

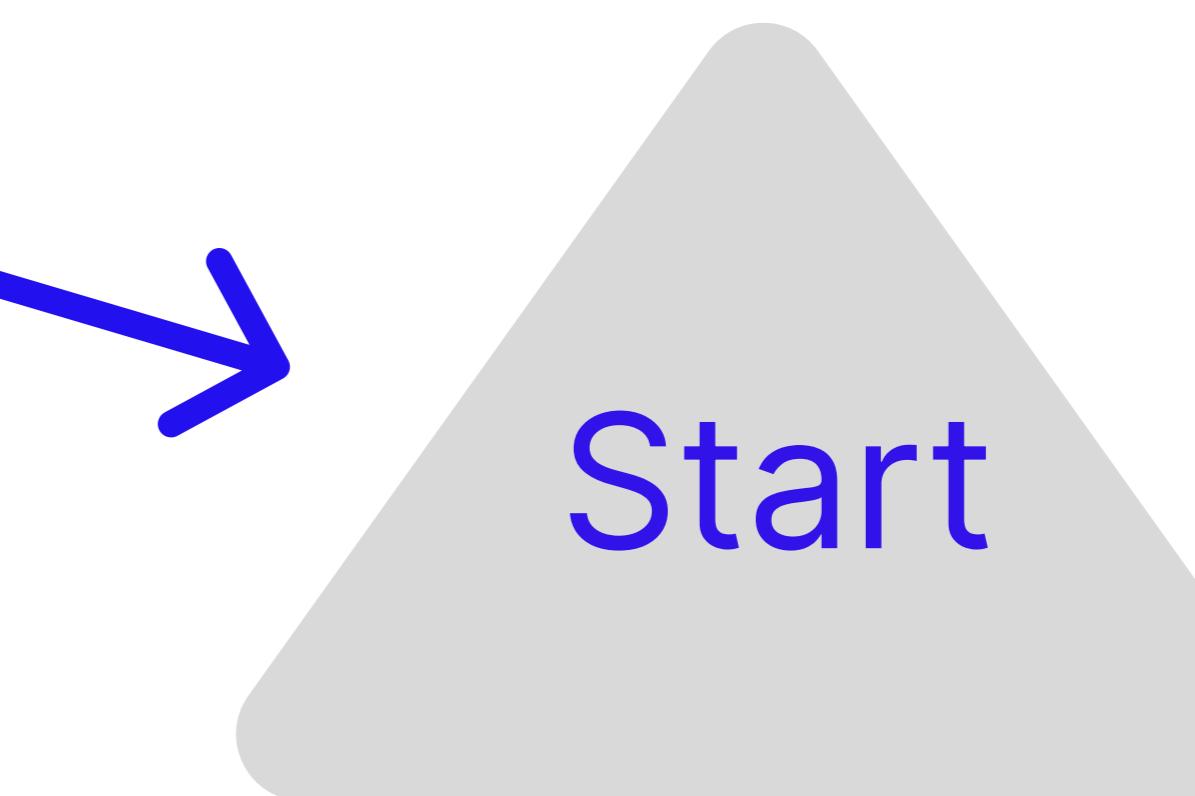
## Purpose Statement

Hello

This is a simple test on a game that is meant for a bigger project

Even though it is just a test, this is still meant to be a fun little course in order to keep little kids, and even old adults and all between, entertained for a short period of time

In order to continue, Please press the start button

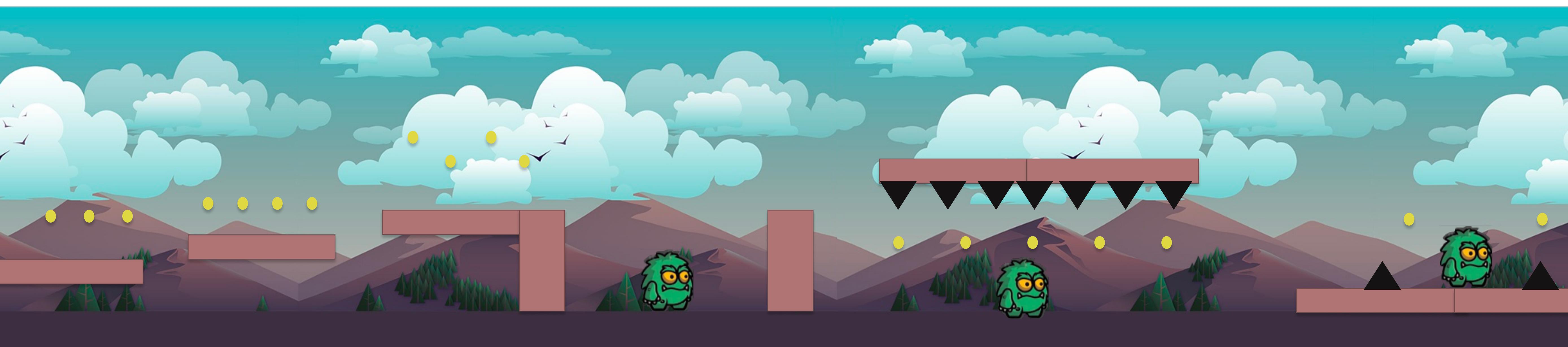
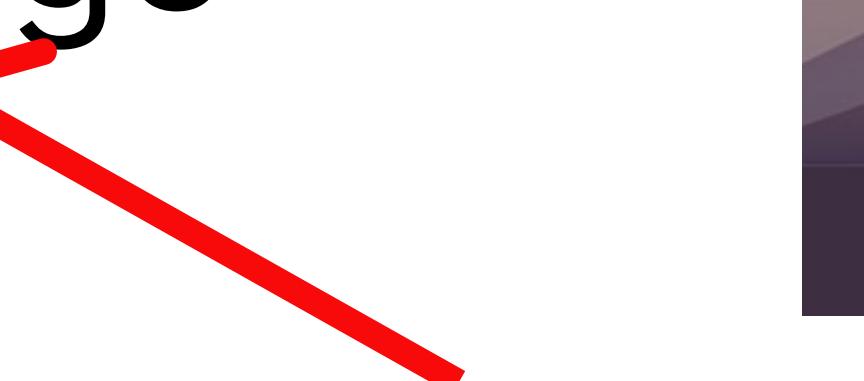


\***RED** = Previous

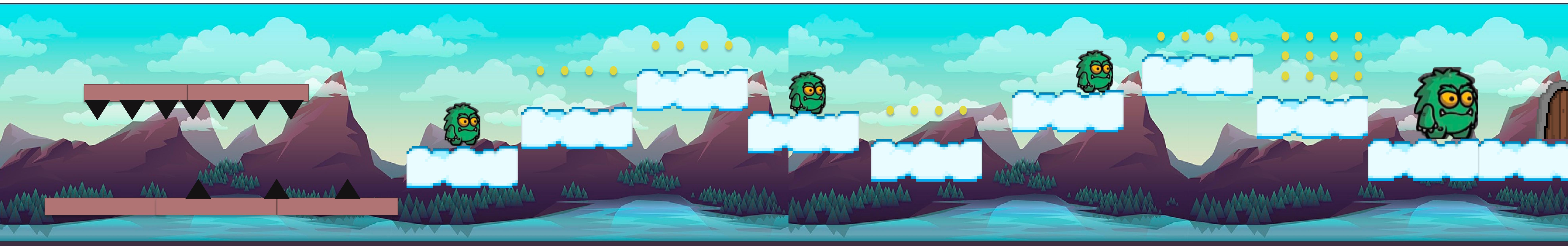
\***BLUE** = Next thing

# physical representation of prototype pt 1

Back to message



## physical rep pt 2



Back to  
portal

Game  
Analysis

# Similar Game Analysis (aka Doc Research)

More stuff  
(Brainstorm)

## Crash Bandicoot

- interesting name
- colorful
- very old and unknown for the most part
- notoriously exclusive to Play Station

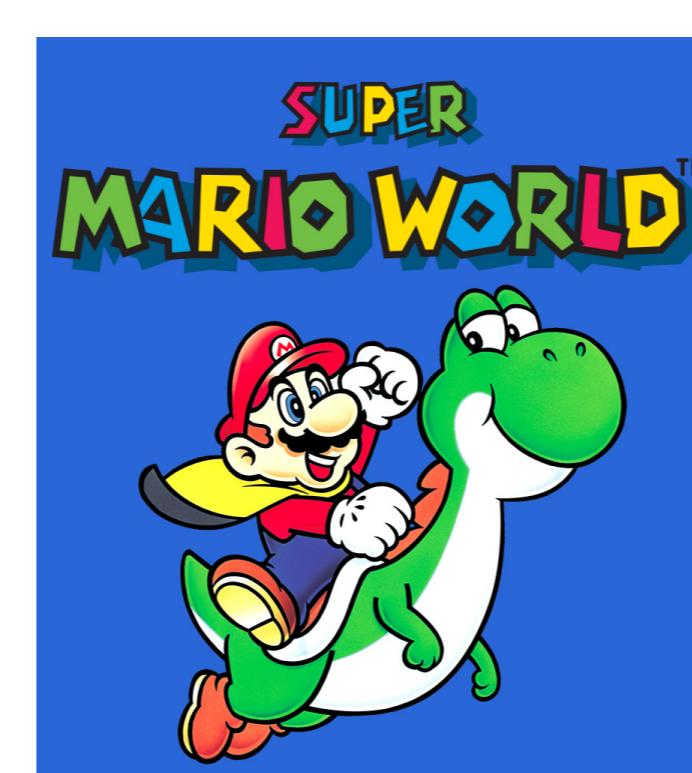
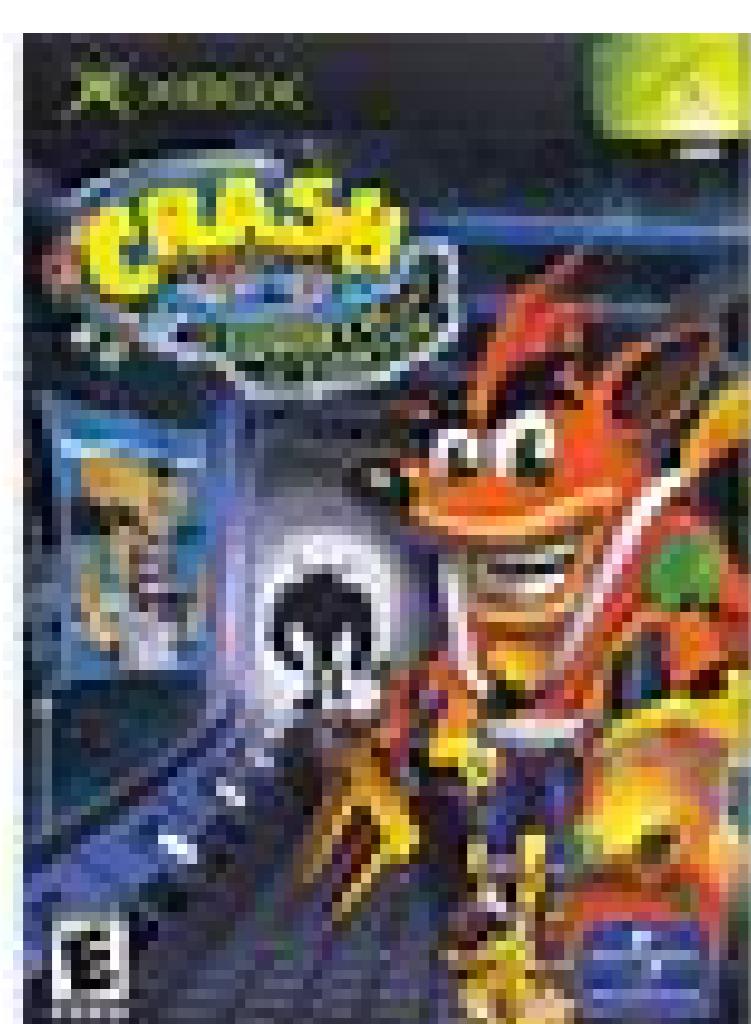
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## Mario

- Probably the best of its time
- very clear and graphics are great
- the franchise is slowly dying as the OG's are getting older and they are running out of ideas

## Sonic (of some sort)

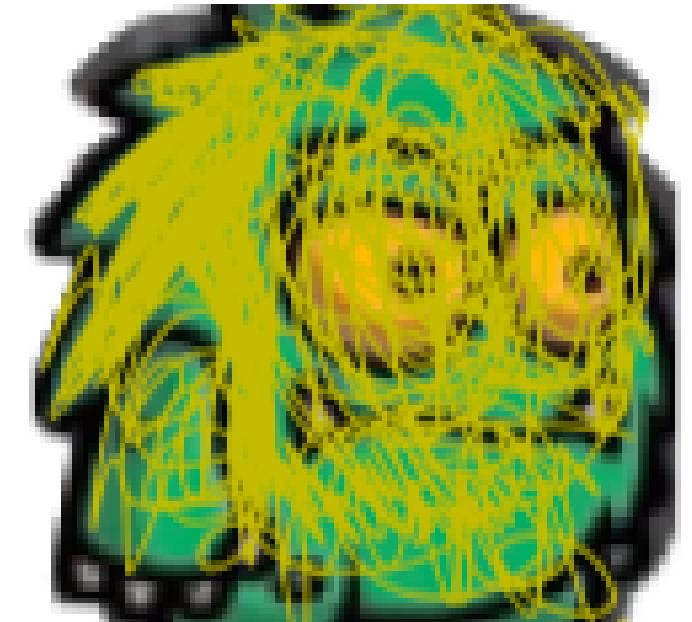
- same pros and cons as mario except not as fun and the fast pace is something that some like and some dislike



# Brainstorm ideas

Maybe mobs of chance

- mobs that drop extra coins and have a different color



something to actually use the coins for

- right now, similar to Mario, these coins do nothing, so I might need to make the coins do something

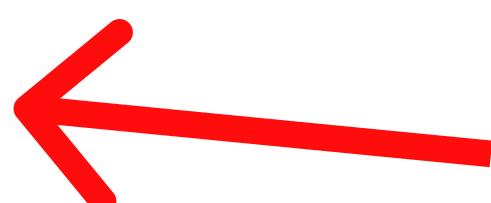


Boost

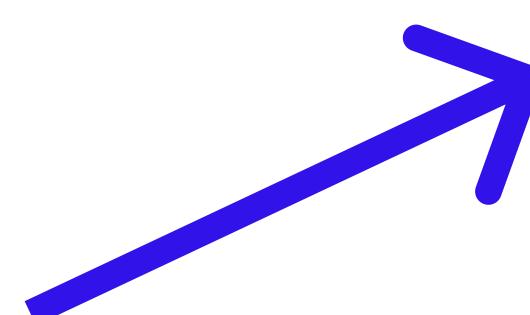
- very self explanatory, boost for speed and jumping, probably purchased with gold or the mobs drop them by chance



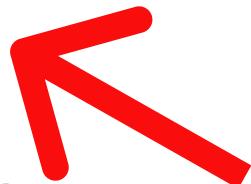
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Analysis



Empathy  
Chart



Go BACK



empathy  
map

Educated

"This sounds interesting"

Interested

"so is this actually going to work?"

Confused

"Will this make money?"

Eager

"is it fun?"

Sad

Feel Say

Think

Do

"This person is nuts but im interested"

Scratch Head

"Its free so what can be the harm"

Chew Gum

"it sounds like a new old idea that is new"

Tap Feet

Look Around every so often

looking at nails often