

# Project 2: Bus Dust

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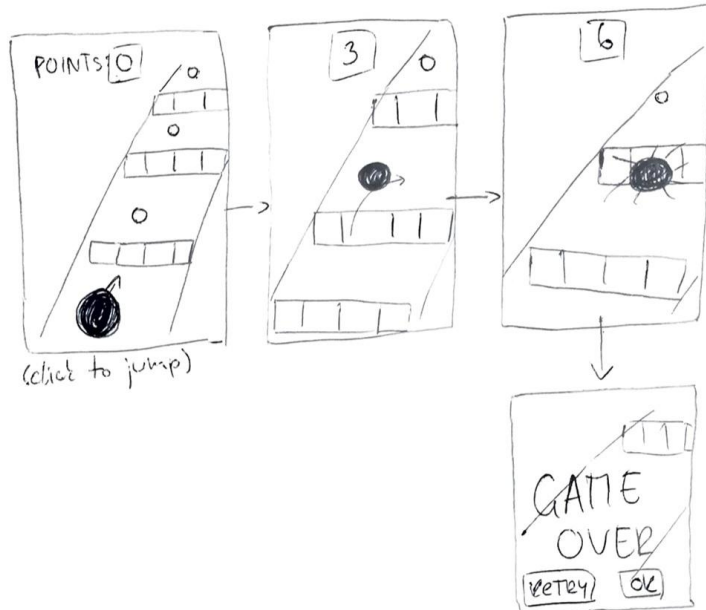
## Value Prop and Game Overview

Don't miss the bus!

Bus Dust is a game that you can enjoy alone and with friends, by competing to see who leaves the other blinded by bus dust. Each level takes you on a different path with challenging yet familiar obstacles. Try to beat your friends' rankings and show everyone you're the best bus driver.

# Storyboard sketches

LEVEL 1

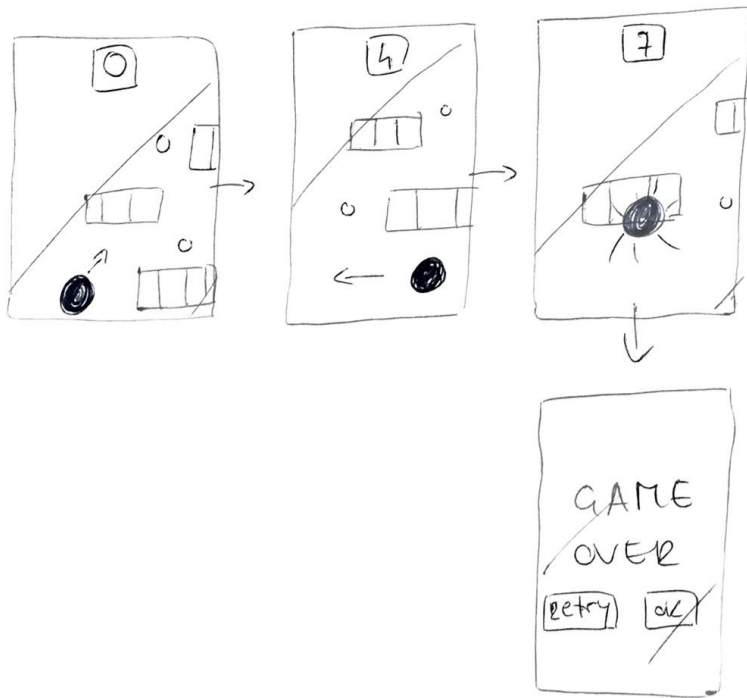


Level 1

The character needs to jump over the obstacles, by pressing on the screen at the right time.

# Storyboard sketches

LEVEL 2

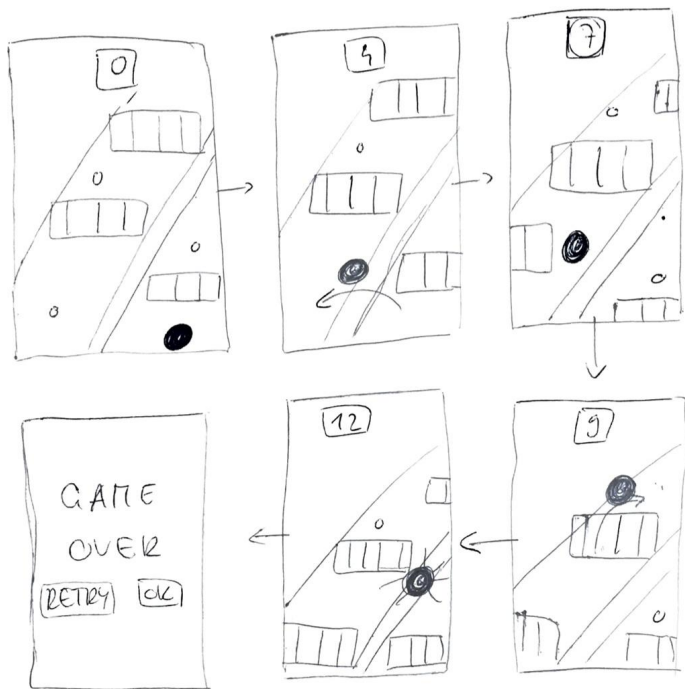


Level 2

The character needs to avoid obstacles, by moving left/right. Move by clicking on the side.

# Storyboard sketches

LEVEL 3



Level 3

The character can jump between the roads by clicking and dragging to the side. Also jumping over, and moving around the obstacles to collect points.

# Game

The game can be played individually or a user can challenge friends. The user can also view their friends individual rankings and compare them to their own. This helps the user with FOMO in 2 ways. When played individually it distracts the user from FOMO anxiety and when played with friends users don't feel like they are missing out.

**Level 1:** The bus driver must avoid street barriers by jumping over them, while collecting as many tools as possible to gain points.

**Level 2:** The bus driver must swerve left and right between fire hydrants while collecting as many tools as possible to gain points. The driver cannot jump over them.

**Level 3:** The bus driver must avoid traffic cones while jumping between different roads while collecting as many tools as possible. The driver can swerve left and right as well as jump over obstacles.

Video link

<https://youtu.be/OWGHWlbgsCc>

# Testing

## Methodology

1. Participants were family members (due to COVID situation) of ages 13 (M), 14 (M) and 18 (F)
2. Procedure: The testing environment was in 2 project team members houses due to different lockdown restrictions. Each participant was asked to play each level and give feedback afterwards.

## What did we learn/change as a result

- 18 (F) suggested a theme would be suitable for the game, so we made the bus/road a main theme. 18 (F) also said the bus was too slow.
- 14 (M) said the bus was too slow, so we made it move faster
- 13 (M) found the game fun and was able to concentrate on it despite having ADHD



# Prototype overview

**Limitations:** BuildBox was limiting in terms of game concepts that could be created as well as assets that could be used and time limitations (such as characters, adding a background, as well as different effects).

We did not include all details for the third level, because it takes longer to implement.

**Wizard of Oz:** No Wizard of Oz techniques were used as no one is controlling the game while the user plays it.

**Hardcoded features:** The GUI for the social aspect of the game was hardcoded to demonstrate how interacting/playing with friends/inviting friends would look like. Buildbox also had its limitations for demonstrating social aspect (premium version needed)