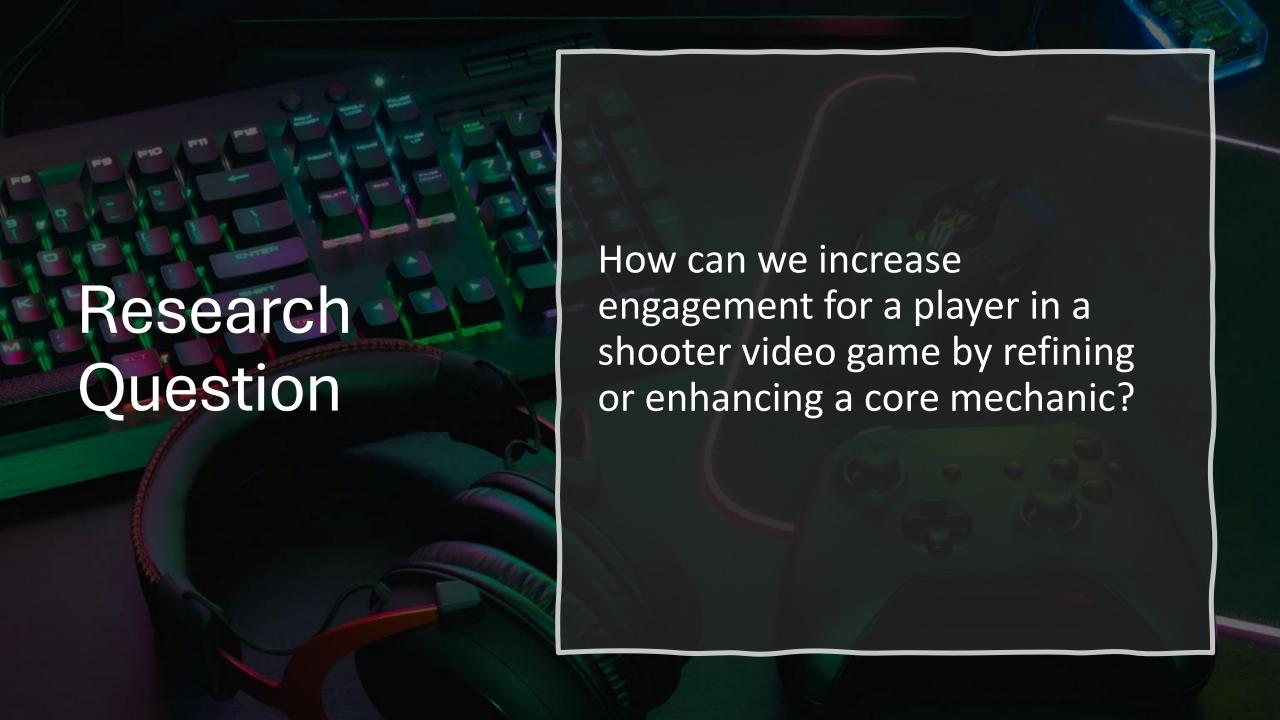




Alex Legner & Alex Craig

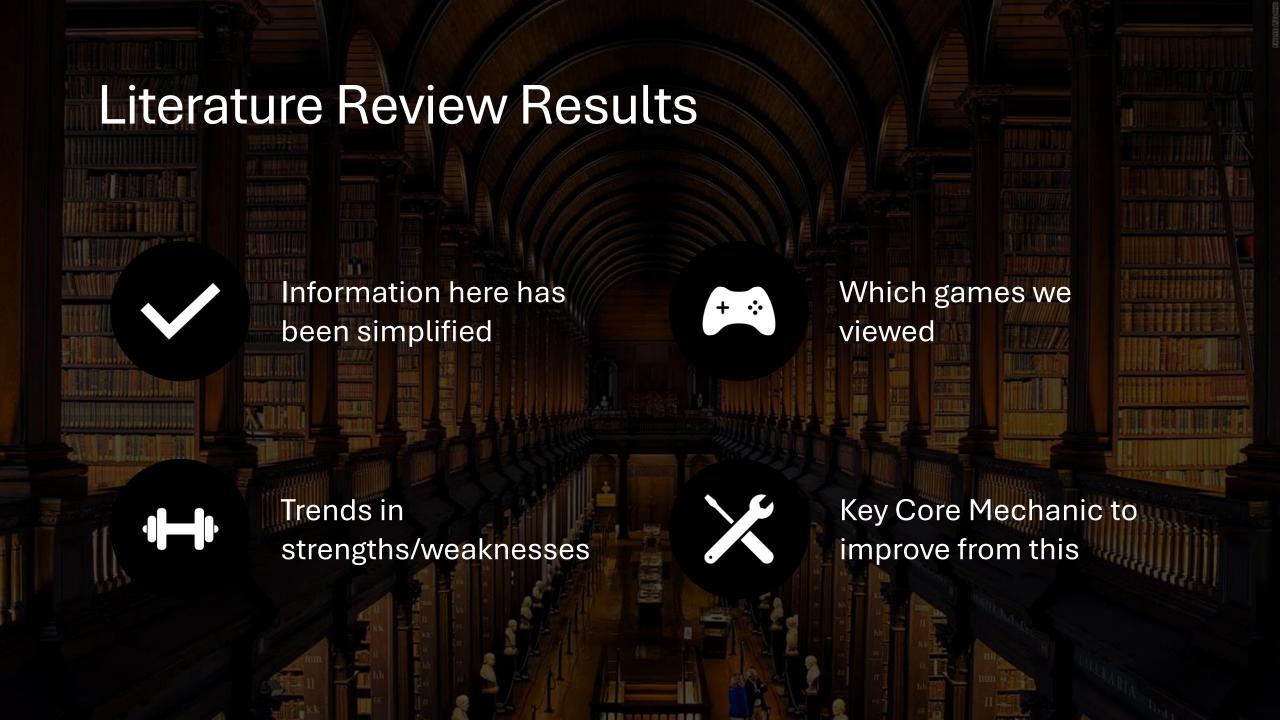
# CS205.1 The Cube

Research Proposal



# Significance?

- CS205.1 + CS205.2 requirements
- Add more enjoyment into shooter games
- Player engagement



## Proposed Features

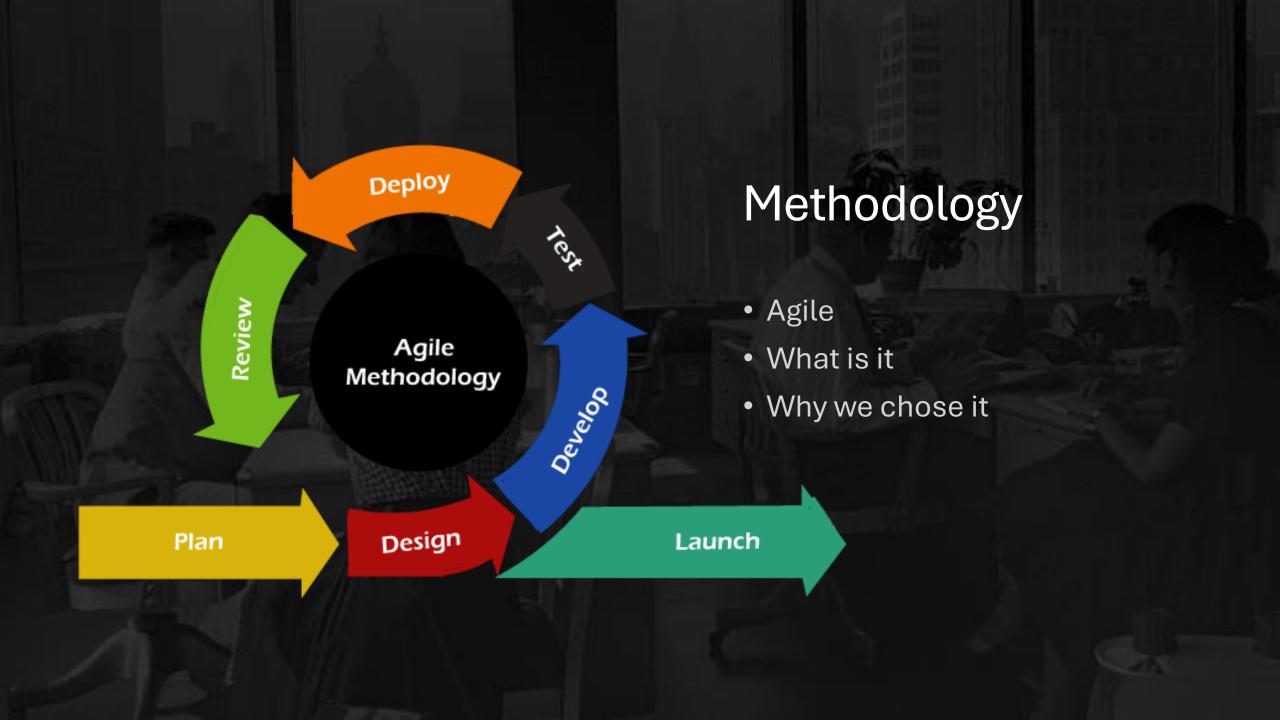
Core Mechanic – Puzzles

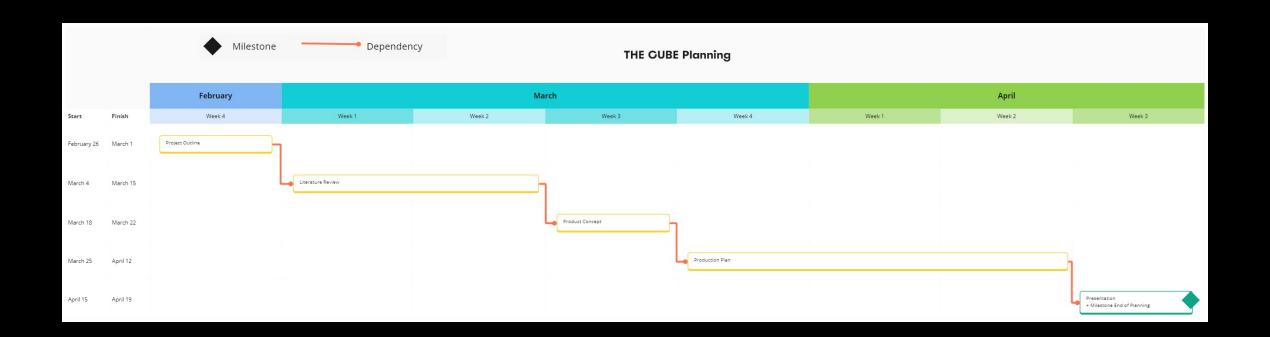
- Player will be in cube trying to escape.
- Player must solve a series of puzzles to progress.
- Player will be chased by a monster in the map.
- Player will be able to shoot the monster.
- Player will be able to interact with the environment to solve unique puzzles.
- Player can reset the puzzle/level if they are stuck to try again

## Framework

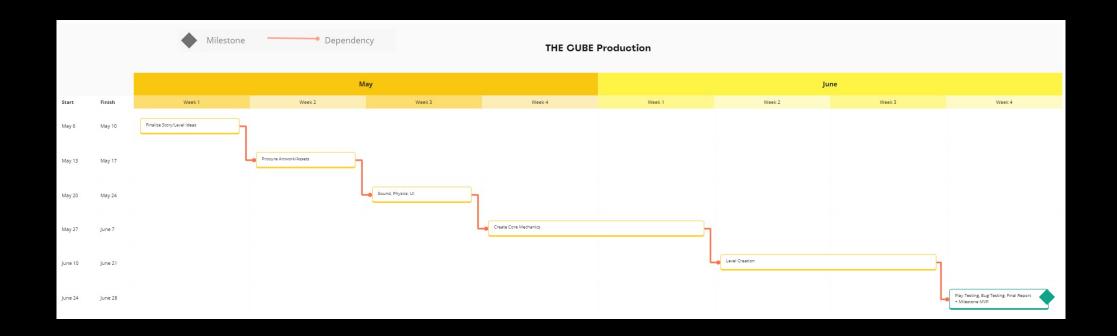
- Unreal Engine!
- What is it?
- Why we chose it?
- Noteworthy features!





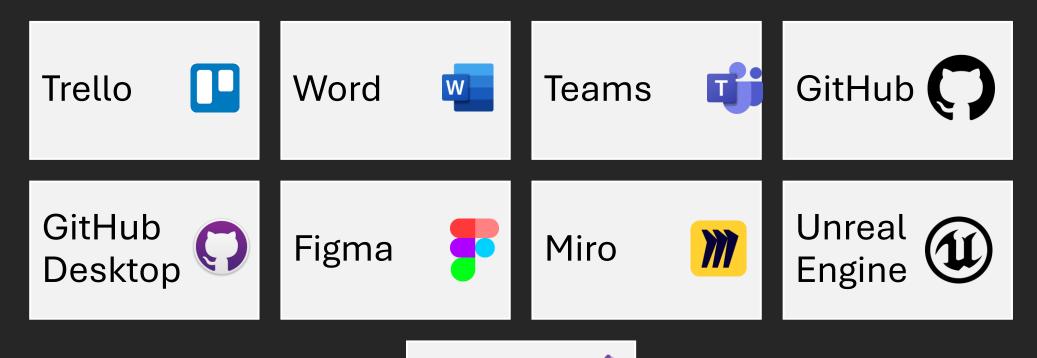


## Timeline + Milestones



## Timeline + Milestones Cont'd

## Tools Used



Visual Studio 2022





## Samuel Joseph 24 **College Student**

QUOTE

"Not knowing isn't the problem, its not trying"



### **Personal Details**

Home Flatting at Hostel

Hobbies Gaming/Puzzles

Device Laptop Playstation





### About

Samuel is studying Art at college and he works as a part time employee at a coffee shop down the road. Samuel doesn't have too much free time but enjoys coming home and playing a few games to let off some steam, Samuel likes to challenge himself with puzzle games but enjoys the thrill of shooters however he is not very good so wants to prioritize easier games to pickup and play.



## Behavior's & Pain Points

- Dislikes waiting and downtime.
- Doesn't have time for long drawn out games.
- extremely hard games with steep learning curves.



- Wants to find a quick and easy game with replay-ability.
- · wants to be able to understand the rules easily.
- · Find a game he can play on his laptop without much setup/downtime.



Jasper

32

Teacher

QUOTE

"Gotta have fun when you can!"



### **Personal Details**

Lives at home alone Home

Hobbies Travel, puzzles, Game Dev

Device Laptop





### About

Jasper loves to play puzzles and usually enjoys completing the newspaper puzzles during his breaks while teaching. However Jasper has been increasingly bored with these puzzles and wants to find something more exhilarating, but it is hard to find a game that has a short playthrough during his breaks.

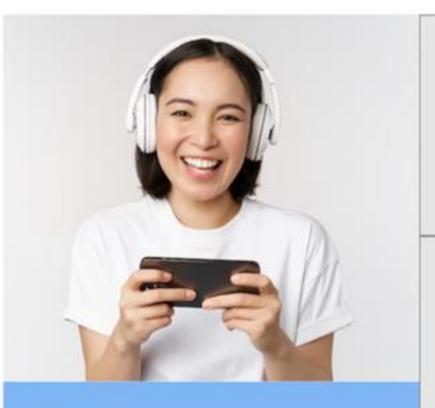


## Behavior's & Pain Points

- Long overly extensive games
- · complicated and overblown rules to learn



- Wishes to find quick and easy games to enjoy during his breaks.
- · to challenge his puzzle knowledge in new ways.
- · wants to have a competitive experience against others.





### **Personal Details**

Home Studio Apartment

Gaming/Filming Hobbies

Device Desktop





### About

Jasiri loves to create content on streaming platforms and YouTube of her gaming adventures. She loves games that keep her on her toes by being scary and intense, as they are fun for her and keep her audience entertained, due to her online content she prioritizes games with low downtime and quick jumps of fun.

# Jasiri

Streamer/Content creator

### QUOTE

"Intense and scary games are the best"



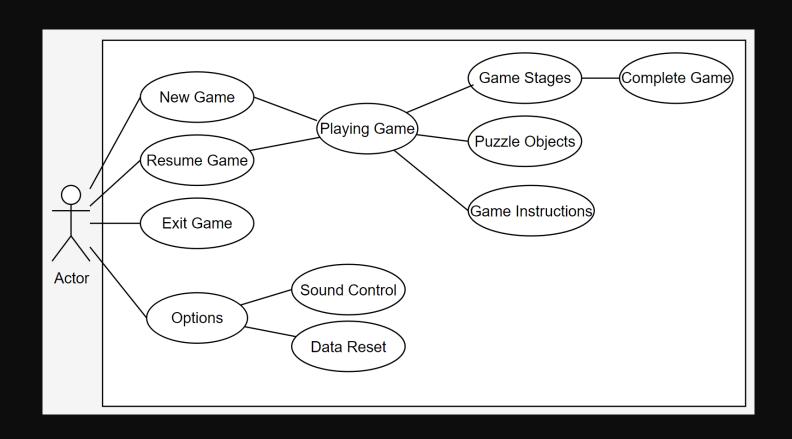
## Behavior's & Pain Points

- Boring animations and textures within games.
- · Dislikes colorless worlds and backgrounds
- hates cutscenes and too much dialogue

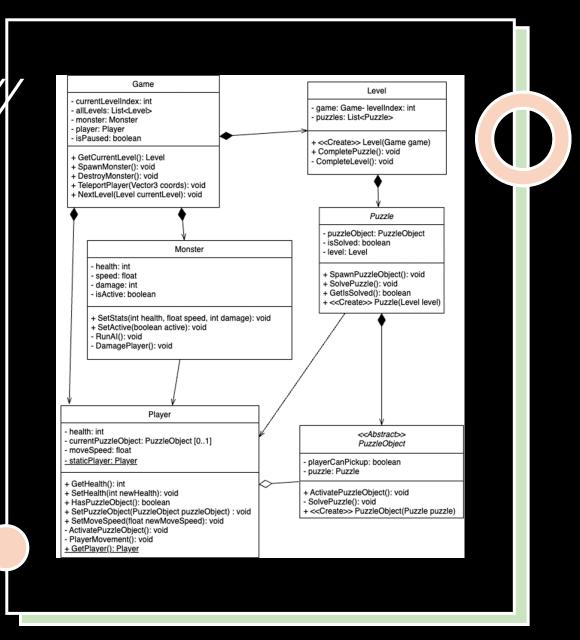


- · Wants to find a game she can spend upwards of 30 minutes a day with different playthroughs
- · likes to match her skills against others via scoreboards.

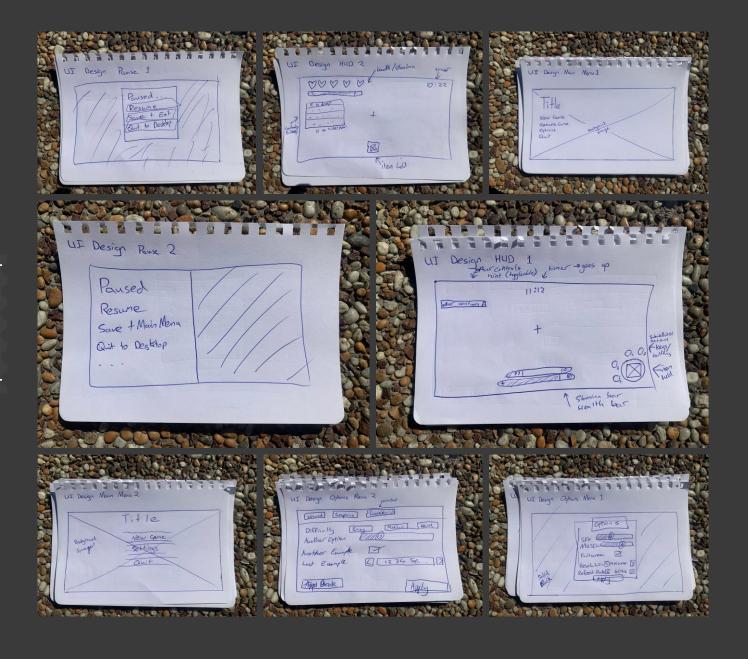
## Use Case Diagram



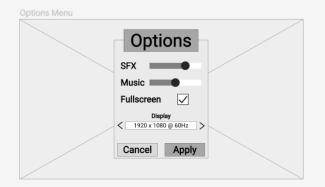
# UML Class Diagram

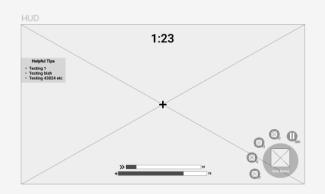


## Mockups









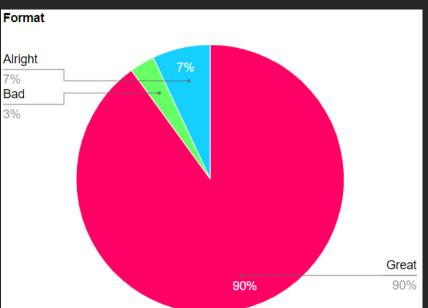


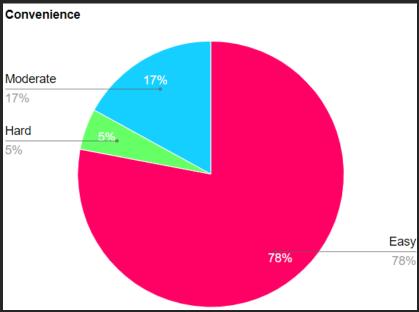
# LoFi

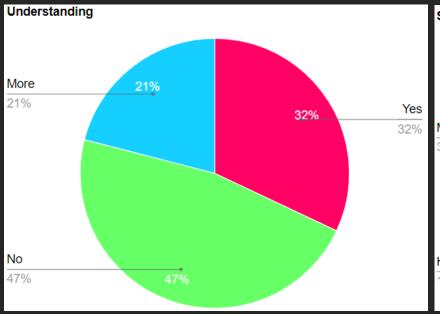
URL to LoFi Prototype

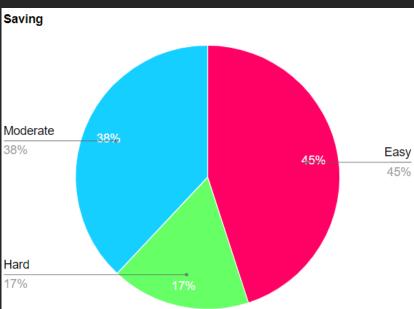
## User Testing Results

- Questions:
- Do you understand the goal of the game - Understanding
- Are you able to find and change the graphics settings -Convenience
- While in game do you know how to save - Saving
- Are you confused by the formatting Format
- What aspects could be added





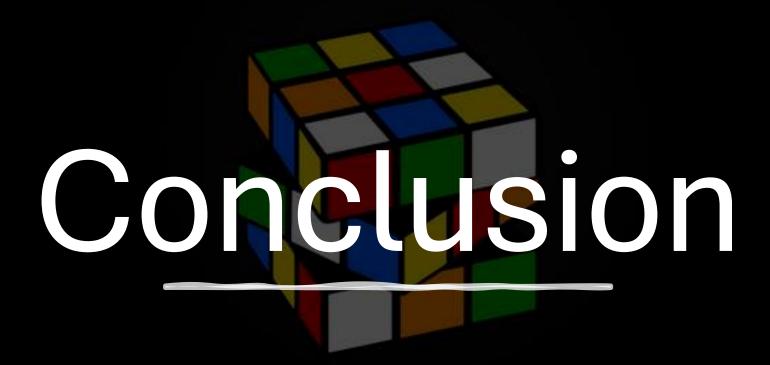






### What aspects could be added to the game?

- There should be a tab in the main menu that allows players to look through the rules and buttons.
- You should be able to select a saved game if you have multiple.
- Should be a distinguishable button while in game to pull up the menu.
- A way to see your best time that you've beaten the game.
- A way to change difficulty to test yourself.



# The end