

Slide Master

Adi B. - BGU

Sivan R. - BGU

Riste M. - UP

Filip S. - UP



Value Proposition

Slide to a different experience.

Game overview

The user will find it challenging to move forward the levels and enjoy at home by option to play virtually, while forget his FOMO.

Solution

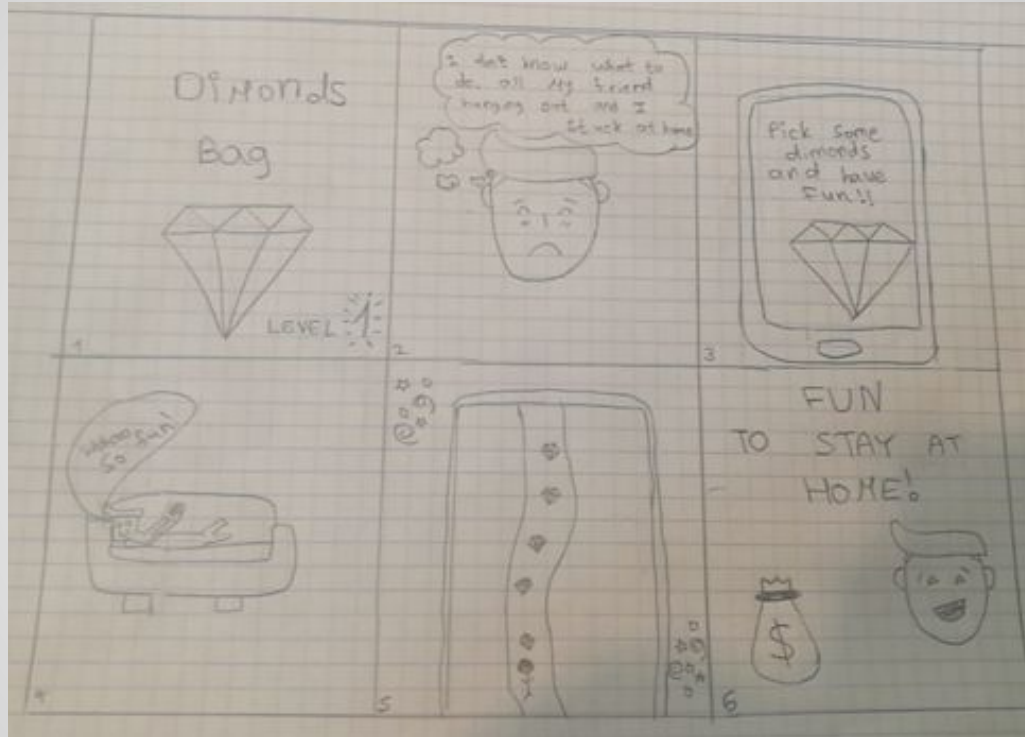
The user will need to follow the road with the goods and enemies and collect goods as more as he can while not come across with the enemies.

Storyline



Storyboard

level 1

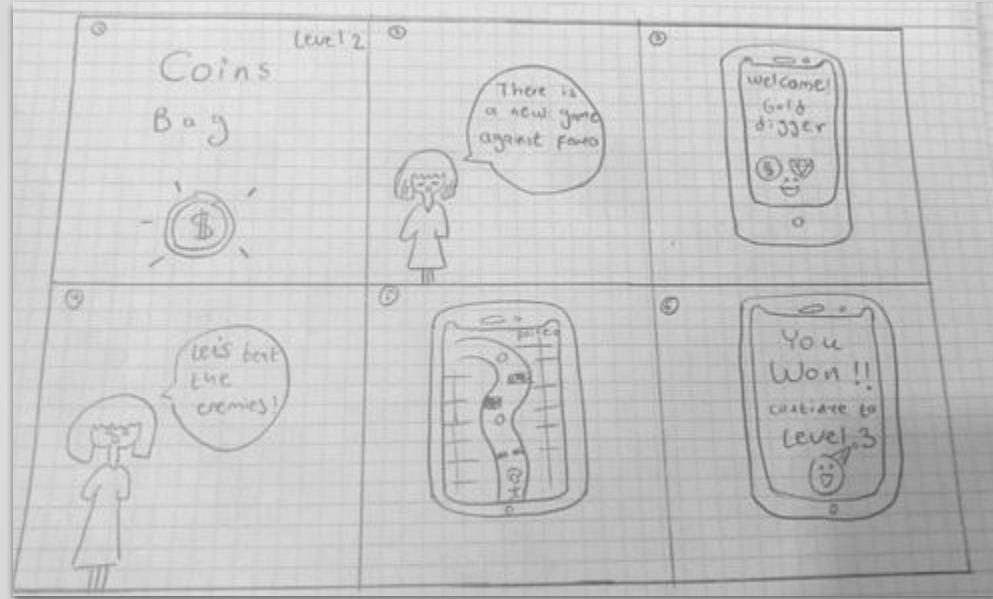


We decided to do a user-friendly interface , that leads to easy and quick introduction with the game.



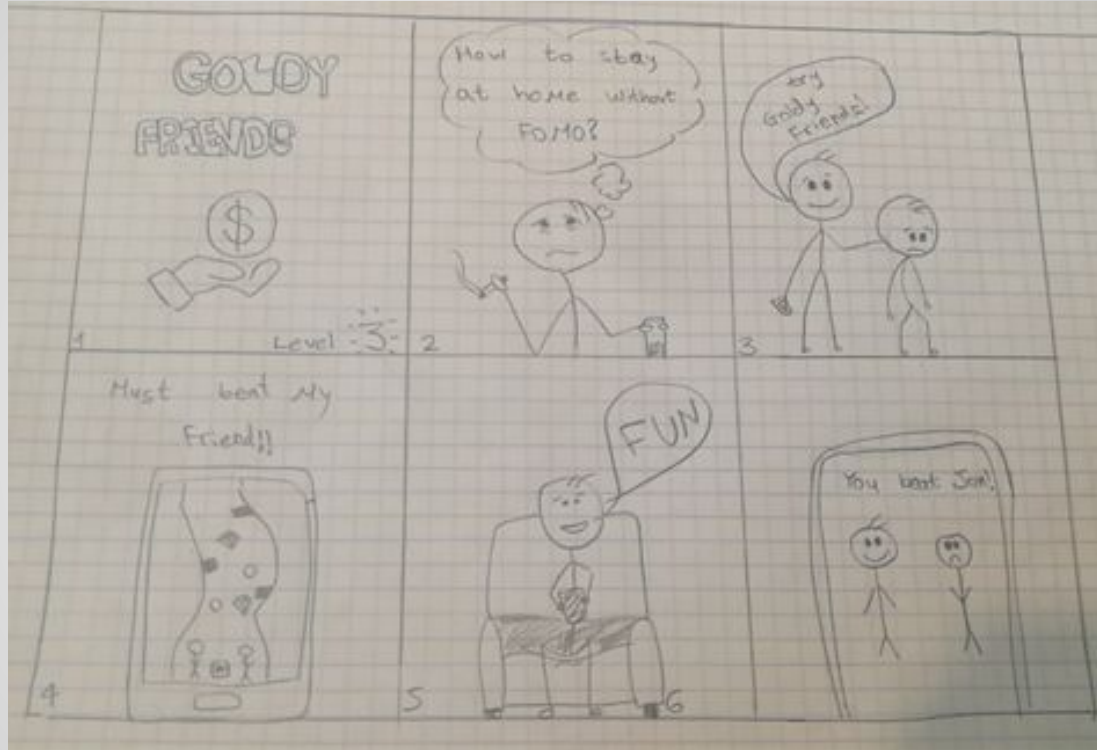
Storyboard

level 2



Storyboard

level 3



Game

GOALS:

LEVEL 1


Collect diamonds and reach the finish line

LEVEL 2

Collect coins, avoid enemies and reach the finish line

LEVEL 3

Collect coins, diamonds, avoid enemies and reach the finish line

 = 5 POINTS

 = 1 POINT



We wanted to create a game that would be so addictive that you would forget about your FOMO.

Game Prototype Video



[https://www.youtube.com/watch?v=ox9q2XrW0W8&ab_channel=FilipSp
rostran](https://www.youtube.com/watch?v=ox9q2XrW0W8&ab_channel=FilipSp
rostran)

Game Testing Methodology



We again chose the participants from the last project, since their comments and feedback were really informative and on point.

We invited the participants one by one in our house in order to test the game prototype. We explained the basic idea and wrote comments for each level.

At the end, we wrote the general grade from each participant.

Improvements after feedback



- Added sound effects for different scenarios during the game
- Added boundaries from both sides
- Added info section at the start menu
- Changed value for the diamonds from 1 to 5.



Limitations

- Because of the free version of Buildbox, we were limited to only 5 extra scenes.
- Original idea was to play with a friend on the 3rd level, but we had to change that and adjust somehow because we had short time period and we were not sure if that's possible to do in Buildbox.
- Shorter levels for the purpose of presentation.

Hard-coded features

- Start menu and info menu with explanations for the game.

THANK YOU FOR YOUR ATTENTION!