

FOOD FOMO!

MOBILE GAME

Aya Klein
Filip Todosovski
Tomer Holzman
Matic Mihelj



GAME OVERVIEW

Our value proposition is:

“Every decision we make would be a good one”

We believe that FOMO makes people be hard on themselves on every decision they make

This game will show our users that there is a benefit for every decision we make,
and we need to look on the bright and the positive side

WHAT THE USER WOULD DO IN THE GAME

01

Enter the app

02

Choose level

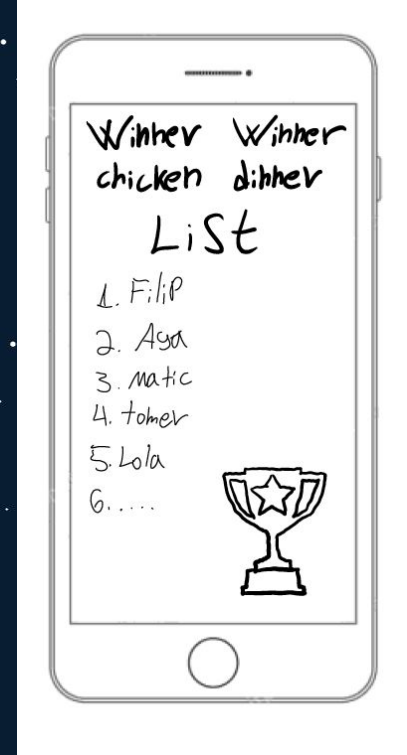
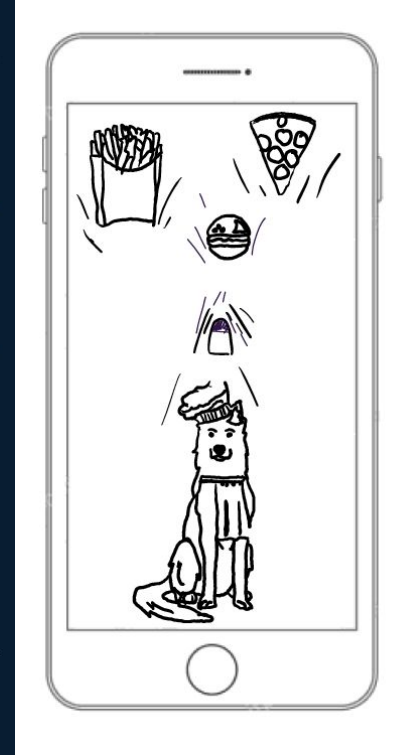
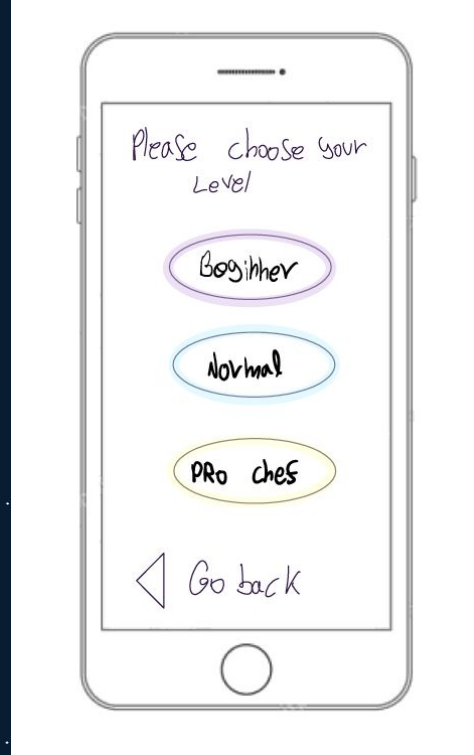
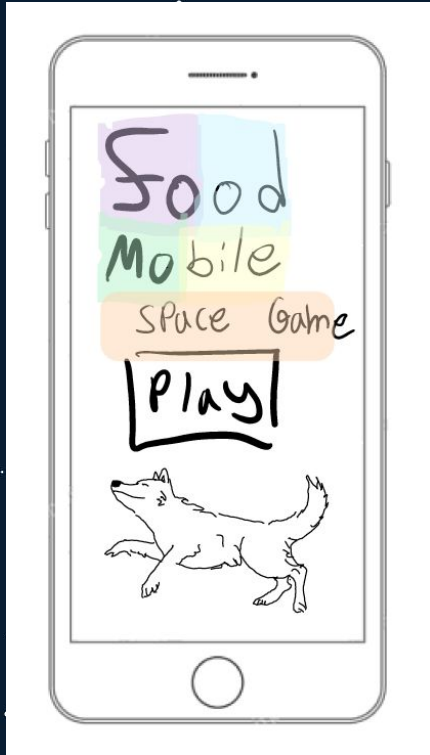
03

Play the game

04

Get scores

SKETCHES



LEVEL 1

PROTOTYPE



[HTTPS://YOUTU.BE/RMJCTH-CLEQ](https://youtu.be/RMJCTH-CLEQ)

LEVEL 2

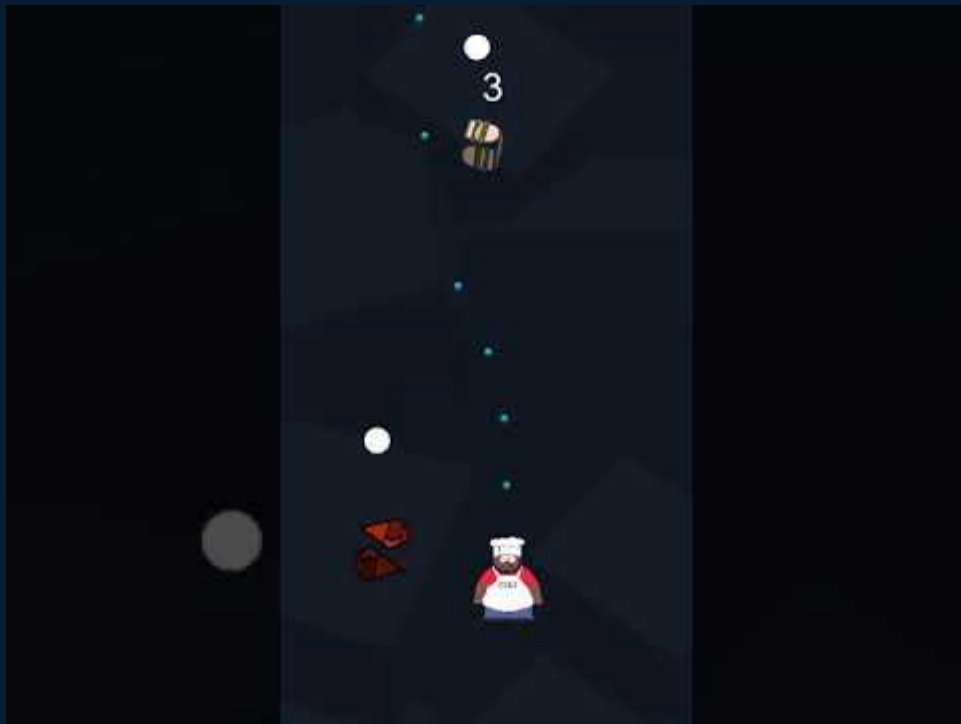
PROTOTYPE



[HTTPS://YOUTU.BE/ERQE-GTGOXS](https://youtu.be/erqe-gtgoxs)

LEVEL 3

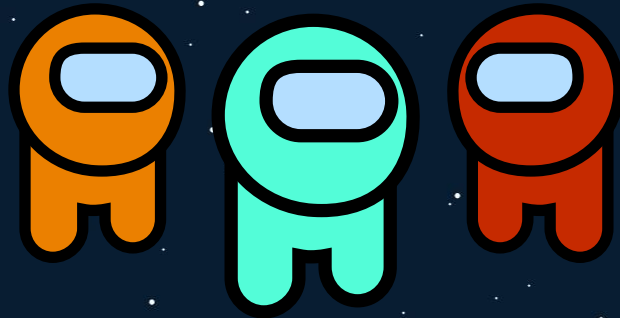
PROTOTYPE



[HTTPS://YOUTU.BE/IPX3JV4-9M8](https://youtu.be/IPX3JV4-9M8)

TESTING TIME

- We asked friends, siblings and co-workers to play our game
- 10-31 years old
- People from Europe & Israel



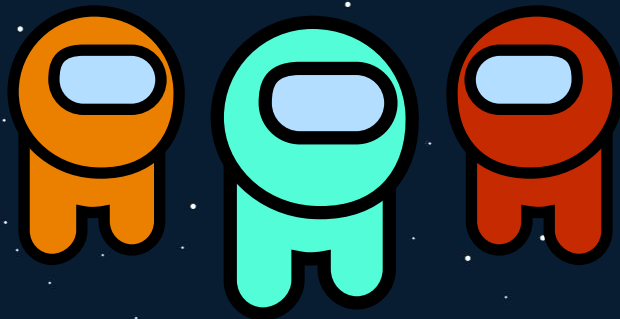
TESTING TIME



Scores
calculation is
: not accurate



Declare on the
list of records
after each
level



Need to add
another
obstacle



Need to display
how much left
to gameover

PROTOTYPE OVERVIEW

Limitations



- Can't make a DB for the scores table
- Can't display all calculations

Wizard of Oz



- Player shooting
- Scores counter
- Gameover screen

Hard-coded features



Code free platform

THANKS FOR LISTENING

