

# Feel The Disaster

(Title Subject To Change)

## Game Concept

Thrust in a very inefficient recycling facility as a new worker, the player has to do their job. A single robot has plagued this facility, and it is up to the player to resolve this problem by sorting trash and performing other real life boring tasks. Along the way, the player will hopefully learn how to be nicer to the world through their consumption habits.

Don't feel like recycling in real life?

Do it in fake reality!

Learn about important knowledge about recycling by doing and reading, because reading about recycling in real life is too boring - read it in virtual reality.

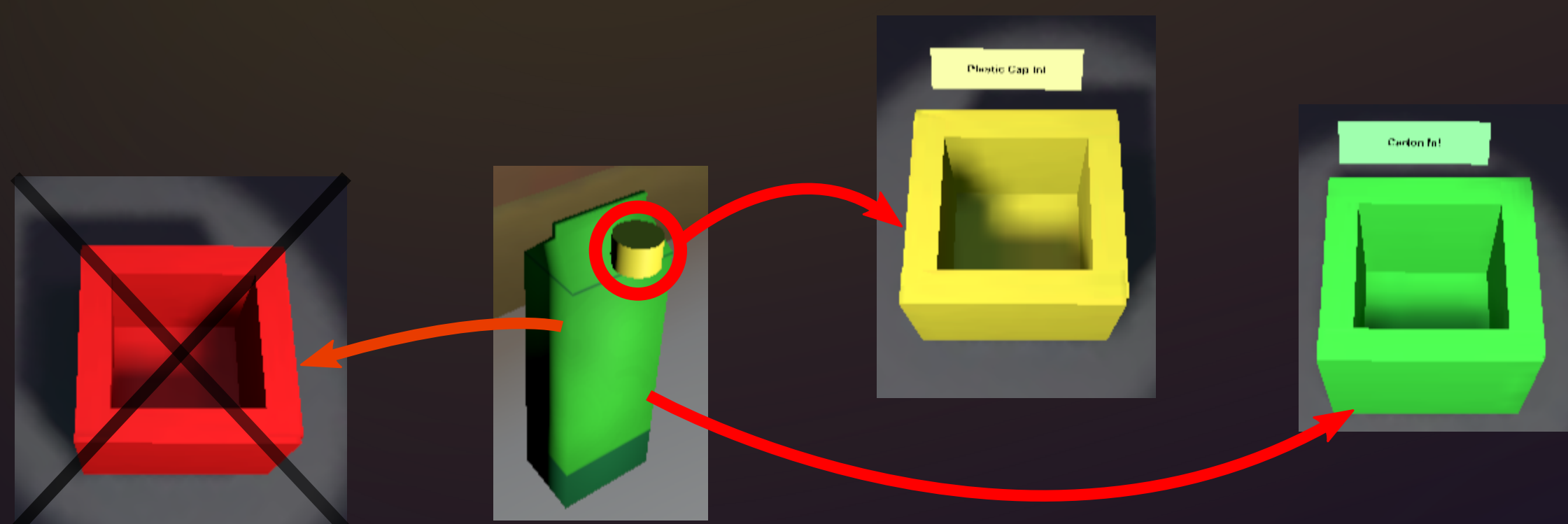
Don't like recycling? Fight a robot that doesn't fight back!

Learn about recycling by burning things! Wow!

## A Virtual Reality Robot Rampage Recycling Garbage Game

## Rules of the Game

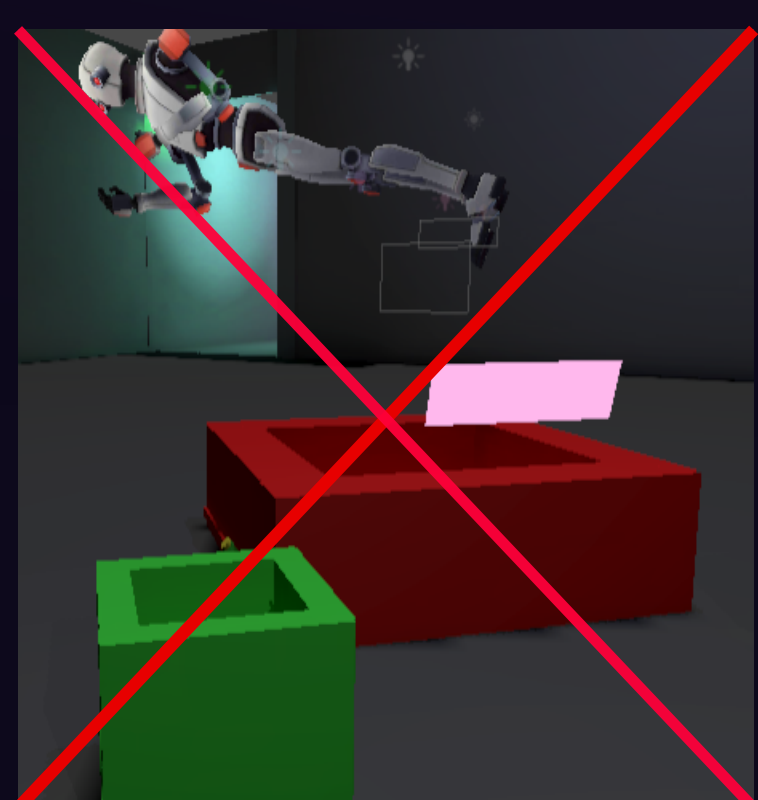
1. Process and sort the recyclables properly by separating the garbage.



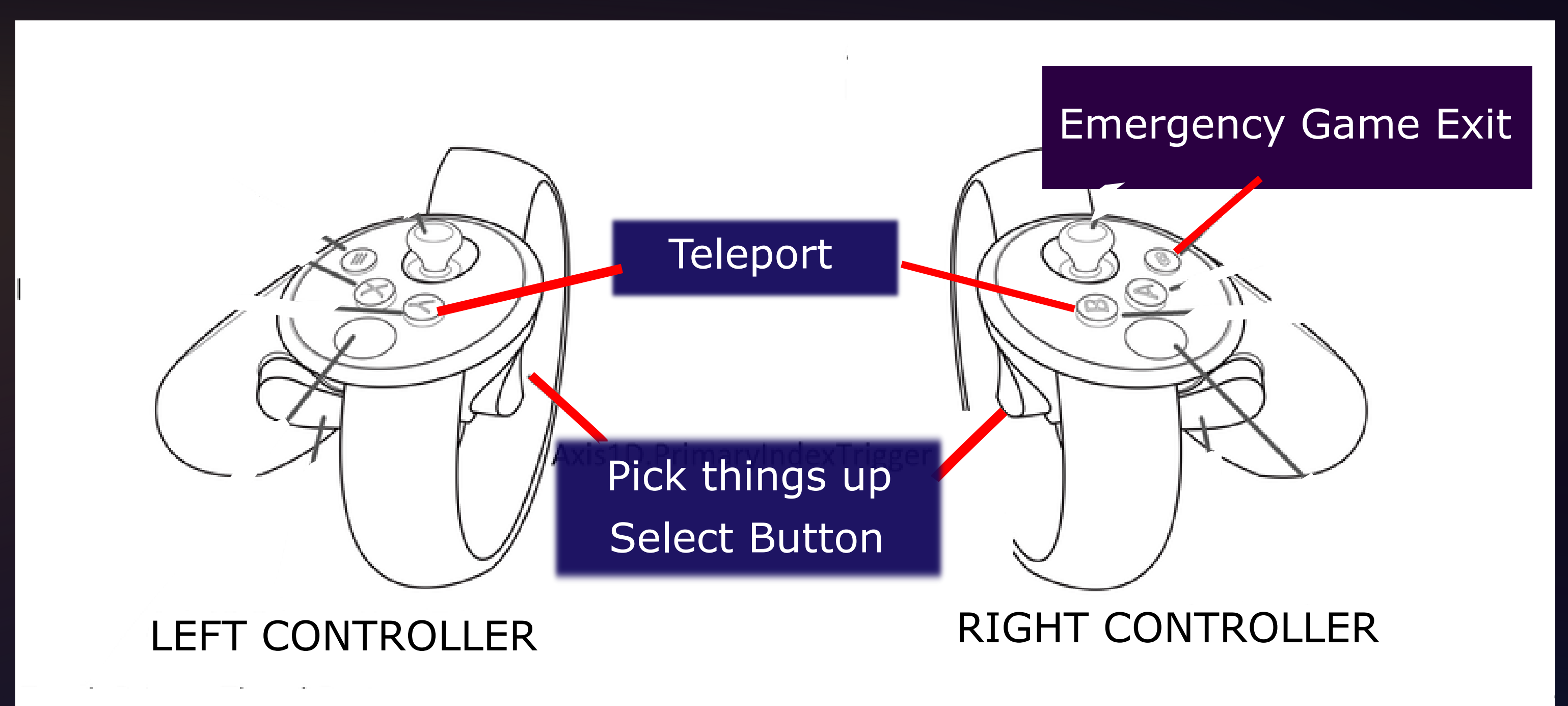
2. Whack a robot!  
Prevent the robot from burning the recyclable!



3. Try not to break the game.  
That is the hardest part.



## CONTROLS



## Evaluation

"I am suddenly on top of a wall.  
I'm scared of heights. Help."

"The colors don't make sense"

"No, I wouldn't recycle differently after this."

"I don't know what the robot is doing there. I don't know what to do."

"This game is so frustrating."

30%

Fun

"Frustrating"

40%

Usability

"Confusing Instructions"

5%

Behavioural Change

"Probably not"

## Conclusion

### Limitations

#### Time

Not enough time.

~1 month of development only allowed 2 iterations.

#### Technical Difficulties

Never made a game before.

Never used the game development platform, Unity, before either.

#### Lack of Initial Vision

Exploring other ideas wasted time, leaving less time for final product.

Even after deciding, tried to merge multiple ideas together.

### Contributions

#### Learning Experience

Although not considered a success, a lot was learned in a short amount of time.

I myself learned a lot about sustainability, too.

#### Making Testers suffer in VR

First course where I had the opportunity to make others suffer by playing my game.

Learned basic game design.