Master in Computer Science and Engineering

1st Semester - 1st Period - 2023/2024

Game Design

Report 1

Group 3:

Tomás Ferreira - 93193

Jiqi Wang - 99241

João Baracho - 99248

Date: 18/09/2023

Contents

1 Cover Story and Experience Goal

We started our sprint by individually coming up with our desired user experience, that is, thinking of how we want the player to feel during the game. After our quick 10 minutes of thinking and writing down our "cover story", we discussed our ideas among the group.

All three of us individually defined 2 experience goals and converged into some same experience, we all wanted our game to give the player a sense of relaxation and accomplishment. Overall we wanted to have a big emphasis on providing a pleasant and fun experience to our players.

Given the theme of the sprint "10 Seconds of Space" we also concluded that we wanted the game to be able to be played anywhere at any time, while not taking much time out of our player's lives, taking only a metaphorical 10 seconds of space from their day, where the player could play, for example, their commute.

One of the members of the group, Tomás, had a second idea with a completely opposite user experience goal, he wanted to create a horror game in which the user, as opposed to having a relaxing experience, would have a more uncomfortable and unnerving experience, with the feeling of being watched and followed in the void of space while having to quickly solve small puzzles to progress, akin to the experience of playing Amnesia: the Dark Descent.

As a group, we discussed a little and the decider, João, concluded that we would go through with the former idea, as we all thought that the latter would be too complex due to the small amount of prototyping time, and also because we all had a common idea in the first game concept.

This discussion led to us choosing the concept of being able to play a game that doesn't take too much time and can be played anywhere as our main experience goal.
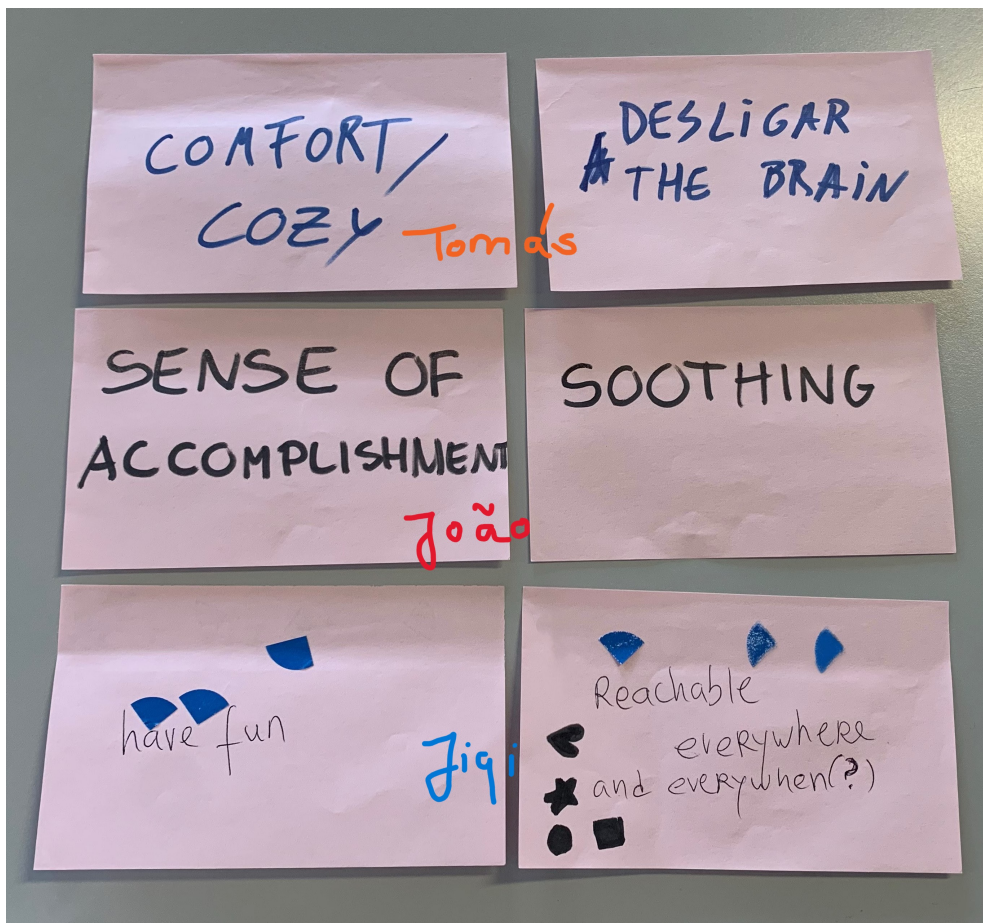
2 Pre-mortem and Sprint Questions

2.1 Pre-Mortem Fears

For our pre-mortem scenario, once again, we individually thought of our biggest fears in relation to where our game could fail to meet our expectation goals.

Tomás had the following concerns:

- The complexity of the user interface pulls away from the using experience

- Making the game too complicated or too convoluted would create an experience that isn't as fun and engaging as we wanted it

- The soundtrack clashes with the visuals and/or with the content of the game which would pull the player away from the experience

João had the following concerns:

- The players don't feel like the effort they put in the game is rewarded.

- The difficulty to maintain it simple and simultaneously not letting the players run out of content.

- Engaging strategies like login rewards or daily objectives can make the game feel like a chore.

Jiqi had the following concerns:

- The fear of not being able to make the player feel accomplished, relaxed, and having fun

- Making the game too simple due to our goal so that becomes a game too repetitive and not engaging (This isn't shown in the picture because we chose to group identical ideas for easier voting)

2.2 Sprint Questions

Taking into account our pre-mortem concerns, each group member formulated two sprint questions.
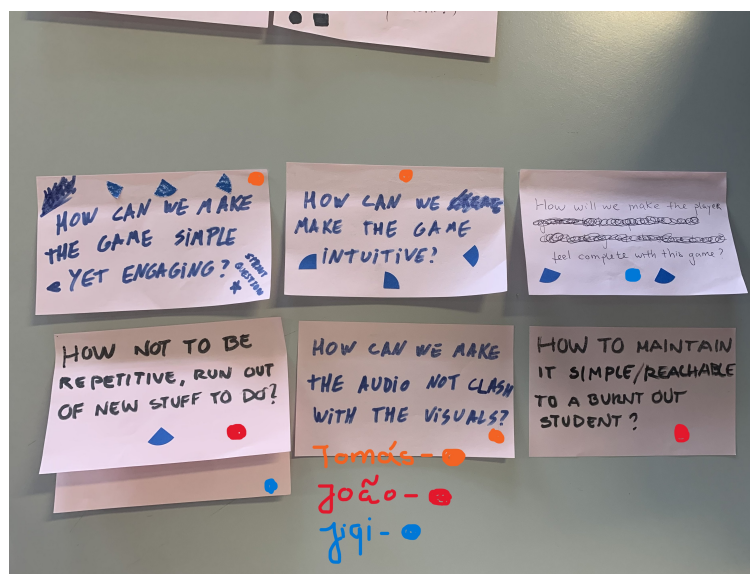
2.3 Sprint questions - Decision

In order to prioritize questions that would help us prevent potential issues in our sprint, each group member cast their votes for their top 3 questions to emphasize in this sprint. The final selection of the three sprint questions to emphasize in this sprint was made by the decider, João, who played a pivotal role in the decision-making process.

The questions that were chosen were:

- How can we make the game simple yet engaging?

- How can we make the game intuitive?

- How will we make the player feel complete?

This decision defines the aspects on which we will concentrate more during our sprint to ensure the best possible outcome for our game.

3 Conceptual Map

During the creation of the conceptual map we started to form a more defined idea of how we wanted our game to operate.

Initially, we considered a game similar to Super Mario Bros, but collectively, we recognized that it would demand significant time and could lead to a shortage of content. Following that, we contemplated puzzle games but collectively found them unexciting. We also considered a compilation of mini-games, but a member pointed out that it would be overly challenging to implement, a viewpoint with which we all agreed.

After extensive deliberation on various ideas, we settled on a gameplay style inspired by Subway Surfers, an endless running game that we found engaging and straightforward, adding our idea about changing space in every 10 seconds.

Following further discussions within the group, we created the following map:

4 "How Might We" Questions

With the conceptual map created and an idea of the direction we wanted our game to go, while discussing our map, every member thought of a few "How might we?" questions.
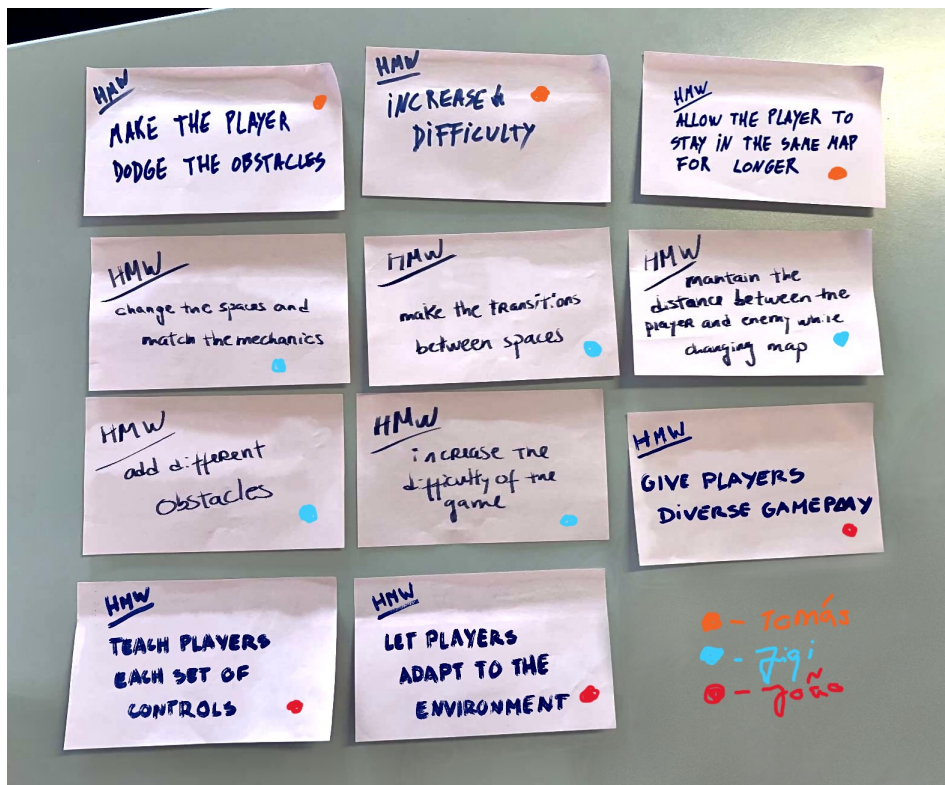
4.1 "How Might We" - Decision

After sharing our "How might we?" questions, we organized them into several categories (i.e. difficulty, obstacles, mechanics,...) and each member voted on 3 questions that we found the most important. Voting was a straightforward process for us since we all shared the same opinions and coincidentally selected the same three choices.

With our most important HMW questions decided, we placed those on our conceptual map according to the actors and actions that would be involved in those questions
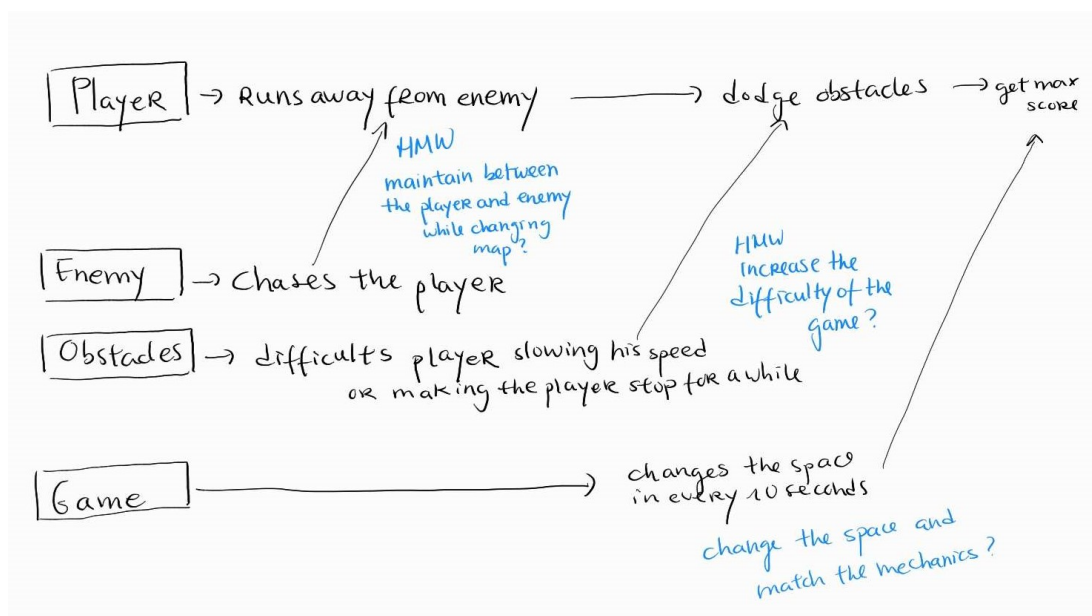
5 Sprint Goal

Finally, with our map created and a rough idea conceptualized, we discussed which actions would be more important for us to show functioning in our prototype, that is, what would be our main focus during the prototyping stage.

We reached the conclusion that the change of environment every 10 seconds would be the most important feature in our prototype and it will be where we will apply most of our effort to have it implemented, thus defining our sprint goal.