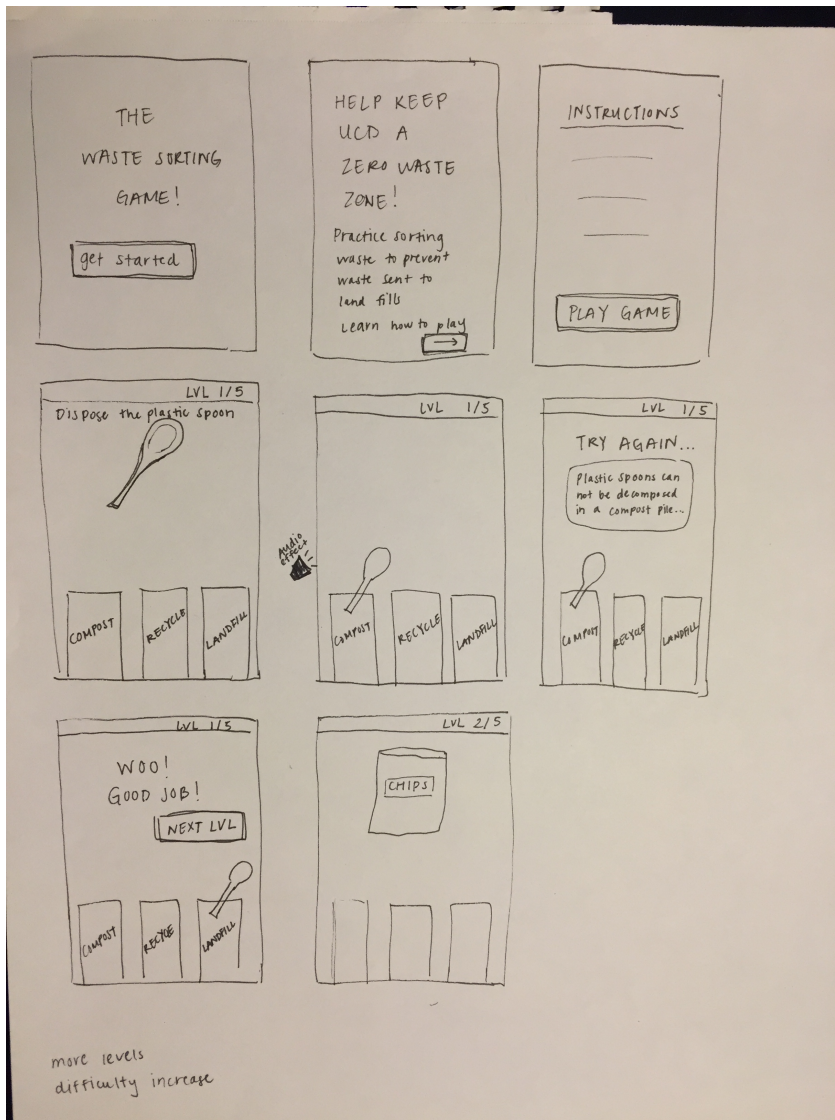


## Paper Prototype



The first paper prototype shows the interface layout. It begins with a start screen with a button to get started with the game. The next screen is an informational page that describes the purpose and goal of the game. Next are instructions and a button near the bottom to begin playing. Finally a screen loads with an object from the Memorial Union or Silo. It has a brief description of what the object is and tells user to dispose of it. When users drag the objects there will be audio cues to let them know if they dropped it in the boundary of a bin. If users do not drop it in the correct bin, a "try again" message will appear with an educational fact or hint to guide them to the correct bin. Once users successfully complete a level, a new level will start with a new object. I got feedback that my

game is fairly easy to understand. There were some suggestions to add more levels and increase difficulty with each level.