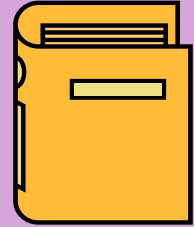


ILLUSION

4-musketeers

- S. Peruško
- K. Fabjan
- A. Vede
- G. Ivanovski



S

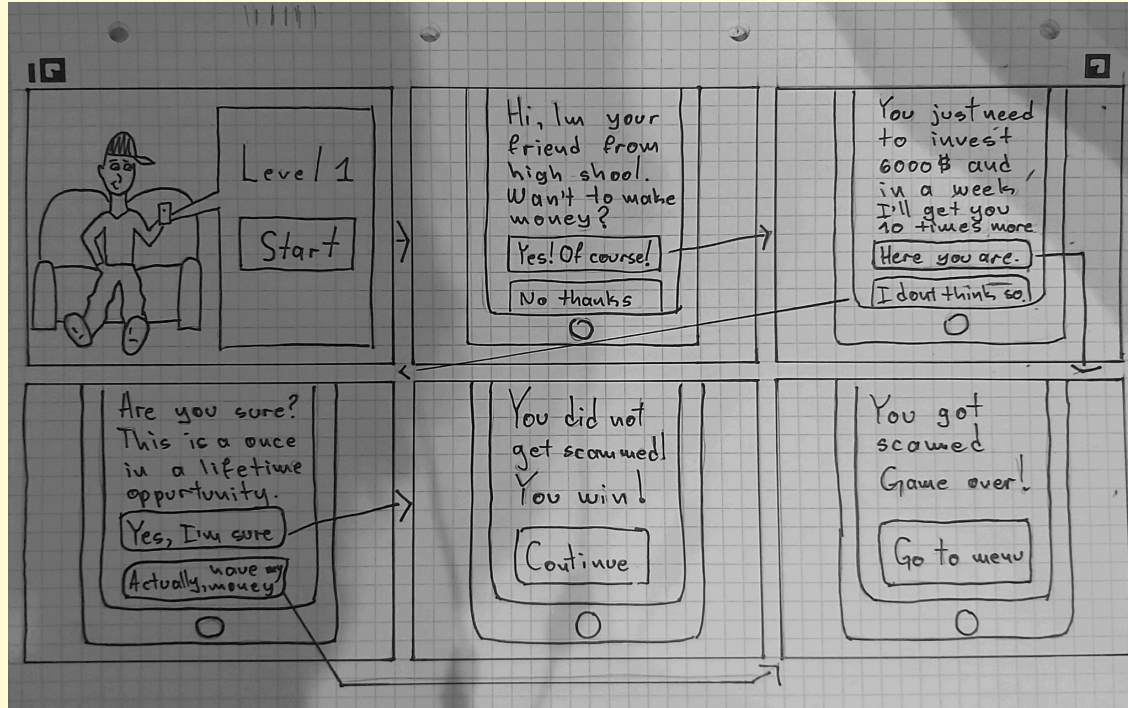
Value Proposition and Game Overview

“Try real life decisions in one game”

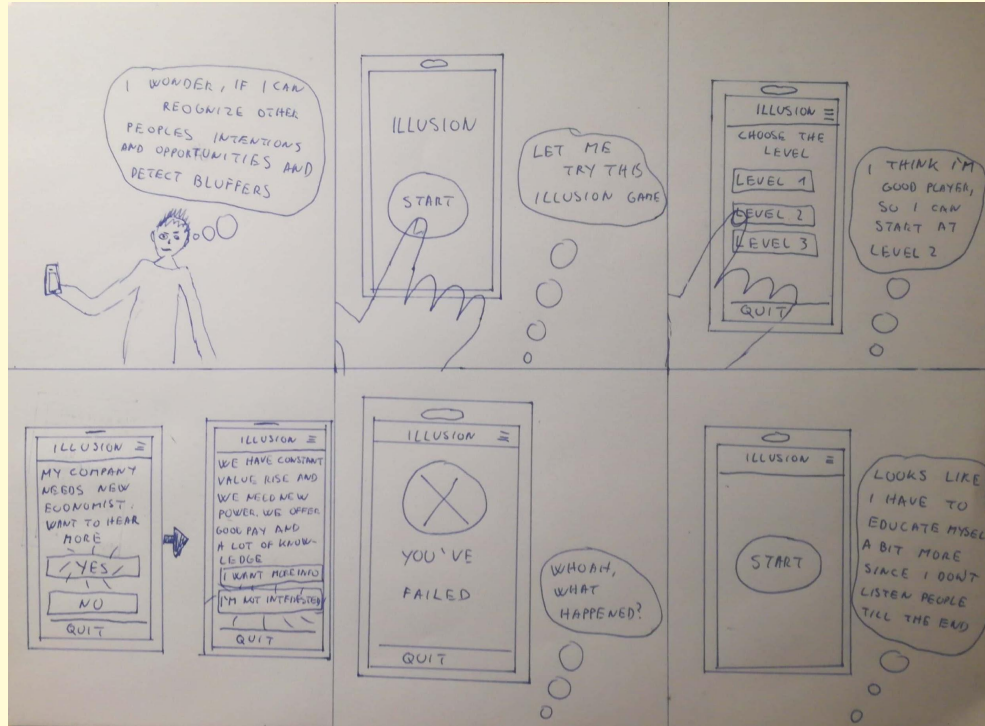
- Every individual faces **many opportunities** and challenges nowadays.
- Fake friendships to use you for their own gain.
- What we **see** is not always what is the **reality**.



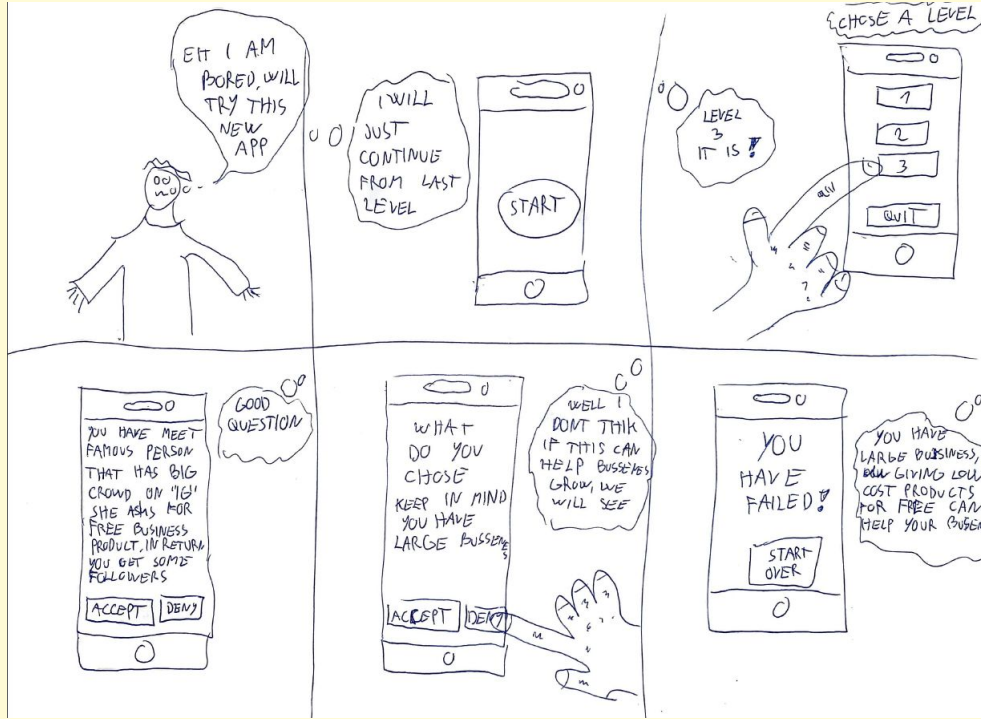
SKETCHES - LVL 1



SKETCHES - LVL 2



SKETCHES - LVL3



Level Overview



LEVEL 1 (Leo)

Fake investor tries to get
you to sponsor a
pyramid/ponzi scheme.



LEVEL 2 (John)

Real business opportunity
from a successful, stable
family man.



LEVEL 3 (Kim)

Social media "influencer"
trying to get your product
for free.



GAME VIDEO



YOU WIN

You made all the right decisions!

MAIN MENU



<https://drive.google.com/file/d/1kPIDtHaxcul9RclpGMHEqF4XdcQK3Uar/view?usp=sharing>




GAME VIDEO




YOU WIN

You made all the right decisions!

MAIN MENU




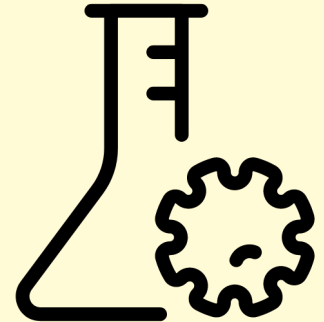
<https://drive.google.com/file/d/1AE0mKdScInNMkDABCrYbSsP6CNW70SsY/view?usp=sharing>





GAME TESTING

- 
- Participants were presented an explanation of how the game is played and the general idea of the project.
 - Participants were asked to play through the whole game until they completed it successfully.
 - Participants moves were marked to make sure there were no confusing stages.
 - Participant was asked to give a rating for the game and a general opinion on how we can improve it.



AVERAGE GRADES:

- LVL 1: **1**
- LVL 2: **1**
- LVL 3: **1**

General: 1

GENERAL GRADES:

- 0 = no problem,
- 1 = cosmetic problem,
- 2 = minor usability problem,
- 3 = major usability problem,
- 4 = usability catastrophe).

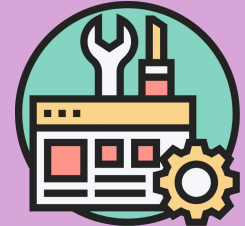
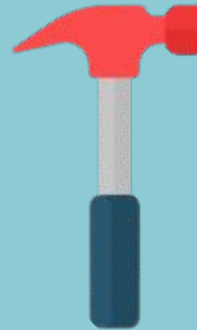
FINDINGS AND CHANGES

What did we learn?

- Text only gameplay was dull and appealing.
- More information needed for levels.
- Design is too simple.

What we changed

- Levels were improved with images representing the characters.
- Overall design was improved.
- Better layout.



PROTOTYPE OVERVIEW



Limitations/tradeoffs

- Limited program for developing.
- Some details excluded because of lack of time.

Hard-coded features

- Starting menu
- Character images.

Thank you for listening

