

OUR GAME

PROJECT OVERVIEW

- A SIMPLE YET FUN GAME
- GAMEPLAY ELEMENTS: TIMING, SCORE, RESOURCES(LIFE SOURCE),
- CASUAL GAMING
- PREMISE TO TIE MINI GAMES TOGETHER
- TYPES: ACTION, PUZZLE AND COORDINATION CHALLENGES
- MINI GAMES:
 - LIFE SOURCE GAME
 - CLICKY GAME
 - BARRICADE GAME



One day, while a boy was wandering through the forest he stumble upon a mysterious portal. Being an adven terous child he happily stepped through.



On the other side, the boy meets the ghost of a once great warrior. The old warrior tells the little boy about where he died; a great castle on a remote island. This castle was haunted, and even the very brave dare not enter.



A very evil king lived in the castle. This king took all the life source from his world and used it only for himself. When the warrior fought against the king because of this, he was executed.

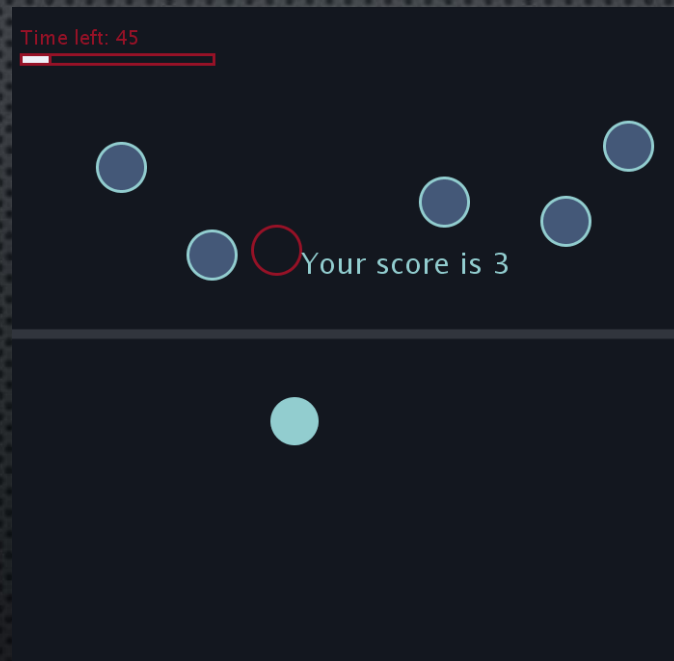


And now, the only thing that can save this realm is
the tree of life!

LIFE SOURCE GAME



CLICKY GAME

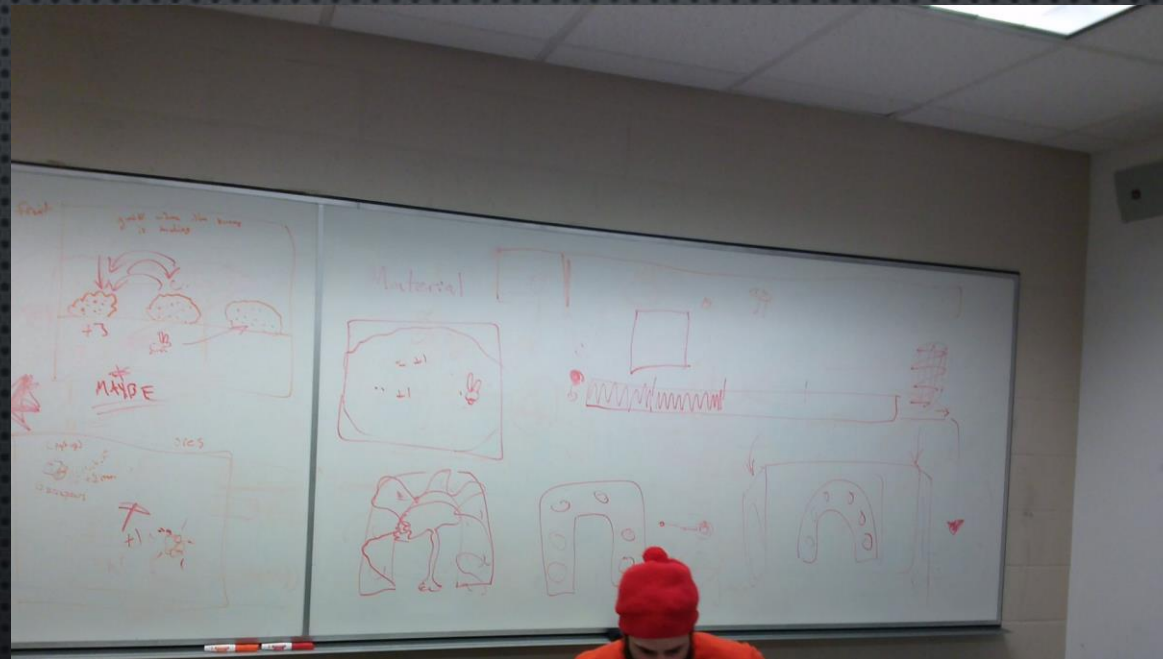


BARRICADE GAME

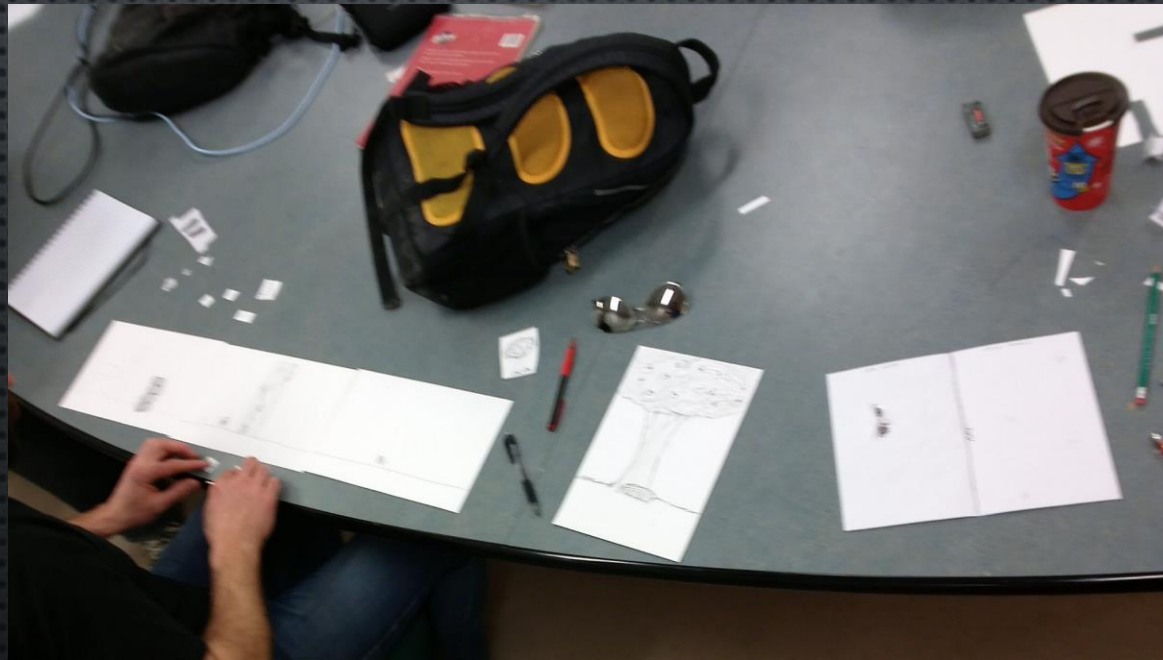
36



DESIGN APPROACH: 1ST STEP



DESIGN APPROACH: 2ND STEP



DEMO

- STARTUP
- LIFE SOURCE GAME
- CLICKY GAME
- BARRICADE GAME

PROCESS OF TESTING DIGITAL PROTOTYPE

- FRIENDS
- FAMILY
- CLASSMATES

RESULT

- ONE MAIN OBSERVATION: HARD TO UNDERSTAND
- SECONDARY: VERY EASY GAMES

RECOMMENDATIONS

- ADD MORE INSTRUCTIONS
- ADD MORE ELEMENTS OF GAMES TO THE MINI GAMES

THANK YOU