CanYouCan

Tapi2

Noa Elharar

Lidayz Asulin

Domen Kamnik

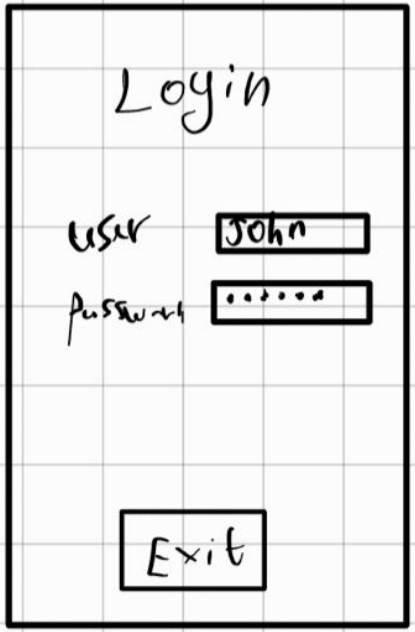
Avihay Beyene

Learn to recycle with CanYouCan

- We need to save our planet
- Recycling is one of the most effective approaches to fight pollution
- Recycle fast and fun!

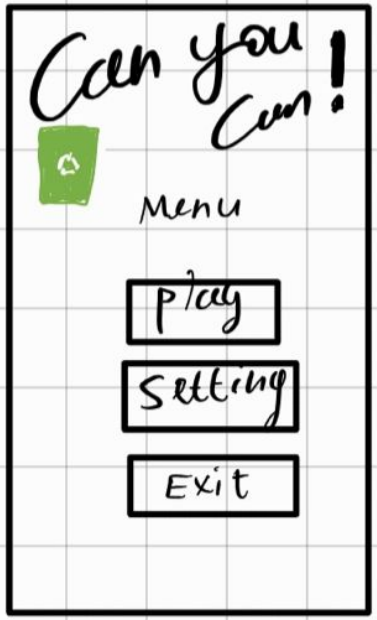
Storyboard!

1

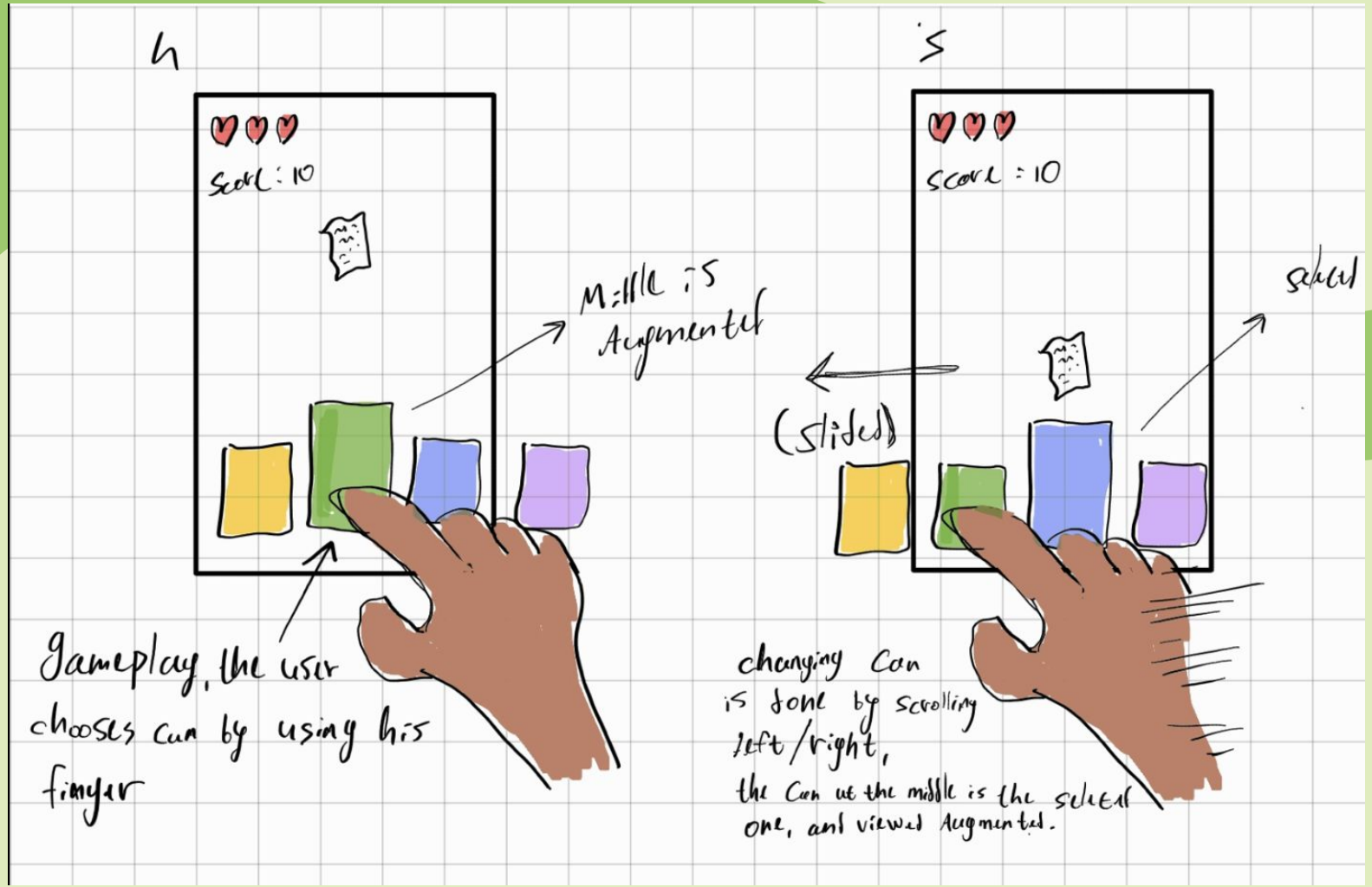


the user sign in at the login page

2



User enters the game main menu.


4
score : 10
Middle is Augmented
Gameplay, the user chooses can by using his finger
5
score : 10
(slided)
selected
changing can is done by scrolling left/right, the can at the middle is the selected one, and viewed Augmented.

5

Once all 3 lives are lost, the game is over and the ScoreBoard is shown.

6

At last, the user can choose to play Again or to exit the game.

The game!

Level design

Level 1

1

In the first level there will be trash going down the screen, the trash will fall slowly, and there are going to be only 2 cans (green - for bottles, orange - for organic waste). If a player chooses the correct can, he get a score, otherwise he loses a heart.

Level 2

2

The second level will speed up the trash and also introduce a new can: the blue can, which is for paper.

Level 3

3

This is the last level, the trash moves the fastest and we introduce the las trash can, the purple can for electronic waste!

Testing and Methodology

Testing and Methodology

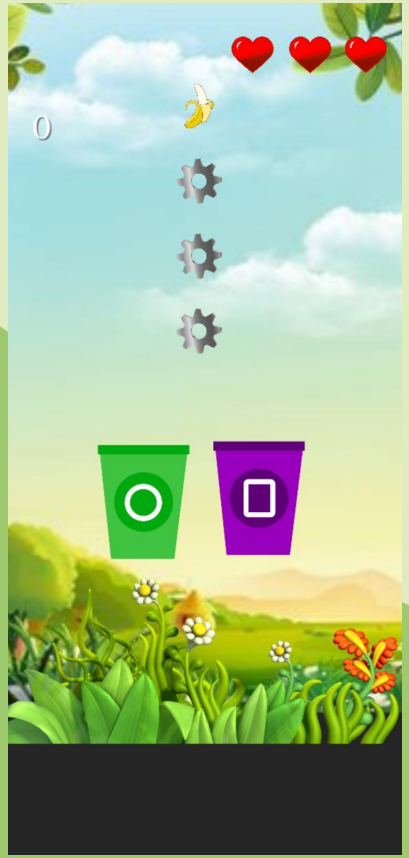
To test the paper prototype, we recruited three Israeli participants that all live in Beersheva and are BGU students. The three are roomates of Noa, aged 26, 25 and 21. All the participants tested the prototype at Noa's home. Initially, a short demo was performed by Noa to demonstrate how to play the game, we only showed the first level. Following that, the participants were asked to play ten minutes while we got their feedback.

What we learnt?

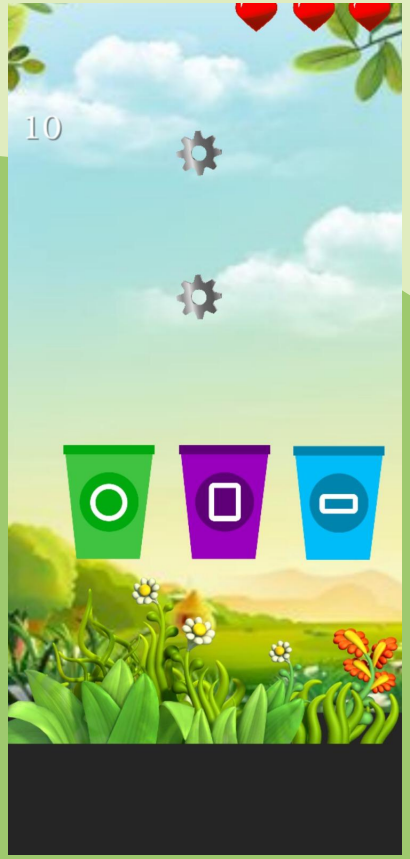
	What was good	What needed to be changed
Level 1	The player liked the colors of the cans, it helped them understood that there is a difference between them.	While the players understood that there are different cans, they sometimes made a mistake between them, so we added another symbol for each can.
Level 2	Not too fast and not too slow upgrading user's knowledge by adding only 1 more can.	Global rules for can colors don't exist, so we had to switch from most familiar to Israel to the closest to the majority of the world.
Level 3	Corrects a user who would otherwise mix electronic waste with general garbage, by adding the final can.	The intention was to add even more cans, but that would confuse a user too much.

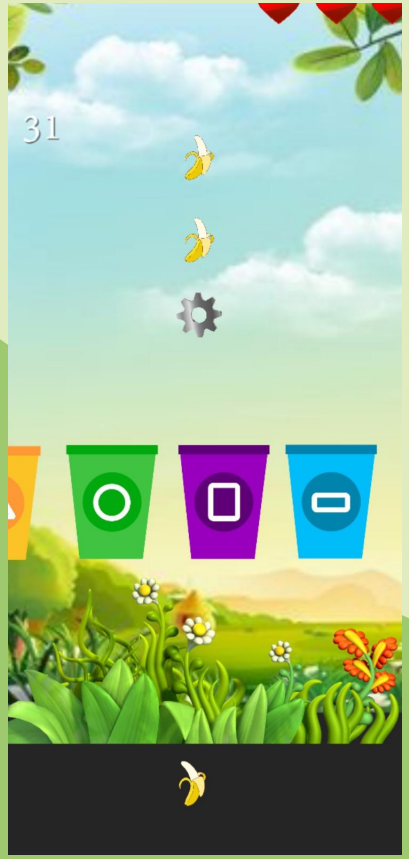
Prototype Overview

Can You Can
Menu
Start
Exit


0

Level Completed
Continue


10


31

46
Game Over
play again
exit

Limitations/ tradeoffs

The falling objects just stop and do not disappear when they touch the cans.

Losing the game isn’t implemented.

One can doesn’t count points when collides with a litter.

At the higher levels 2 cans don’t move, and falling objects may hoard on a can.

There are only two types of trash, but we want to add more to the final game.

Wizard of Oz

When we tested our first prototype, the paper prototype we used the wizard of oz technique.

We told the players their scores and when they made a mistake we told them they lost a life.

For moving between the levels, we added another can drawing that we let our players move.

Hard-coded features

A player has three lives despite they're not changing, we can't take any records about player's success to build a rank list, a litter is occasionally considered as valid even if it falls into a wrong can. These features occur because we can't connect to a database or unrestrictedly add programming code to the development environment.

Think Green

Google slides:
https://docs.google.com/presentation/d/1jwJCBgysEjCdmIuX2YRT5S_nnlZP5UfFvR6wIsdhrS0/edit#slide=id.g1264fbc285f_0_101

The game is published here:
bits.buildboxworld.com/bits/ca3c7d24-24be-4ccd-8f8d-b31b2e40d429