Brain Games

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WSOA3003A  
**Exam Report**

CONTENTS  
1. Introduction  
2. Hypothesis   
3. Prototype 1: Methodology and Process  
4. Prototype 2: Methodology and Process  
5. Reflection  
6. Conclusion  
7. References  
8. Appendix

1. **Introduction**

Introducing scope of project, reason, time, brief overview of contents of report. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse quam sapien, efficitur non quam a, mollis consequat purus. Aenean et aliquet odio, non maximus arcu. Nunc pulvinar sem et ante elementum, et facilisis est aliquam. In mattis tempor elit eget mattis.

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 for bold terms in hypothesis question:

|  |  |
| --- | --- |
| **Term** | **Definition** |
| How |  |
| My own mental health experiences |  |
| Medications I use |  |
| Subject material |  |
| Attack Simulation Experiences |  |
| Positive Light |  |

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. **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**

List of references if had any

1. **Appendix**

Appendix stuff