

21.1.2015

CLOSING REPORT

CRAZYMIND

1. Project descriptions and outputs

A game project for all kind of ages. Theme based on focusing and hand & eye coordination. It improves brains executive functions.

2. General estimate

It doesn't have any costs since I have already needed devices.

3. Work amounts



4. Personnel

Mert Musul, Responsible from all project

5. Experiences in tools and methods used

Well experienced in tools and methods used, and when help needed I get help from very well experienced people from Plab about solutions.

6. Experiences in interest groups

Game testers.

7. Reusable solutions

Scoreboard system is re-usable.

8. Quality objective realisations

Goal 1: Making simple theme

Evaluation point: 3/5

Reason: It became very simple but game testers' opinions are on the way of it should be more colorful.

Goal 2: Having fun and helping players' to improve their brain skills.

Evaluation: 4/5

Reason: We can understand players' are getting better results after playing consistently.

9. Summary of the experiences

I have learnt, games don't have to be very high graphical to make it fun. Players also like simple and good ideas. Never got a negative comment about game idea from game testers.

10. Suggestions of project study unit development

I appreciate your ideas a lot! Thank you very much!