

Heads Up

By COFFEE BEAN



Riste K. - UP

Stavre S. - UP

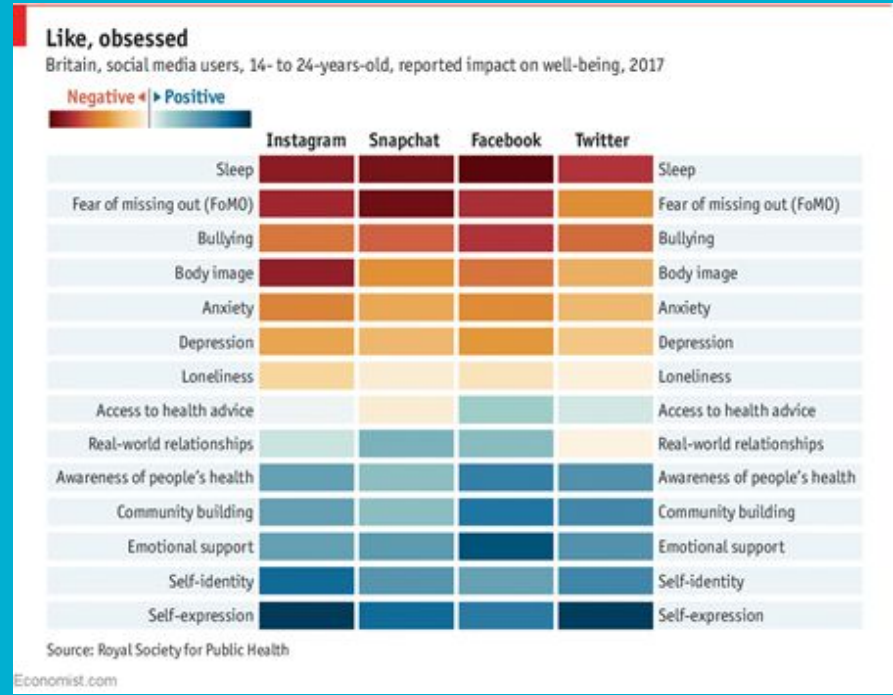
Hasan M. - UP

Dejan K. - UP

Heads Up

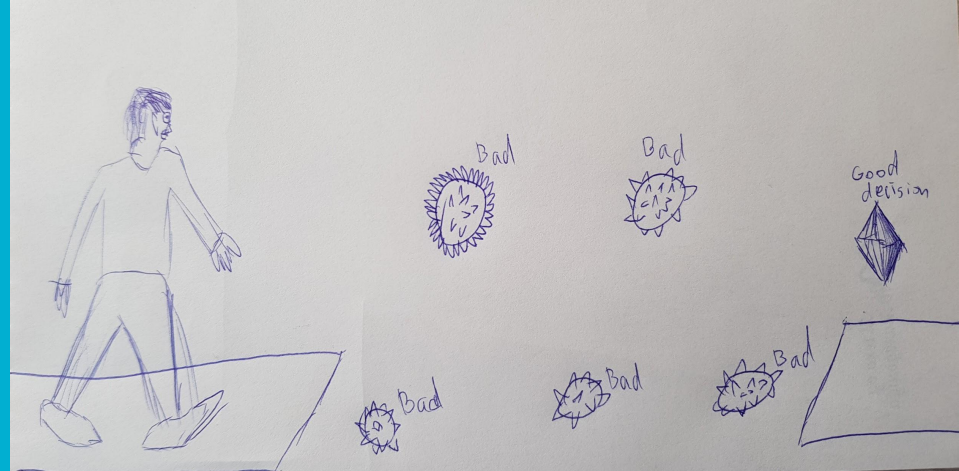
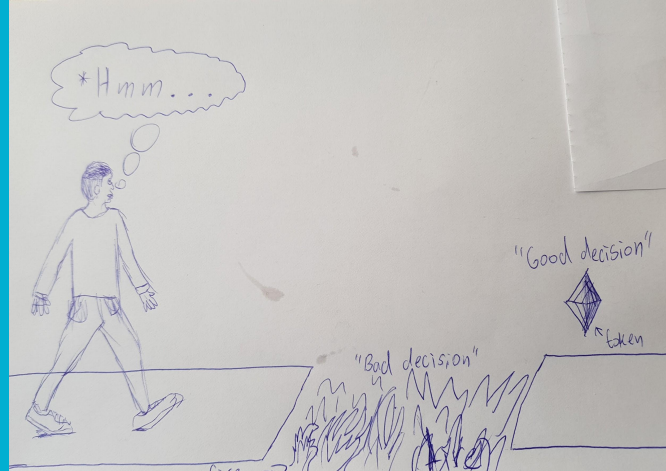
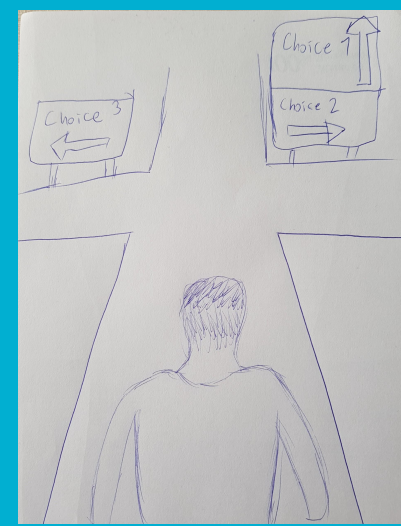
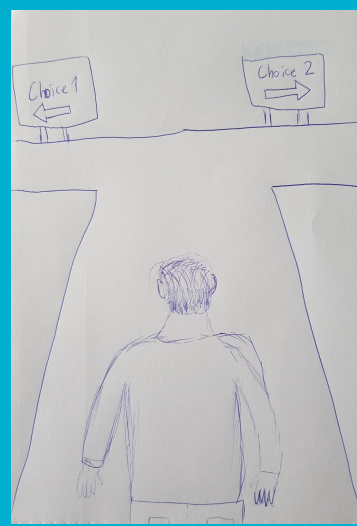
— Recognise your fears

- 56% of social media users experience anxiety.
- FOMO is based on decisions.



Sketches

Here are some sketches we have made.



Game

Here are some screenshots of the game.



Levels

1 | First level

- Low
obstacles
- High
collectables

2 | Second level

- High
obstacles
- High
collectables

3 | Third level

- Higher
obstacles
- Lower
collectables

Game

Video from the gameplay:

<https://youtu.be/pXtU4m6CzBI>



Game Testing

- 4 participants
- between the age of 21 - 27

Each of them was asked to play the game and after that to give us feedback on the gameplay and what they took from it

The participants were not connected in any way with the creators of the game.

Game Testing

Severity ratings to the problems (out of 5):

Participant #1: 0

Participant #2: 1

Participant #3: 1

Participant #4: 0

Since the feedback was positive, no other functions were added after we got it.

Prototype Overview

We have left out * things out of the prototype:

- Character selection
- 2D instead of 3D

No Wizard of Oz techniques were used.

Hard-coded features:

- Counter for the collectibles
- Game over when a wrong decision is made

Thank You!

By COFFEE BEAN



Riste K. - UP

Stavre S. - UP

Hasan M. - UP

Dejan K. - UP