Brain Games

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**Exam Report**

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1. **Introduction**

Introducing scope of project, reason, time, brief overview of contents of report. What were the instructions given for this assignment? What is the chosen scope for this assignment? What inputs and outcomes are expected from this assignment? Give an overview of the contents of the report and introduce the next section.

1. **Hypothesis**
   1. **Hypothesis Question**

**How** can I use **my own mental health experiences** and the **medications I** **use** to manage them as **subject material** for **attack simulation experiences** in a **positive light**?

* 1. **Breakdown of Hypothesis**

Table of definitions and explanations for bold terms in hypothesis question:

|  |  |
| --- | --- |
| **Term** | **Definition/Explanation** |
| How | “How” is literally defined as “by what means” [1]. Various solutions using the requirements in the hypothesis should be found, and the means by which these solutions are found should be investigated. |
| My own mental health experiences | I am specific here about using “my” in the hypothesis. I am not trying to generalize mental health issues for all persons, the context of these experiences is entirely my own. I define mental health experiences as the way my mental illnesses (mainly anxiety and depression) impact my life, this includes how I manage my mental illnesses with medication. |
| Medications I use | I am specific about the usage of the world “I”; I am only exploring medications that I have personally used. The medications that I refer to are used in the treatment and management of mental illnesses.  Please refer to the appendix of this report for a full list of the medications I refer to in this prototype. |
| Subject material (my own mental health experiences and the medications I use to manage them) | Subject material is the concept that the design of the solutions be based on. The entire design should relate back to the subject material. It may not be possible to ensure that absolutely every faucet of the designs depend on the subject material, but every effort should be made to achieve this, and explanations should be given where not achieved. |
| Attack Simulation Experiences | The prototypes developed for the hypothesis statement may be considered “games”, but I am aiming to create experiences. The prototype should receive user input and produce an output based on the input that aids an overall demonstration of a specific concept.  The specific concept is an “attack simulation”.  I will define an attack simulation as the increasing and decreasing of variables representing either health, energy, attack strength, etc. through actions performed by the user or the prototype system. |
| Positive Light | Mental illness is not traditionally a very “positive” subject to deal with. However, I aim to focus on the role that medications play in my mental health experiences, not necessarily the negative impact that mental illness has on my life. Because of this, I want the results developed for the hypothesis question to be positive in nature. This does not necessarily mean that the experiences should be “fun” or “light-hearted”, but the negative consequences of mental illnesses should not be at the forefront of the results developed. |

Research required for hypothesis.

(Reflecting on my own experiences, researching chemical make-up and effects of medications I take, playing and researching different attack simulation experiences in games, talking about different mediums that could be used for hypothesis)

Exploration required for hypothesis.

(Various mediums should be used to explore the given hypothesis. Talk about exploration that was done for previous two micro-builds and how they influenced this project)

Context for hypothesis

(Talk about own experiences with mental health and how I would like to see it represented in a game, or an experience)

How the hypothesis will relate to the process.

(Introduce what was done for the process in relation to the hypothesis)

* 1. **Introducing the Process and Methodology**

Discuss what the next two sections will be about, explain that hypothesis will continue to be referenced throughout the rest of the paper.

1. **Prototype 1: Process and Methodology**
   1. **Description of Prototype 1**

Describe what the build for prototype actually is, discuss why it is in the context of the hypothesis.

Discuss the game itself and instructions on how to play it.

* 1. **Chosen Process for Prototype 1**

Describe the process for the development and design of prototype 1, refer back to the hypothesis for the process

* 1. **Methodology for Prototype 1**

Discuss how the design was implemented for prototype 1. Refer to commits from GitHub repository. Discuss script design and code.

* 1. **Elements of Visual Design for Prototype 1**

Discuss the visual design of prototype 1 – discuss decisions made based on hypothesis question

* 1. **Elements of System Design for Prototype 1**

Discuss the system design of prototype 1 – discuss decisions made based on hypothesis question

* 1. **Mathematical Considerations**

Discuss how equations were implemented. Talk about exponential function used for health and energy increases.

* 1. **Playtest Process and Significance**

Talk about how the game had to be played through in order to balance out different mechanics

1. **Prototype 2: Process and Methodology**
   1. **Description of Prototype 2**

Discuss what the build for prototype 2 actually is and why and how it relates to the hypothesis question, as well as inspiration and reference used for it.

Discuss how to use prototype 2, instructions, examples of outputs.

* 1. **Chosen Process for Prototype 2**

Discuss process used for developing design of prototype 2 in relation to the hypothesis question.

* 1. **Methodology for Prototype 2**

Discuss methodology used for prototype 2, how system was implemented. Relate back to hypothesis.

* 1. **Elements of System Design for Prototype 2**

Discuss the system design for prototype 2, discussion of functions and choices of user input and output display.

* 1. **Discussion of Prototype 2 Playtester Data**

Show examples of the playtester data collected and how it either strengthens or weakens the hypothesis question. Discuss suggestions for improvements.

1. **Reflection**

Insight into the construction – why did I choose to make two prototypes? Would one prototype have been as effective? Should I have made more prototypes? Did the development relate to the hypothesis question? What would I have changed in the construction? What technical and design lessons did I learn from this process?

, What was learned. Was it effective? How can it be improved or extended?

Were the prototypes developed effective in answering the hypothesis question?

How could prototype 1 be improved or extended to better answer the hypothesis question?

How could prototype 2 be improved or extended to better answer the hypothesis question?

Finally, what was the answer to the given hypothesis question? Is it what I, the designer had hoped for?

1. **Conclusion**

Concluding the report

1. **References**

|  |  |
| --- | --- |
| [1] | Collins Dictionary, "Definition of 'how'," 2022. [Online]. Available: https://www.collinsdictionary.com/dictionary/english/how. [Accessed 27 June 2022]. |

1. **Appendix**
   1. **List of Medications Referred in Assignment**

**MEDICATIONS REFERRED TO IN THIS ASSIGNMENT**

**METHYLPHENIDATE**

Generic names, what they are commonly used for, what I use them for, any other information.

**CLOBAZAM/URBANOL**

Generic names, what they are commonly used for, what I use them for, any other information

**SELECTIVE SERATONIN REABSORPTION INHIBITORS**

Generic names, what commonly used for, what I use them for, any other information

**BETA BLOCKERS**

Generic names, what commonly used for, what I use them for, any other information.

Needed for appendix:

Flowcharts of systems used for prototype 1 and 2/or annotated code snippets

Annotated User Interface for prototype 1

Annotated User Interface for prototype 2

All prototype 2 playtester responses

Detailed instructions for accessing and using both builds

Link to the github repository

Link to the website for prototype 2

Instructions on how to access prototype 2 if the website does not work