

DESIGN 240

# A3: INTERACT

P R E S E N T A T I O N

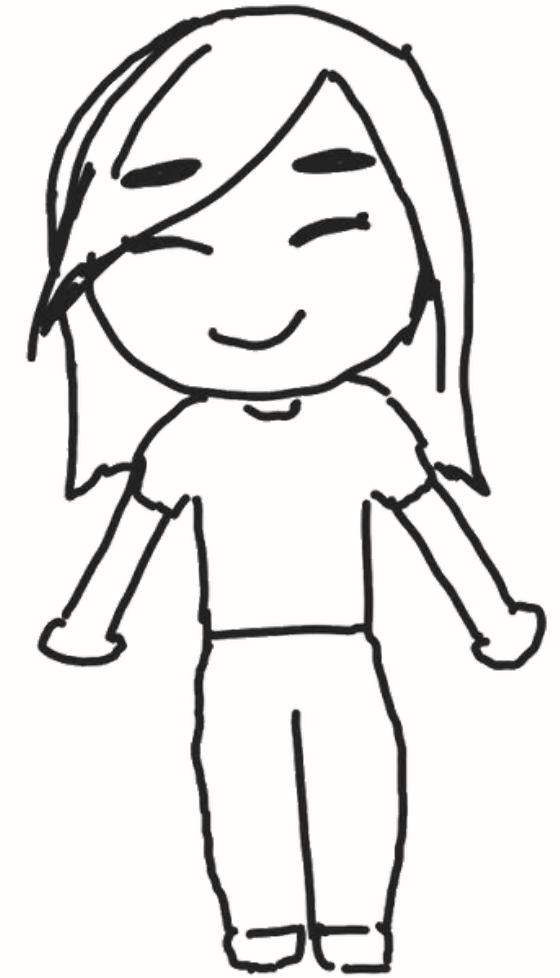
ALVIN SHUM & EMILY CHIN

# Team Members



**Alvin Shum**

Art Director



**Emily Chin**

Tech Lead

**“Every year over 100,000 tonnes of perfectly good food is wasted.”**

### What types of food are we wasting?

These are the top 10 foods Kiwis throw out every year:

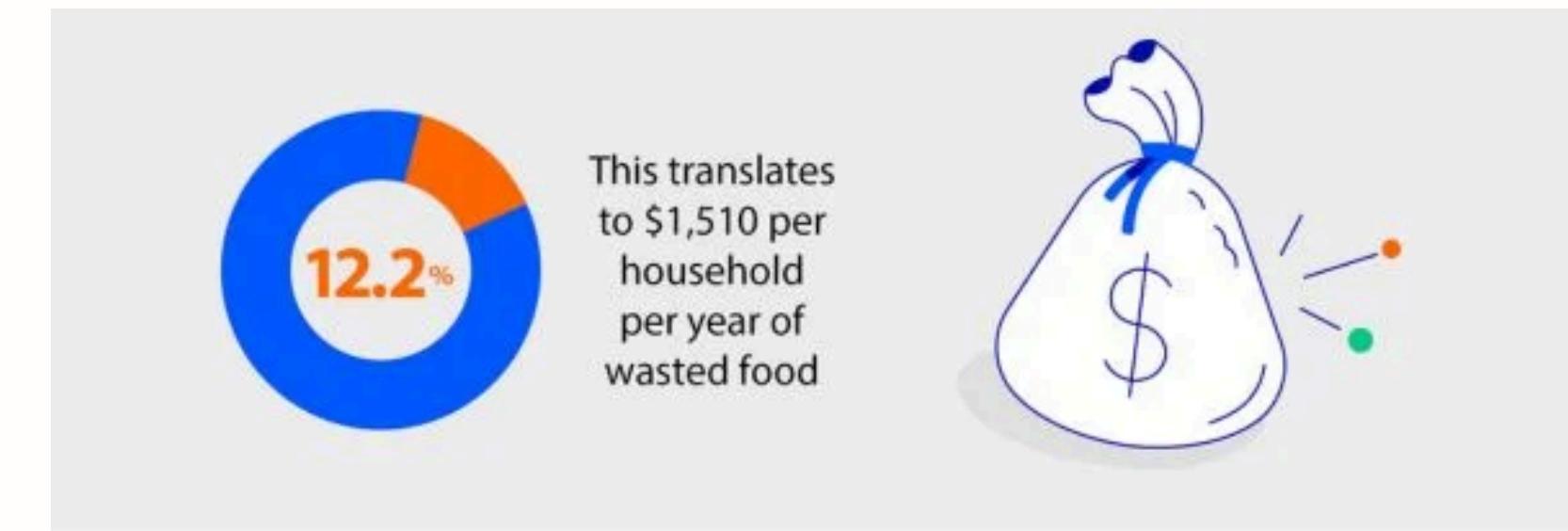
Top 10 avoidable food types	Tonnes	National cost
1. Bread	15,174	\$62,589,440
2. Leftovers	12,901	\$140,374,320
3. Oranges and mandarins	6,302	\$20,516,361
4. Apples	5,117	\$14,818,152
5. Bananas	4,844	\$12,933,883
6. Potatoes	4,767	\$8,323,120
7. Poultry	4,083	\$50,279,800
8. Rice	4,076	\$2,675,883
9. Lettuce	3,754	\$13,225,023
10. Beef	3,208	\$45,825,926

## 2 ZERO HUNGER



# Our Narrative

When looking into our problem of food waste, we wanted to get the user to learn to **Identify between food and waste**. So that users wouldn't be throwing out good food.

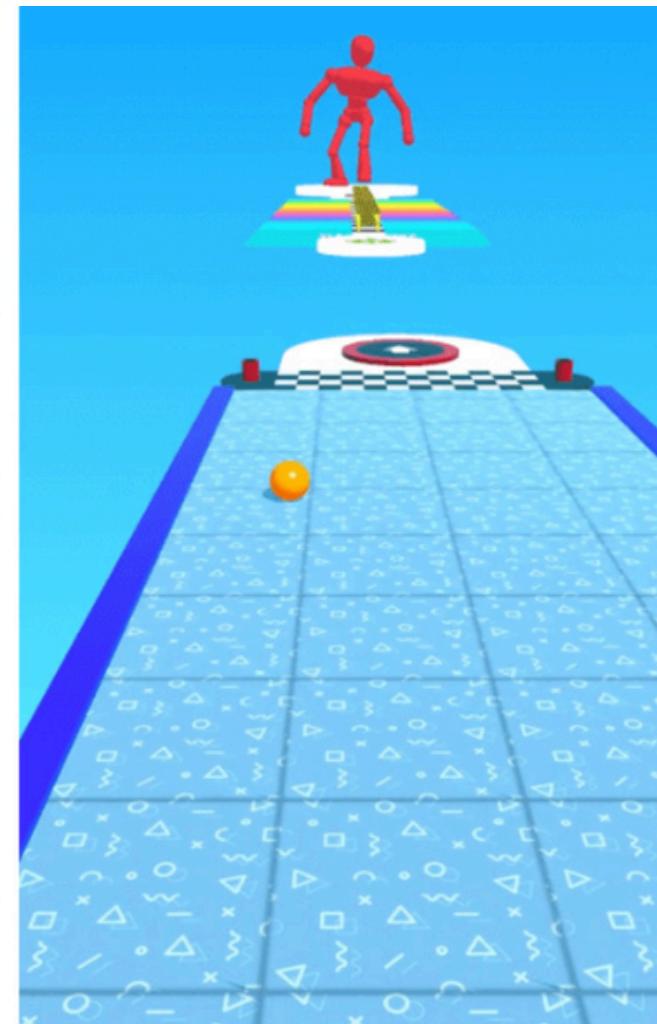
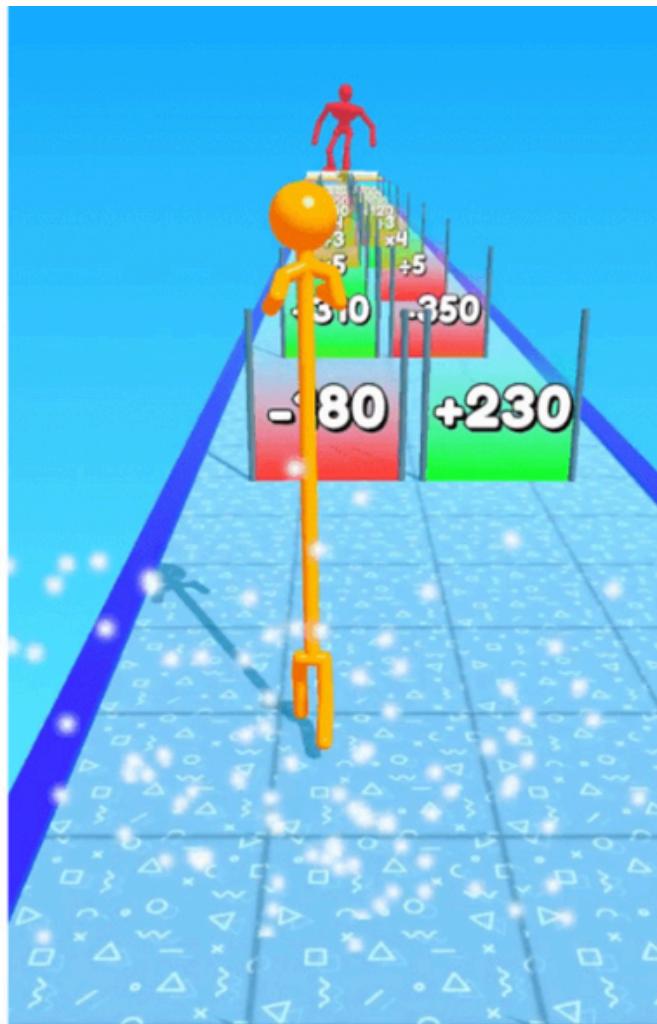


Average % of food wastage by demographic

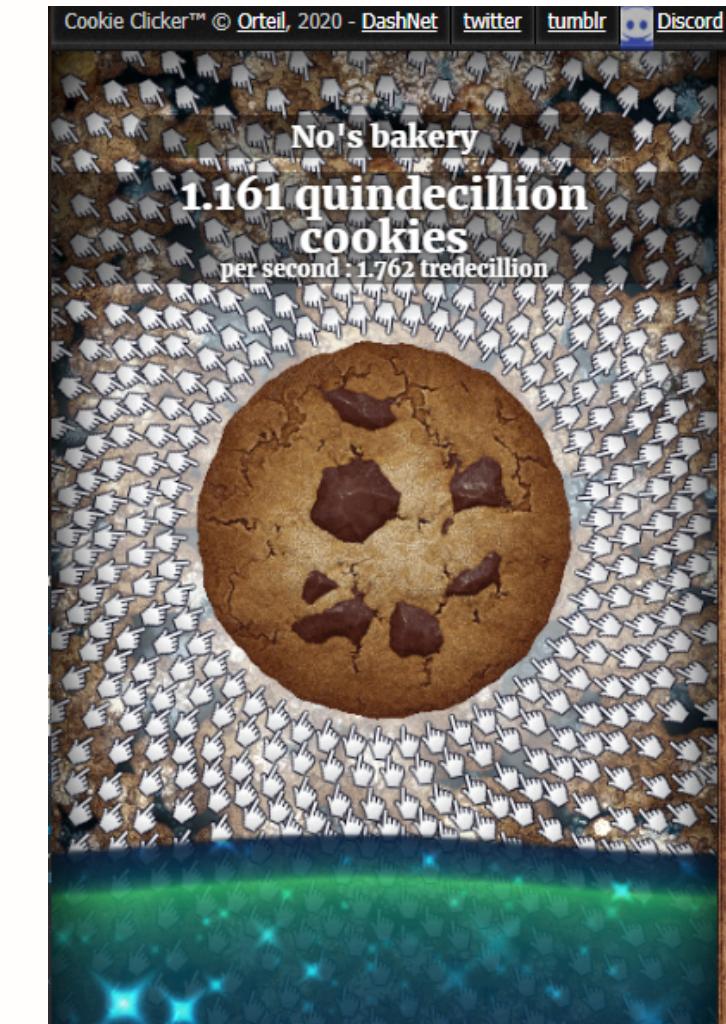


# Precedent Research

## Interactions



Tall man run



Cookie Clicker

# Precedent Research

Mood board



## 3D vs 2D

# Precedent Research

Sound

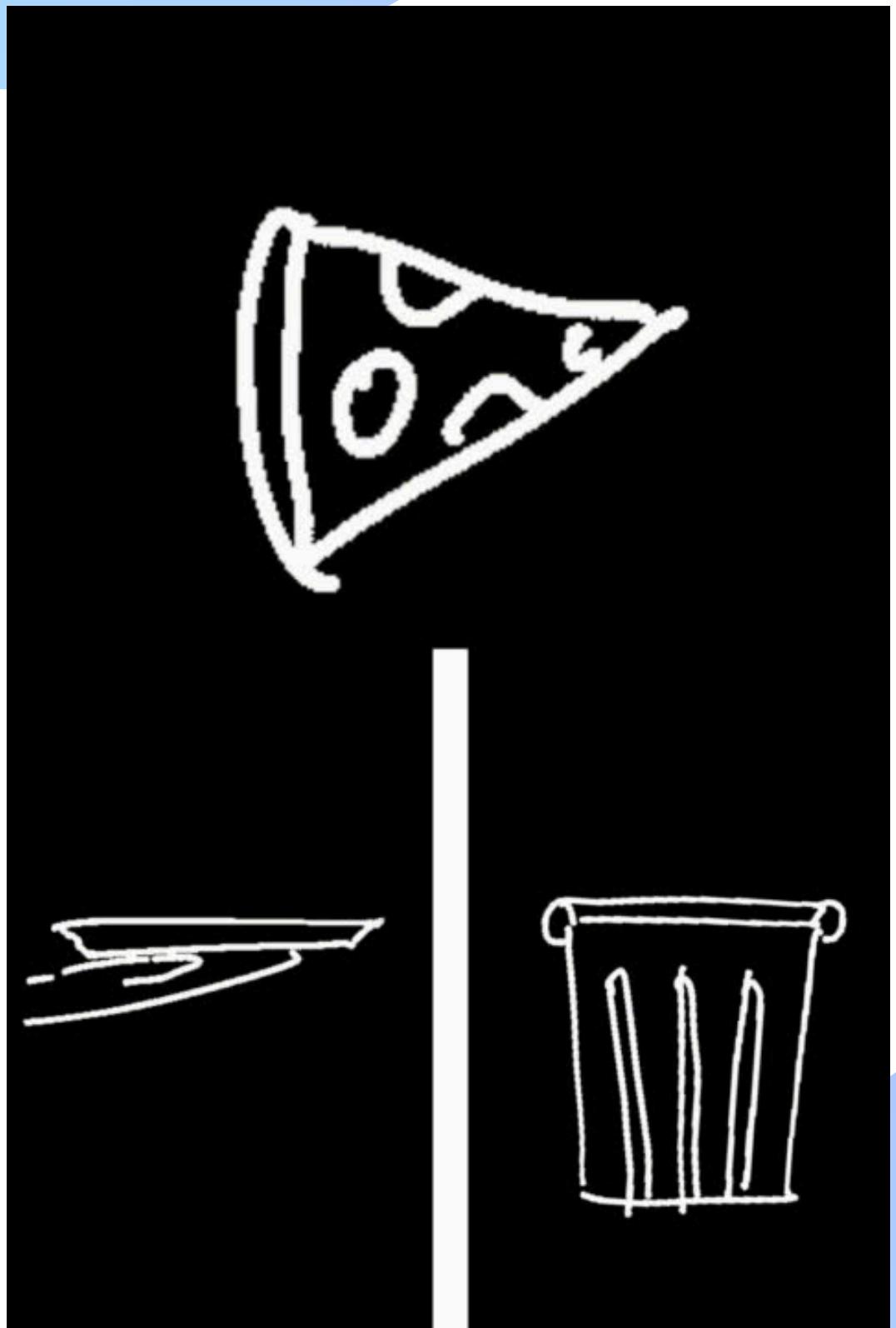
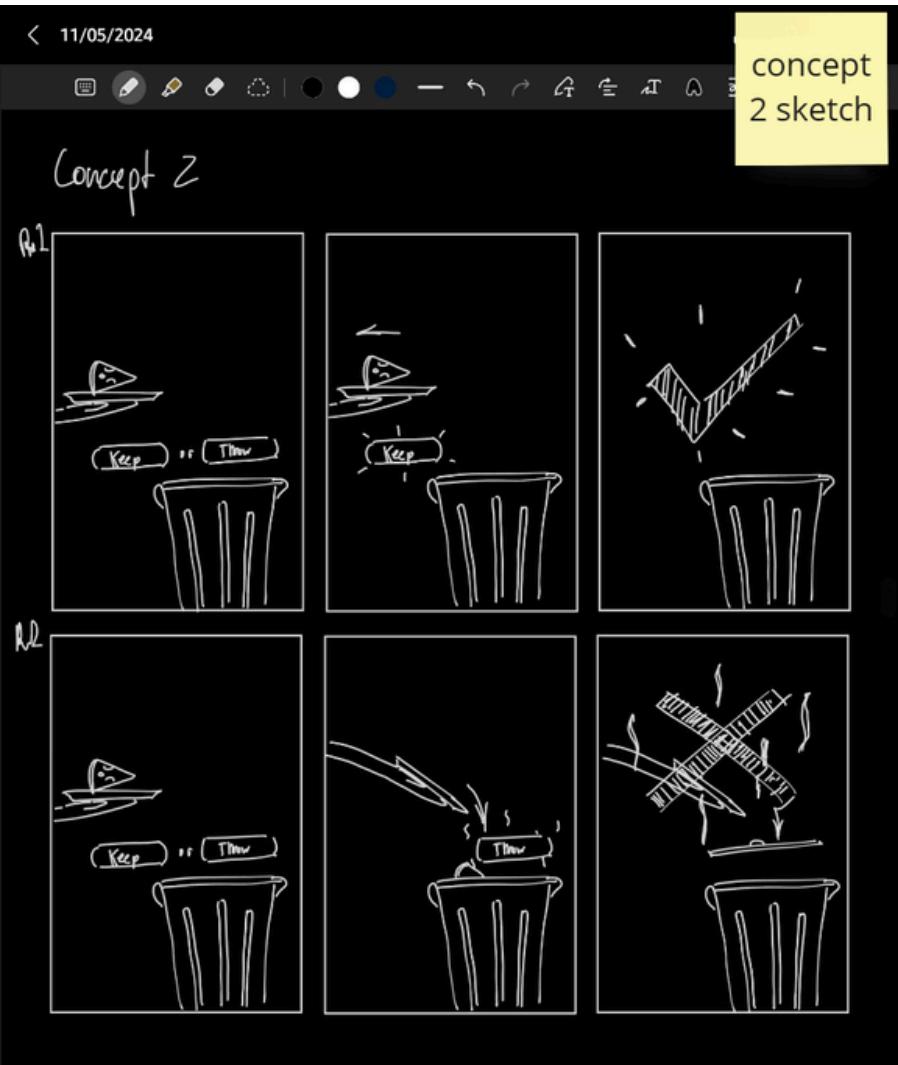
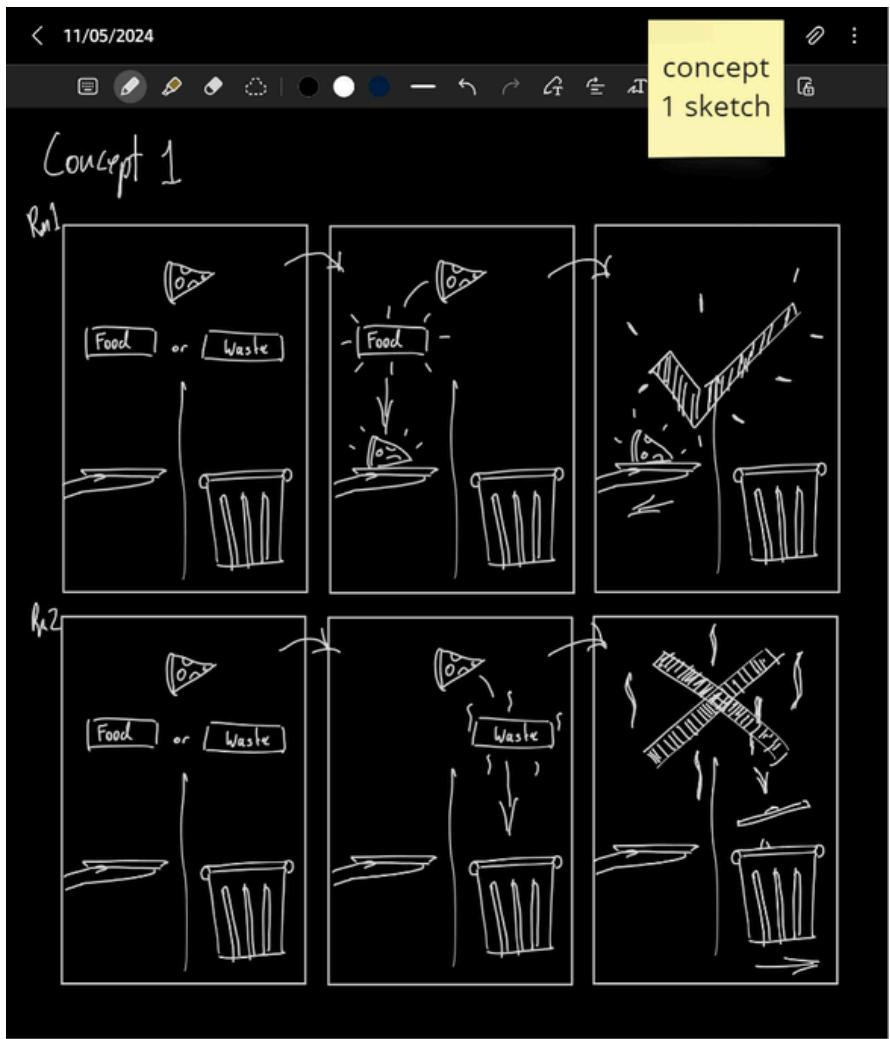
Advantages of Audio Communication

- Saves time in conveying messages
- Easy to understand
- Allows immediate feedback
- Enhances personal connection
- Can express emotions effectively



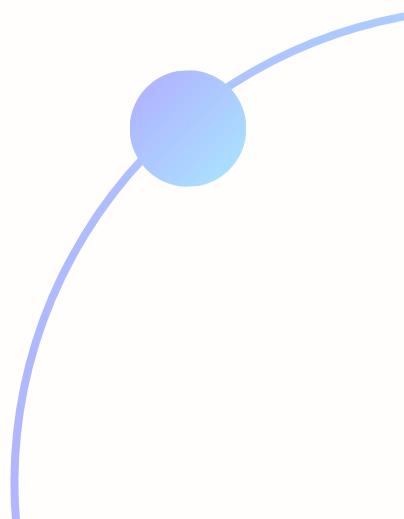
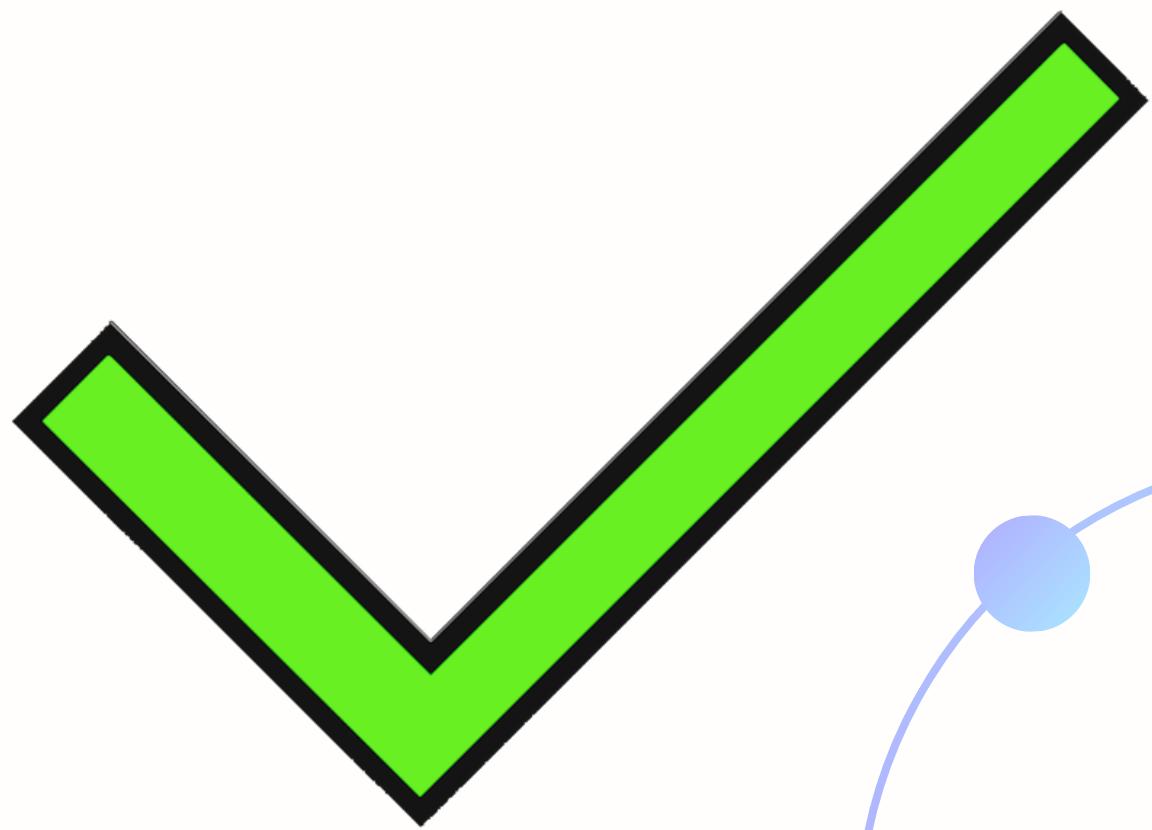
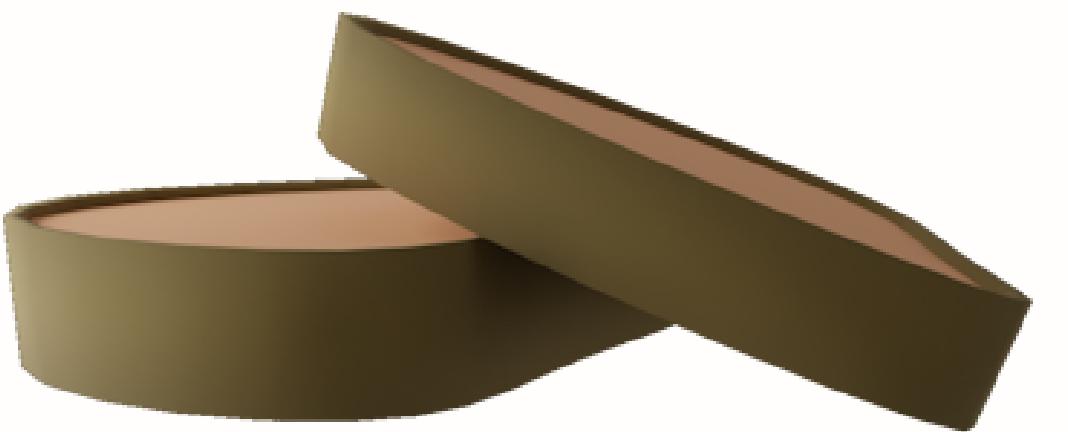
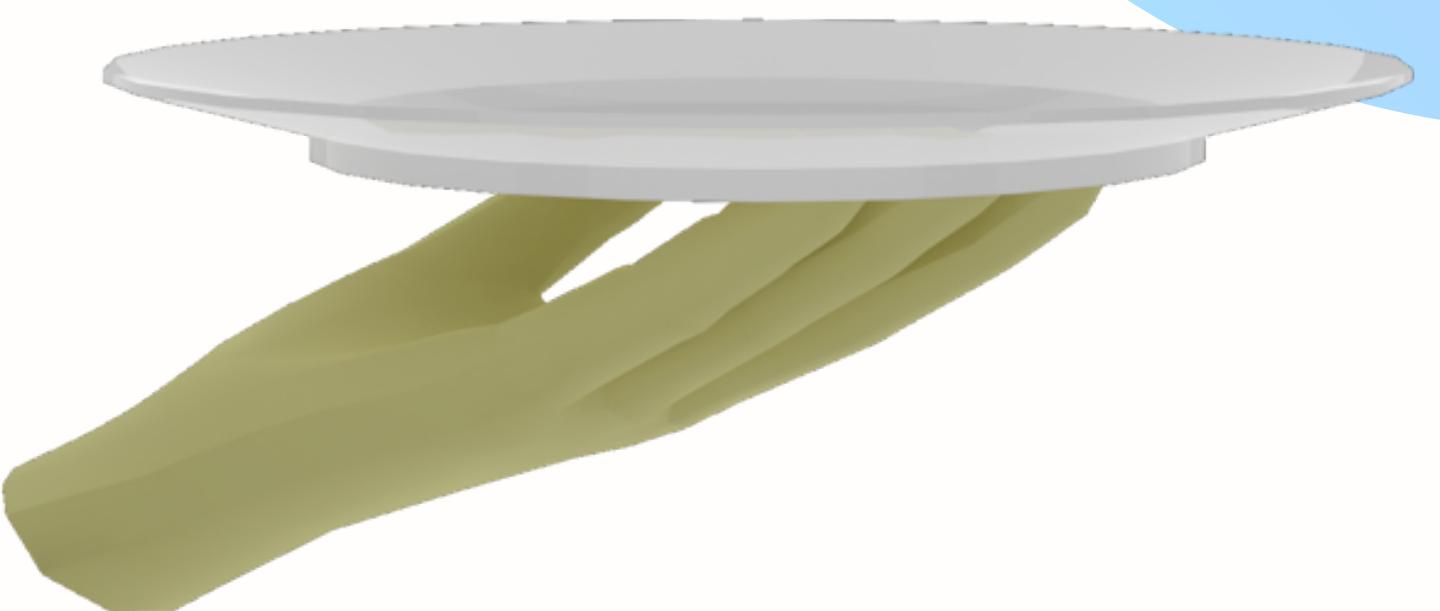
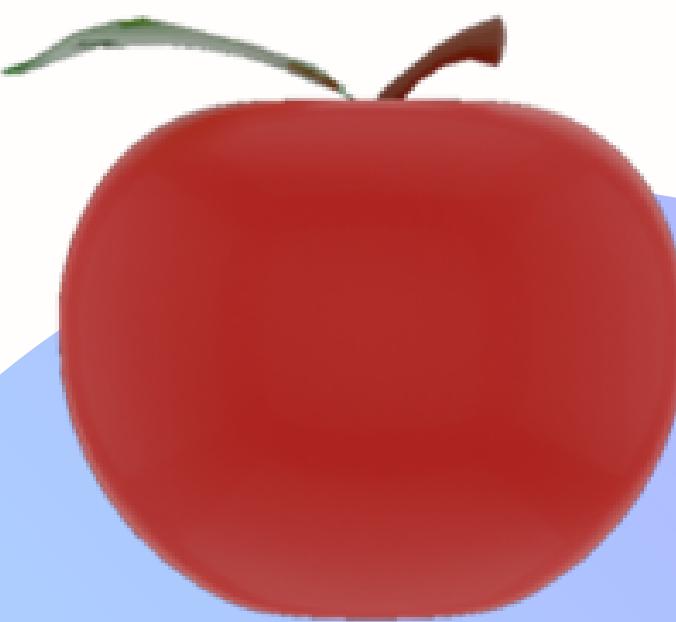
# Process

Concepts/Storyboarding



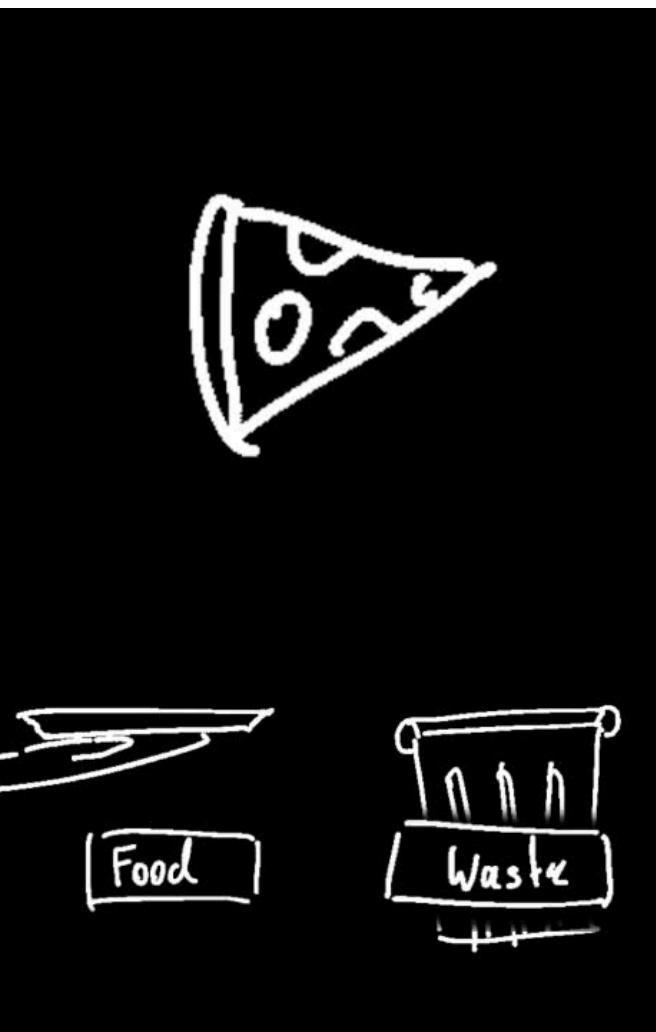
# Progress

Assets

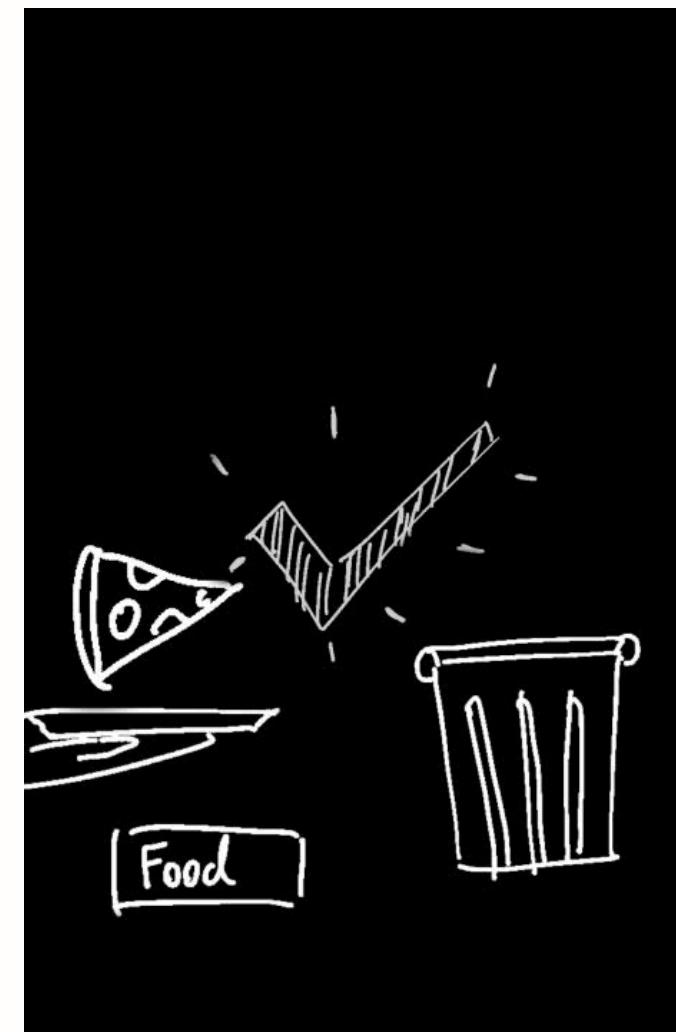


# Progress

Coding iterations



**Iteration 1**



**Iteration 2**

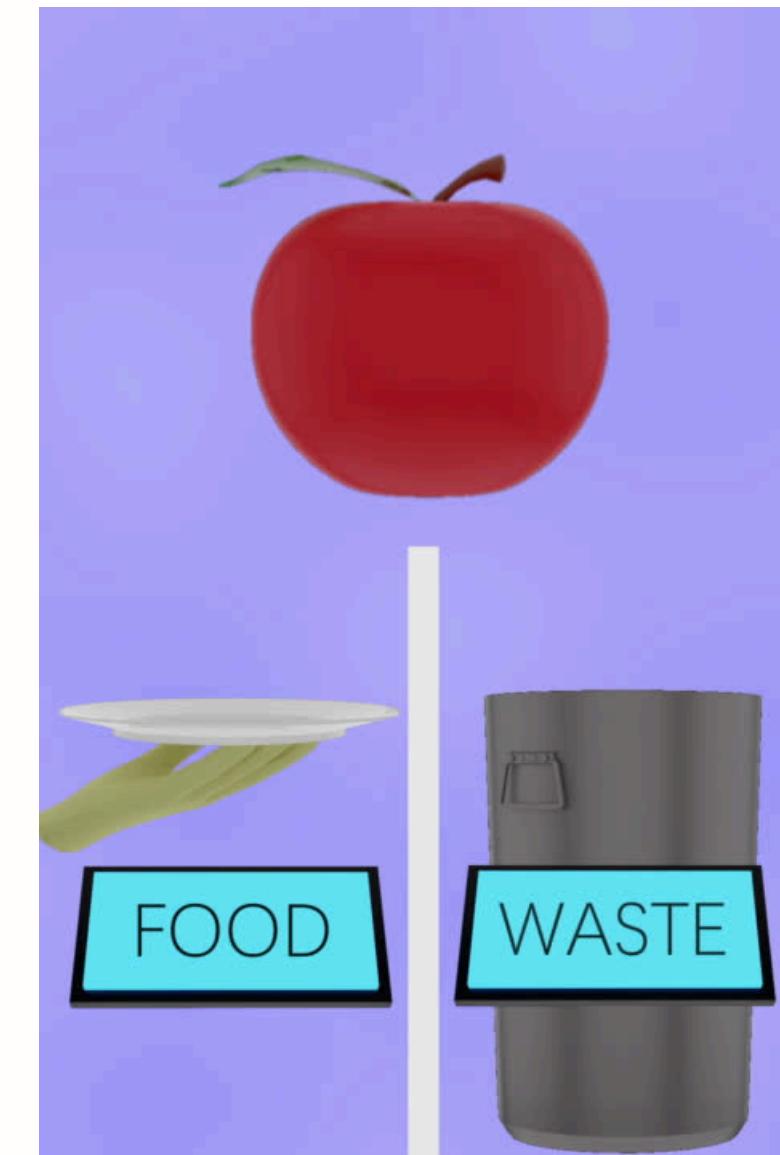
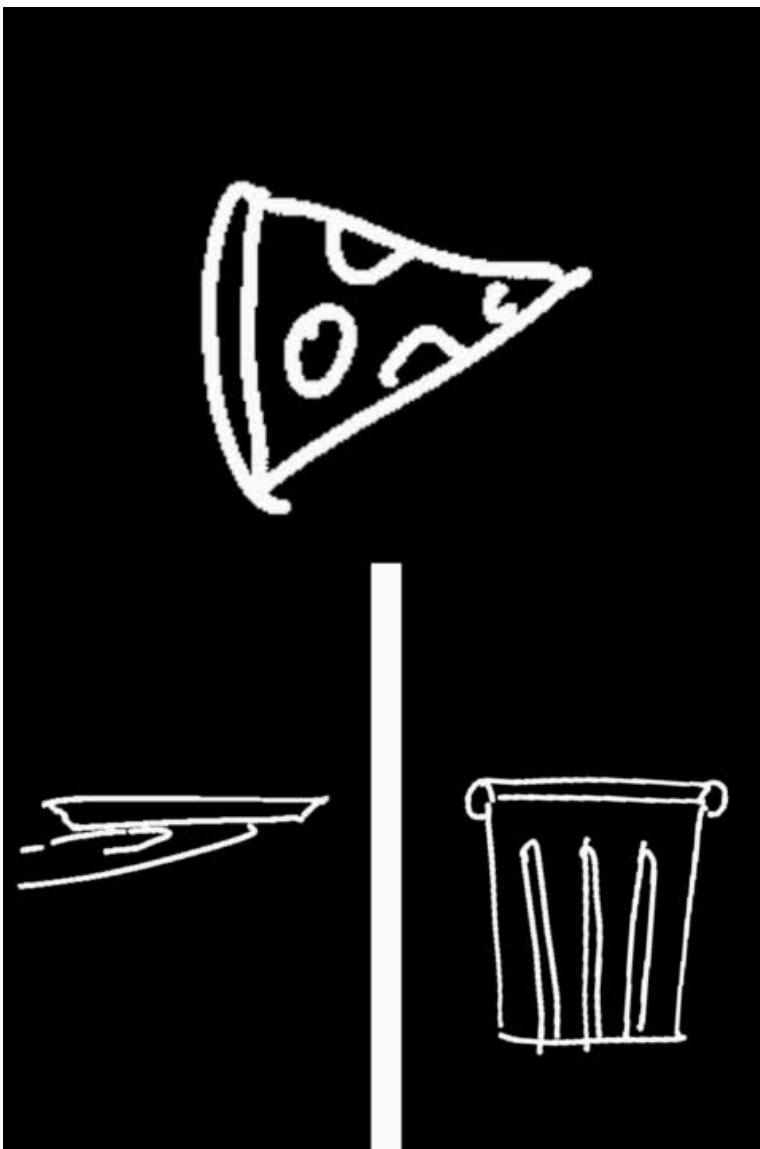


**Iteration 3**

# Progress

## Sound

- Temporary sound effects



# Demostration Time!



# Reflection

## Individual Reflection

Alvin

- Lack of coding skill
- Rushing Work
- Initial Low Quality work output
- Improvement on Feedback

Emily

- Time management
- Converting ideas into code
- Learning new technical skills
- Learning more on interactions

## Group Reflection

- Time management (Gantt Chart)
- Learnt team work
- The line between Art director and Tech lead



**Thank You :)**