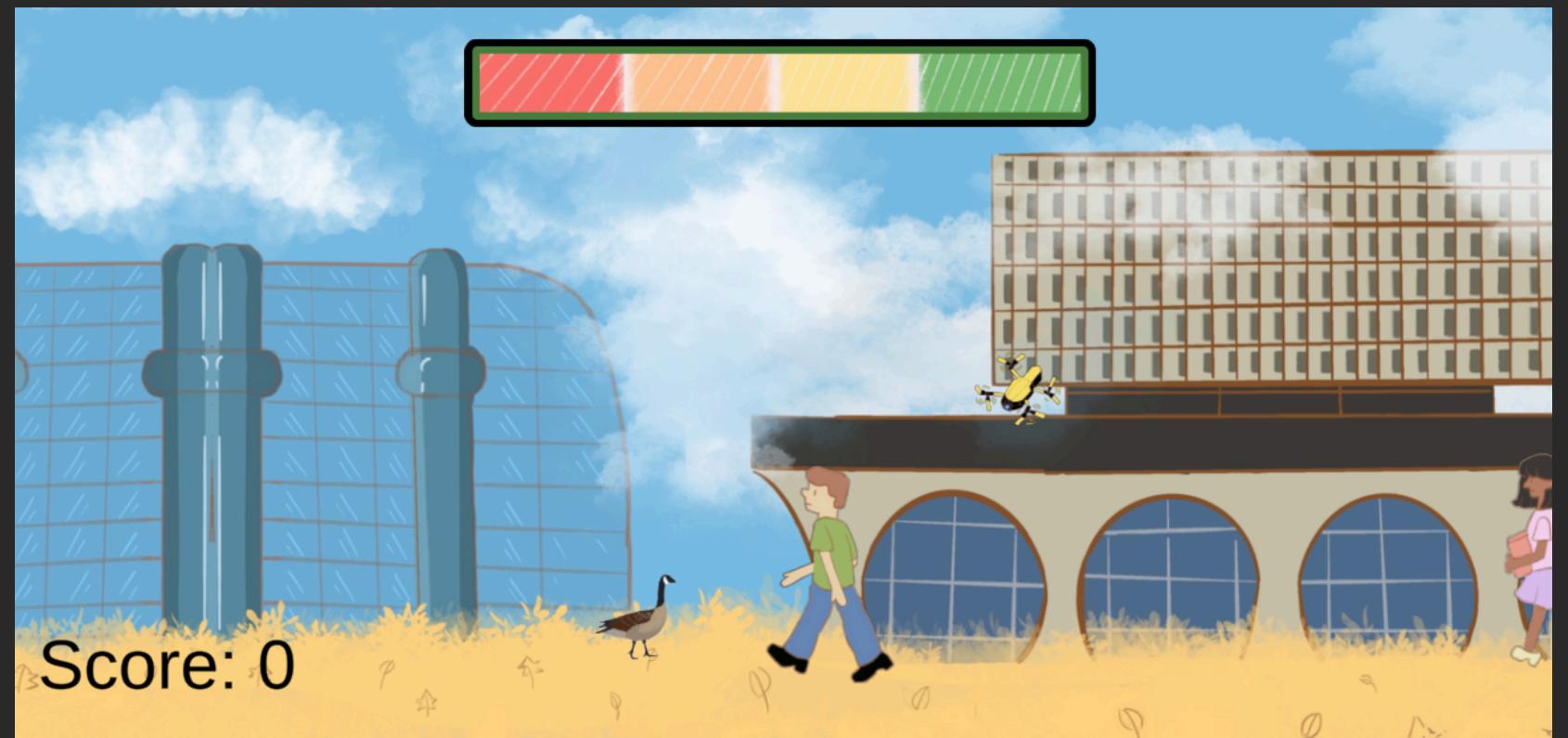


High-Fidelity Prototype



Title Screen

High-Fidelity Prototype



Game Screen

High-Fidelity Prototype



Gameover Screen

Accessibility Considerations



Tutorial button:

"I didn't notice there was a tutorial button" --> Update button design
"It's hard to tell I can click on the button" --> Darken hover colour



Quadcopter obstacle:

"It's hard to see flying obstacles against the background" --> Change colour

UI layout:

"The energy bar looks too big" --> Reduce size
"I don't like looking back and forth for energy and score" --> Move score

Going forward



Big Picture: Insights

What worked well

- Team communicates needs and resolves problems if they arise
- Multiple skill sets/expertise in a team to asynchronously work on different aspects of the project

What could be improved

- Improve project planning and quality in the initial phase
- Hold team meetings/checkins regularly for updates on team members and progress on the project

Takeaways: Impact

I think that the images are so cute. I love the graphics, I felt like it is so simple and colourful.

The background and the assets are great.

I liked background buildings bc it's our school

After figuring out the controls it is easy, fun but not so challenging

Takeaways: What I Learned

Ada: Diversifying the skills in a team greatly benefits the production of a project

David: It's important it is to allow yourself and others to test a game before trying to judge the experience

Eavan: To improve the user experience, it is crucial to keep gathering feedback and suggestions.

Jia: It's important to test a variety of participants since the perceived difficulty varies due to gaming experience

Next Steps

Solve player pain points

Tutorial screen & button

Quadcopter

Overall game experience

Animation

Sound

Number	Severity Level	Issue	Status + Who
1	Critical	Bug: Goose can still fly when energy bar empty	Completed ▾ David
2	Critical	Decrease size of energy bar	Not Started ▾ David
3	Critical	Make tutorial accessible on the game over screen	In Progress ▾ David
4	Serious	Make obstacles smaller so it's not impossible to pass	Completed ▾ David
5	Serious	Change colour of the quadcopter to increase contrast	Completed ▾ Eavan Not Started ▾ David
6	Serious	Add to tutorial: pooping refills energy bar Replace tutorial button: more obvious	In Progress ▾ Jia
7	Serious	Darken hover on tutorial button	Not Started ▾ David
8	Minor	Extend buildings background	Completed ▾ Eavan
9	Minor	Add more animation: reactions	Not Started ▾ Ada
10	Minor	Add background music & sound effects	Not Started ▾ Ada

Thank you!

