Paper prototype feedback rubric

Who's giving the feedback: **Diana Priediena**

Who's getting the feedback: **Malgorzata Warwaszynska**

What is the name of the game: **Make Ramen Happy**

What did you particularly like about the game? **Ramen**

What, if anything, would you change about the game?

What are the good objects? **Bad ingredients**

What are the bad objects? **Good ingredients**

What does it take to win the game? **To get 30 points in 30 seconds**

What does it take to lose the game? **To lose three lives or not be able to get 30 points in 30 seconds**

How are the objects entering the screen? **Top of the screen**

How are they moving about on the screen? **Fall down**

How are they exiting the screen? **Disappear in Ramen**

What happens when you click a good object? **You get a point**

What happens when you click a bad object?

What happens if you don't click an object before it finishes moving? **You lose a life if you don't click a good object**

How does it look when you gain points?

How does it look when you lose health? **Bowl icons disappear**

If something disappears after clicking – when and how does it re-appear? **Top of the screen**

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Who's giving the feedback: Marta Skrzypczak

Who's getting the feedback: Malgorzata Warwaszynska

What is the name of the game: Make ramen happy

What did you particularly like about the game?
one thing I liked was that you have to click only on the bad things.

What, if anything, would you change about the game?
one thing I would change is I would add some animation when you lose or win the game. I want to see how the ramen is happy :)

What is the game about?

Where is the setting? Ramen

What are the good objects? Ingredients of ramen

What are the bad objects? Things which usually are not ingredients of ramen.

What does it take to win the game? You have to let only good objects in the ramen

What does it take to lose the game? Every time you don't remove a bad object you lose a life, if it happens 3 times, then you lose the game.

What is the more detailed mechanics?

How are the objects entering the screen? From the top

How are they moving about on the screen? They fall from the top

How are they exiting the screen? They fall in ramen

What happens when you click a good object? Nothing, you're not supposed to click on them

What happens when you click a bad object? Its good, because It prevents bad object from falling in the ramen

What happens in you don't click an object before it finishes moving? It falls in the ramen and if its bad object it takes you one life

How does it look when you gain points? I'm not sure, it shows it in the right top corner I guess.

How does it look when you lose health? The heart gets crossed out

If something disappears after clicking – when and how does it re-appear? It doesn't happen in this game.

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Who's giving the feedback: Natalie Andersen

Who's getting the feedback: Malgorzata Warwaszynzka

What is the name of the game: Make Ramen Happy?

What did you particularly like about the game?
It was very cute and made me smile a lot

What, if anything, would you change about the game?
Clearer bad ingredients I guess. Maybe if you lose, something happens to the poor Ramen?

What is the game about?

Not clear, maybe restaurant/kitchen?

Good ingredients

Bad ingredients

Pick the good ingredients

Bad ingredients go in

What is the more detailed mechanics?

From up?

Don't know

Don't know

You get points and good ramen!

You loose points

I guess it disappears

Not sure

not sure

It doesn't

Paper prototype feedback rubric

Who's giving the feedback: Diana Andrea Nesgaard

Who's getting the feedback: Malgorzata Warwaszynska

What is the name of the game: *Make ramen happy!*

What did you particularly like about the game?
one thing I liked was … cute elements and character (the style looked consistent)

What, if anything, would you change about the game?
one thing I would change is … if you win you get "Congratulations!" instead of "Game over"

What is the game about?

      Where is the setting? *Table (kitchen?)*

      What are the good objects? *Soy sauce and other ramen ingredient*

      What are the bad objects? *No bad objects*

      What does it take to win the game? *To catch enough ingredients (30 points)*

      What does it take to lose the game? *Lose 3 lives*

What is the more detailed mechanics?

      How are the objects entering the screen? *I wasn't sure how the ingredients enter the screen (looked like they are jumping, I would have expected that they were falling☺)*

      How are they moving about on the screen? *Not sure*

      How are they exiting the screen? *Falling down?*

      What happens when you click a good object? *Probably disappears*

      What happens when you click a bad object? *Lose a life?*

      What happens in you don't click an object before it finishes moving? *You lose a life*

      How does it look when you gain points? *The score adds numbers*

      How does it look when you lose health? *Ramen life dissapears*

      If something disappears after clicking – when and how does it re-appear? *Jumps again later?*

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Who's giving the feedback: Anna Cybulska

Who's getting the feedback: Małgorzata Warwaszyńska

What is the name of the game: Make ramen happy

What did you particularly like about the game?
one thing I liked was … the idea for the game, also cute illustrations

What, if anything, would you change about the game?
one thing I would change is … in the instruction show what ingredients are for ramen or to show a recipe with good ingredients for example on the left while the game is on. So that ingredients which can be seen as good for ramen (for example some vegetable) have to be quickly check with recipe and then rejected or not. In that way the game would be harder.

What is the game about?

1. Where is the setting?   Kitchen/ dining room / restaurant / it is not seen clearly
2. What are the good objects?   Good ingredient for doing ramen
3. What are the bad objects?   Bad ingredients
4. What does it take to win the game? Getting 30 points- getting all of good ingredients
5. What does it take to lose the game? Losing 3 lives by letting bad ingredients go to a soup

What is the more detailed mechanics?

1. How are the objects entering the screen?   They are flying into screen
2. How are they moving about on the screen?   Randomly flying?
3. How are they exiting the screen?   Objects are coming to soup or are rejected and they disappear
4. What happens when you click a good object?   Don't know
5. What happens when you click a bad object?   It disappears and can't get to ramen anymore
6. What happens if you don't click an object before it finishes moving?   It is going to be in ramen
7. How does it look when you gain points?   Don't know and don't know how many points are for each ingredient

8. How does it look when you lose health?   One ramen icon on the top right disappears

9. If something disappears after clicking – when and how does it re-appear?   Don't know