

Project 2

JOSEPH



RACCA

DEAL OR NO DEAL

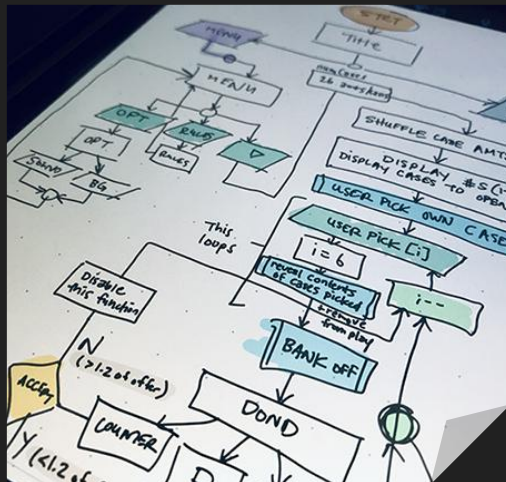
But Make It Sick'ning

adj. to be beyond awesome,
incredibly amazing, or
excessively hot

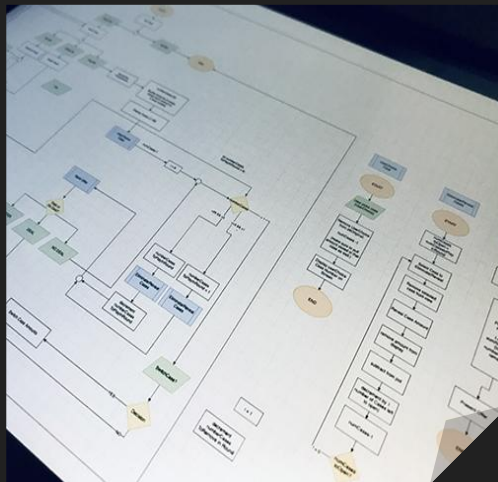
Process

PLAN > ORGANIZE > TAKE BREAKS > CODE > TEST > DESIGN (WHEN BRAIN IS FRIED FROM CODING)

BRAINSTORM



FLOW



WIREFRAME



Obstacles

```
79 //now lets add our cases here?
80 /*
81 originalCases.Add(new numberedCase("1", shuffledAmounts.aS[0], shuffledA
82 originalCases.Add(new numberedCase("2", shuffledAmounts.aS[1], shuffledA
83 originalCases.Add(new numberedCase("3", shuffledAmounts.aS[2], shuffledA
84 originalCases.Add(new numberedCase("4", shuffledAmounts.aS[3], shuffledA
85 originalCases.Add(new numberedCase("5", shuffledAmounts.aS[4], shuffledA
86 originalCases.Add(new numberedCase("6", shuffledAmounts.aS[5], shuffledA
87 originalCases.Add(new numberedCase("7", shuffledAmounts.aS[6], shuffledA
88 originalCases.Add(new numberedCase("8", shuffledAmounts.aS[7], shuffledA
89 originalCases.Add(new numberedCase("9", shuffledAmounts.aS[8], shuffledA
90 originalCases.Add(new numberedCase("10", shuffledAmounts.aS[9], shuffled
91 originalCases.Add(new numberedCase("11", shuffledAmounts.aS[10], shuffle
92 originalCases.Add(new numberedCase("12", shuffledAmounts.aS[11], shuffle
93 originalCases.Add(new numberedCase("13", shuffledAmounts.aS[12], shuffle
94 originalCases.Add(new numberedCase("14", shuffledAmounts.aS[13], shuffle
95 originalCases.Add(new numberedCase("15", shuffledAmounts.aS[14], shuffle
```

```
85 else
86 {
87     numberCasesPlay--;
88     numberCasesToBeRevealed = numberCasesPlay;
89     revealPanel.SetActive(true);
90     rusOfferBtn.SetActive(true);
91     //bankOffer(); //needs to move because it all showed up together
    but only activated by the next button click
92 }
93
94
95
96 else if (numberCases <= 5 && numberCases > 1)
97 {
98     //caseSelect();
99     revealPanel.SetActive(true);
100     rusOfferBtn.SetActive(true);
101     //OKAY THIS IS WRONG
```

- **Plan of Action**
 - Doing things out of order
- **Scripts**
 - Do I make construct a list that holds 3 variables?
 - Attaching the buttons to trigger the proper fields on the panel
 - Converting strings to integer values for offer and counter offers, floats, decimals, doubles?
- **Code Structure**

Theme [THEN MAKE IT 8_BIT-ISH]



RuPaul Charles

*"We're All Born Naked
and the **Rest Is Drag**"*

Screenshots

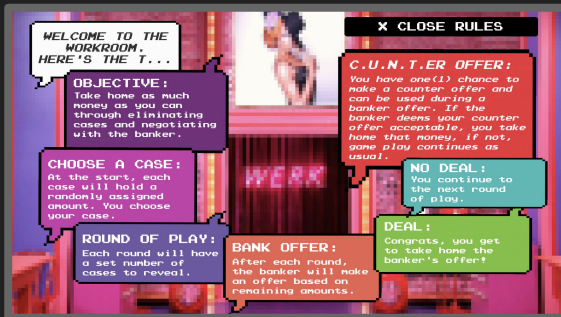
TITLE



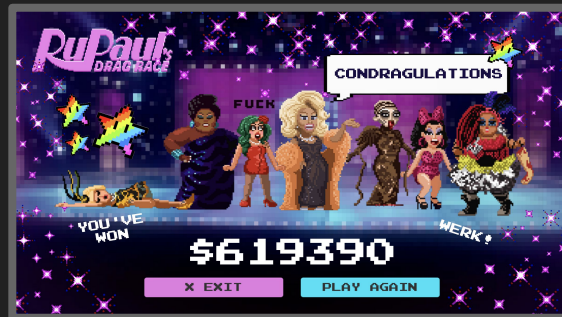
CASE REVEAL



RULES



PRIZE PANEL



Beta Test Results

PROS (+)

- reading of drag responses + dialogue
- design + layout

SCORES

- mean scores from 6 participants

CONS {-}

- understanding drag terminology
- scaling/text displaying improperly (case amounts)
- pop-up at case reveal is excessive
- font legibility issues
- case swap at end not flushed out
- exit button missing throughout game
- counter offer doesn't accept negatives

OVERALL

8.8

EASE

9.0

DESIGN

9.6

ENJOYABILITY

9.0

PLAY AGAIN

9.3

INTUITIVE

9.0

FLOW

9.8

Satisfaction

I will never be
satisfied....



9
(ish)

UPDATED: 09.25.20 @ 11AM

- Things I Wanted to Flush Out:
 - ✂ Accurate Offers
 - ✂ Linking Case Click to Prize Board
 - ✂ Referencing / Finding
GameObjects / Components from
Another Script
 - ✂ An Easter Egg
- Verdict:
 - Really happy with end product, but process in
getting there is the highlight

