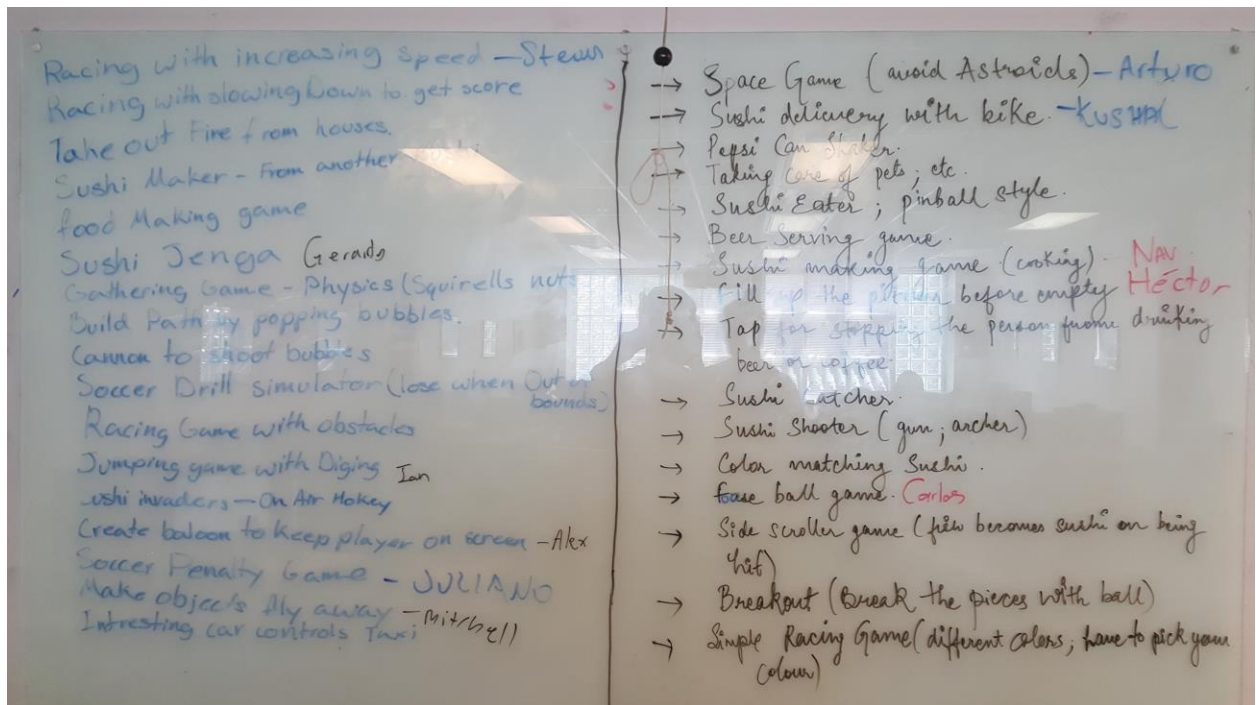# TIME KILLING GAME FOR NIK

DESIGN THINKING PROCEESS

- Empathize: For this step we talked to Nick to get him to open up and relax before we got into the project specifications, we learned more about him:
  - His family: Has a small daughter that likes to game and to challenge Nik to a high score.
  - Some of his favorite games: Asteroids, Lunar Lander, Pac-Man, and Racing games like Spy Hunter.
  - His gamming habits: He is a regular gamer when time allows it
  - He likes Japanese culture minus the ninjas.
  - He loves beer and coffee but recently had to stop their intake for health related reasons.
- Define: In this stage we talked to Nick about the requirements for the project, we asked as many questions as possible in order to build a base and grasp a direction for the next step. Some of the thing we learned:
  - Nik often finds himself with a few minutes to spare between activities.
  - The final product will be played on a mobile device.
  - He usually studies using flash cards during this times.
  - For the project Nik wants a short and simple game to spend a few minutes each time.
  - He is a slow typer.
  - Using the mobile device characteristics, like the gyroscope is a plus.
  - Nik doesn't want to make noise.
  - He want to avoid excessive device movement.
  - For him a repetitive progressive game would be ideal, a game easy to learn but hard to master.
  - Competitive but single player, the game needs a score for bragging rights, challenges and self-competing.
- Ideate: For this the team gathered together and in a round robin fashion we brainstormed ideas, everyone had to participate and every idea was written on the black board. By the end we had a pretty significant pool of ideas to work from, the image attached displays all the ideas. After this everyone picked 3 ideas to work on, the only rules were to pick different ones and they shouldn't be any of your ideas.

Racing with increasing speed —Steve
Racing with slowing down to get score
Take out Fire from houses.
Sushi Maker - From another
food Making game
Sushi Jenga Gerardo
Gathering Game - Physics (Squirells nuts
Build Path by popping bubbles.
Cannon to shoot bubbles
Soccer Drill simulator (lose when Out of bounds)
Racing Game with obstacles
Jumping game with Diging Ian
ushi invaders — On Air Hokey
Create baloon to keep player on screen —Alex
Soccer Penalty Game — JULIANO
Make objects fly away —Mitchell
Intresting car controls Taxi Mitchell

→ Space Game (avoid Astroids)— Arturo
→ Sushi delivery with bike. —Kushal
→ Pepsi Can Shaker.
→ Taking care of pets; etc.
→ Sushi Eater; pinball style.
→ Beer serving game.
→ Sushi making game (cooking). Nav Héctor
→ Fill up the pitcher before empty
→ Tap for stopping the person from drinking beer or coffee
→ Sushi catcher.
→ Sushi Shooter (gun; archer)
→ Color matching Sushi.
→ foose ball game. Carlos
→ Side scroller game (fish becomes sushi on being hit)
→ Breakout (Break the pieces with ball)
→ Simple Racing Game (different colors; have to pick your colour)

- Prototype: Once everyone had their chosen ideas we started working on them, each prototype had a one hour build time after which we showed our work to our peers and bounced ideas back and forth before starting the next prototype. My three prototypes were:
  - Beer tapper:
    - Original statement: Fill up the pitcher before empty.
    - Process: Nik can't drink beer but he sure can serve them, this and the fact that he likes old school games took me to remember a game called Tapper where you play as a bartender and serve your thirsty customer.
    - End result: The bottom part of the screen is a bar over which 6 seats are allocated, randomly customers take one and wait for their beers. Click on the customers (circles) before they get red or they will leave and you will lose health. After the client has his beer he will drink it before leaving and boosting your score. The game ends if you run out of health.
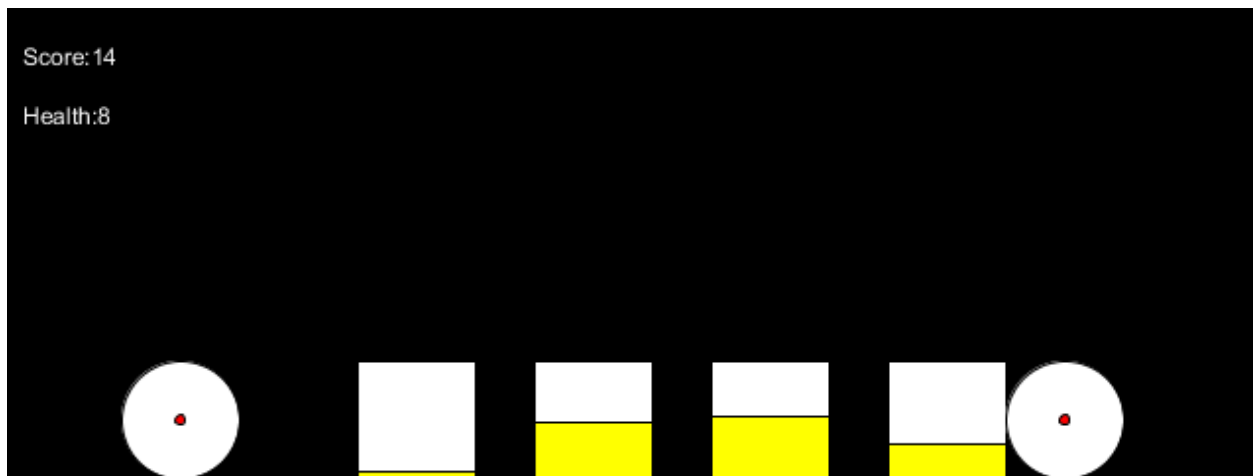
- o Sushi maker:
  - Original statement: Sushi making game.
  - Process: Nik talked about a cupcake making game which made me think about those restaurant order games like Dinner Dash. Where the player must cater to a customer's order to satisfy him.
  - End result: The top part of the screen is a sushi bar where prepared sushis appear and disappear your objective is to pick the right sushi to fulfill each client's order before they get mad and leave (the circle becomes red) which reduces your health. To complete an order you must click on sushi of the same color as the four that appear static under the bar next to the customer. The game ends if you run out of health.
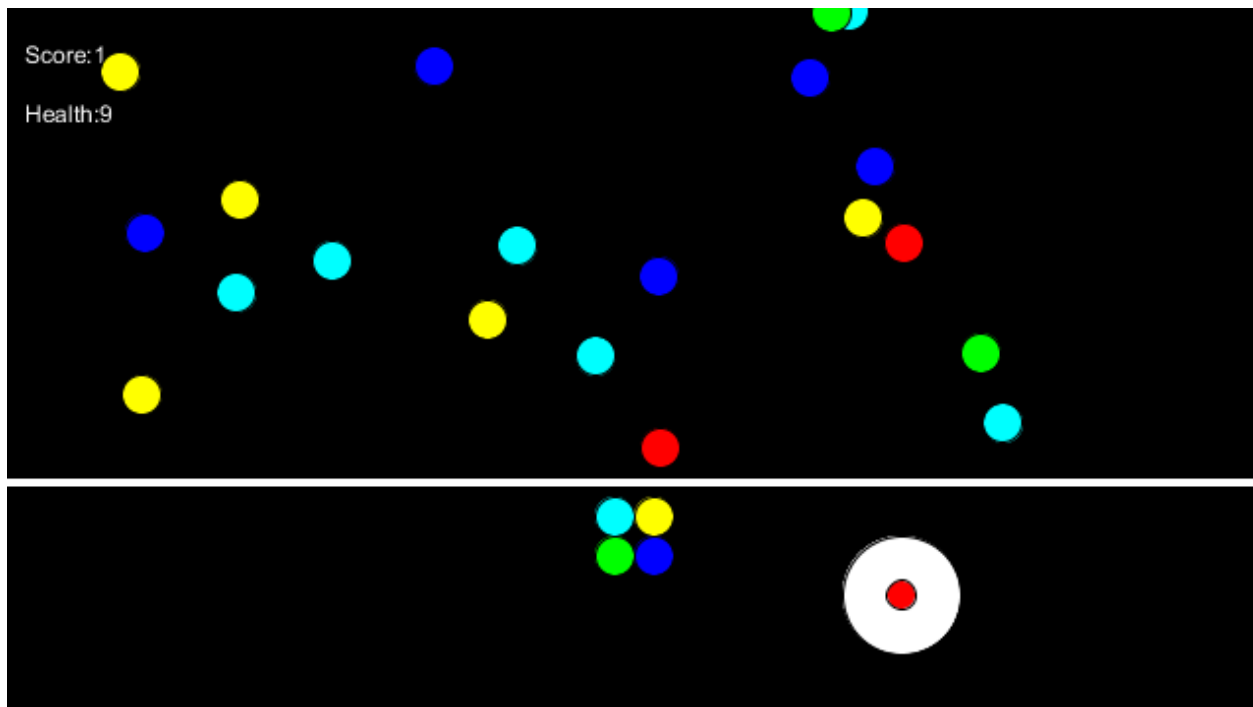
- o Breakout:
  - Original statement: Breakout.
  - Process: It was a pretty straight forward idea and I used to love this game exactly for its simple to learn hard to master mechanic and I used to play it on a blackberry.
  - End result: On the top of the screen a wall of 100 colored bricks (10 rows and 10 columns) are waiting to be destroyed. The player controls the paddle at the bottom using the mouse and a ball is constantly bouncing around the screen, the goal of the game is destroying all the bricks using the ball without dropping it. Each time the ball falls you lose health. The game ends if you run out of health or all the bricks are destroyed.
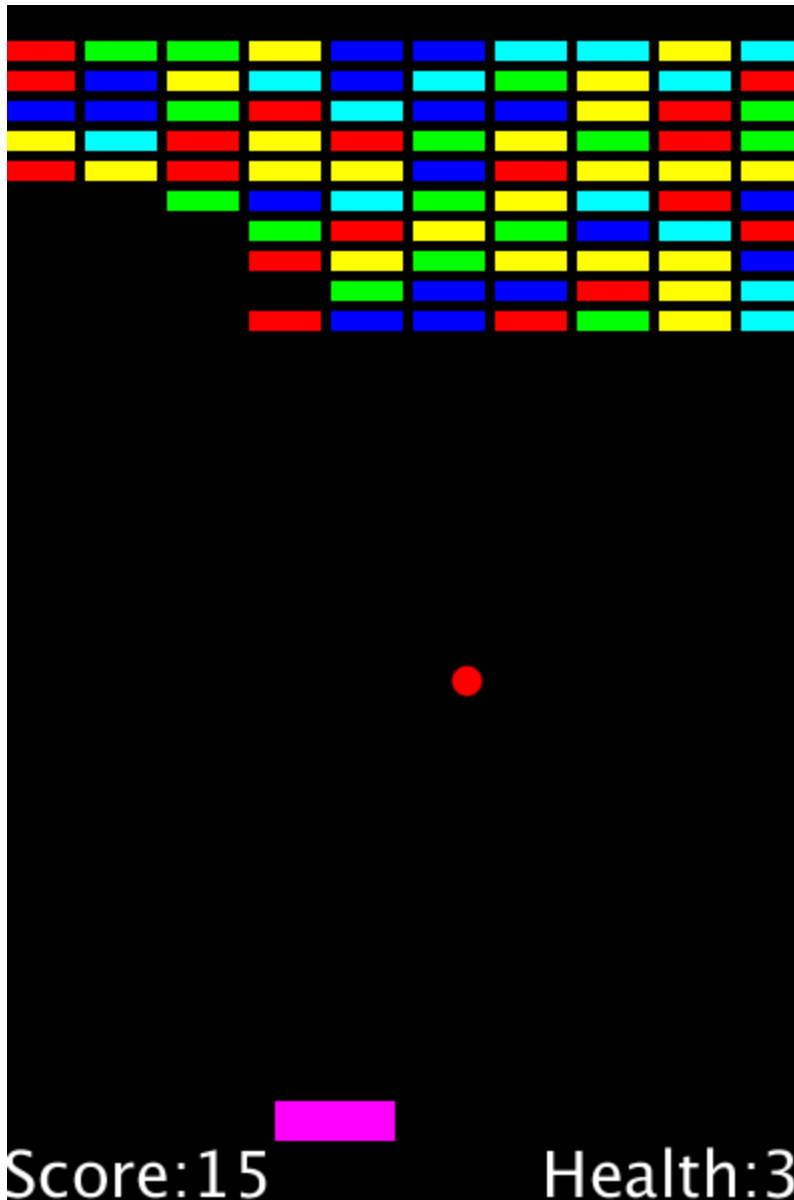
- Test: After a meeting with Nik where he played and gave feedback on each prototype. During the session we collected the data for a possible future project or another iteration. The information gathered helped the team close a few alleys and narrow the focus of the game further. Some examples:
  - No multiplayer games.
  - No use of the microphone.
  - Simple fast paced games that require skill and concentration got the best remarks.
  - Smooth feeling movement is a must.