

Corona Beer



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Solution Overview

Get confused when it's time to throw the trash in its proper recycling bin? Want to learn more?
Play our new Roger Game!

We have developed a new edition of an action platformer called Roger! Now it's all about the environment!

Help Roger recycle properly and save the environment, so he and the princess can live in a better world!



Game Levels



Level 1

Recycle glass

Key Components:
Collect the glasses
and recycle it in the
purple bin!

Level 2

Recycle Plastic

Key Components:
Collect the plastics
and recycle it in the
orange bin! But be
aware, it is going to
be harder!

Level 3

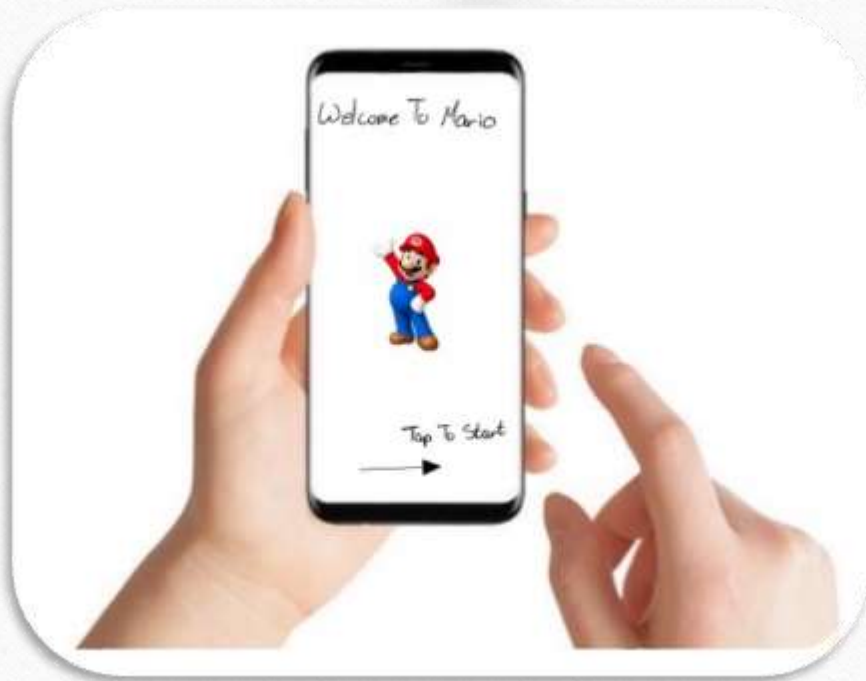
Recycle Paper

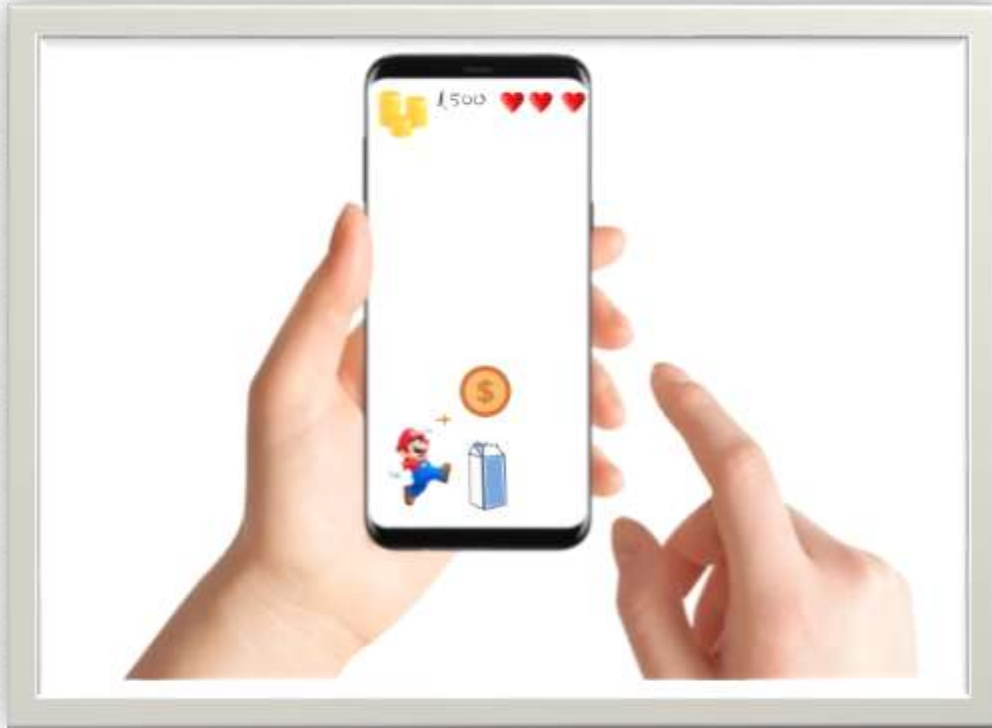
Key Components:
Collect the papers
and recycle it in the
blue bin! This is the
hardest of all!



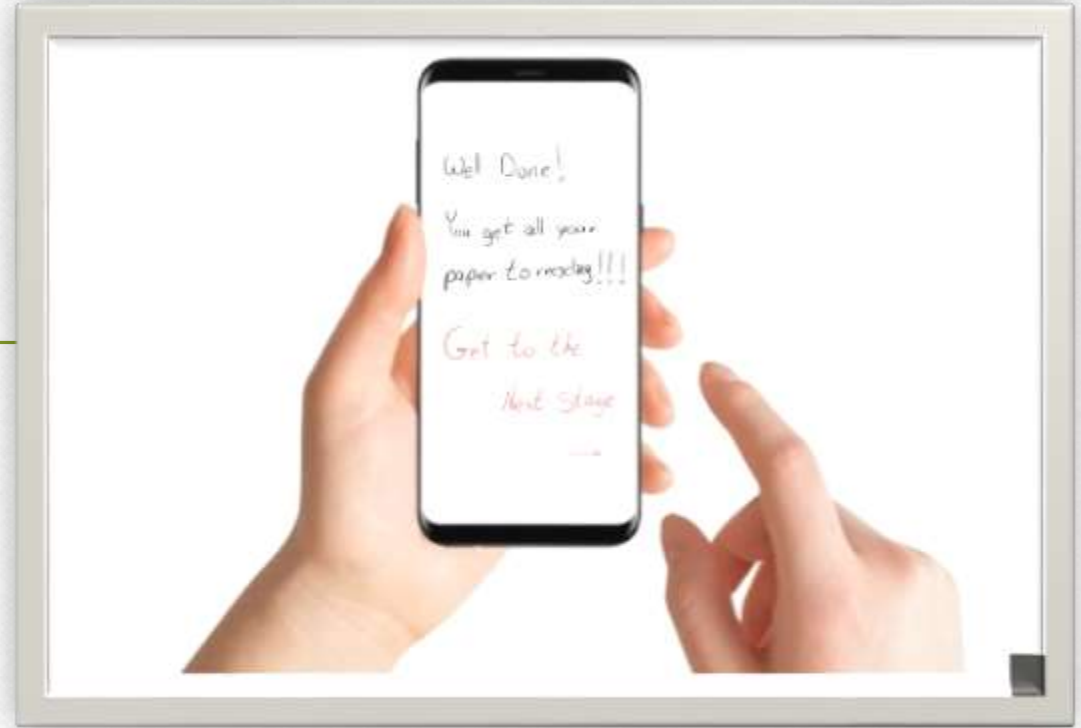


Sketches





For the main Visual Screen(s), we've added a simple Touchpad design for the user to access while playing the Game.



The game is Structured with 3 Chapters of Roger's Adventure where the user controls Rogers Health and Game Points so he can accomplish his journey.

Paper Prototype Testing

- *Procedure & Recruitment*

- We challenged four participants to try out our Prototype Mobile Application, and determine what causes issues and leads to mistakes...
- Each participant tried different approaches when testing out the Mario Game.

- *Demographics & Recruitment :*

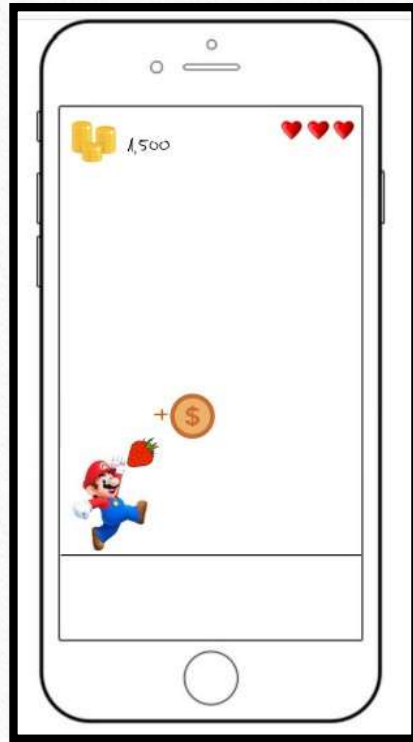
22yo Male Student (Home) ;
20yo Male Student (Home) ;
21yo Female Student (Home) ;
51yo Adult Female (Home).

Mistakes & Errors

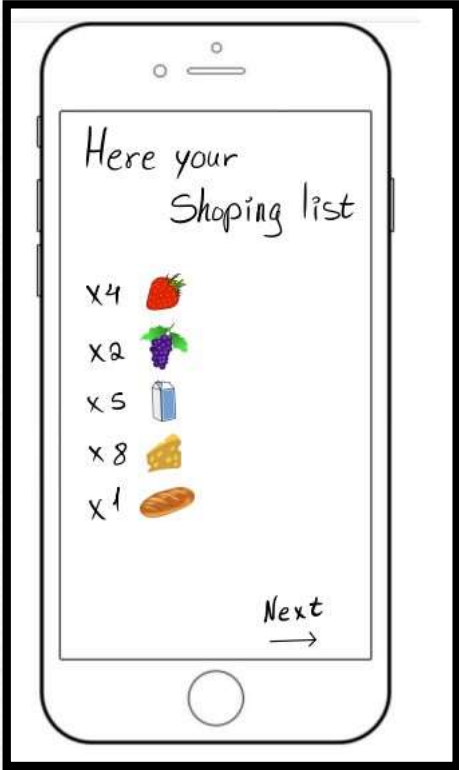


„No Main Menu with really small indications on what levels the user is currently on“

„Lack of Mobs/Enemies to make the game a bit more interesting“

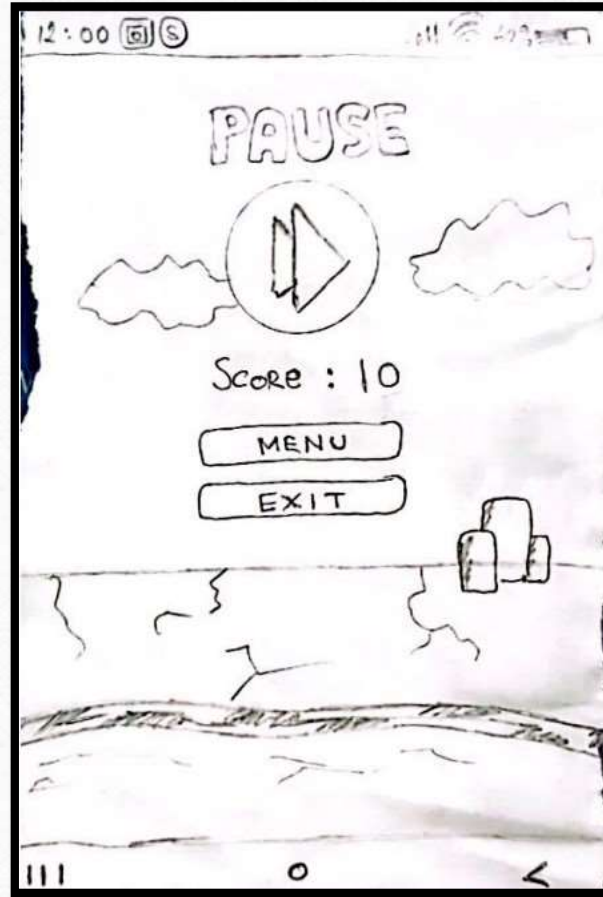
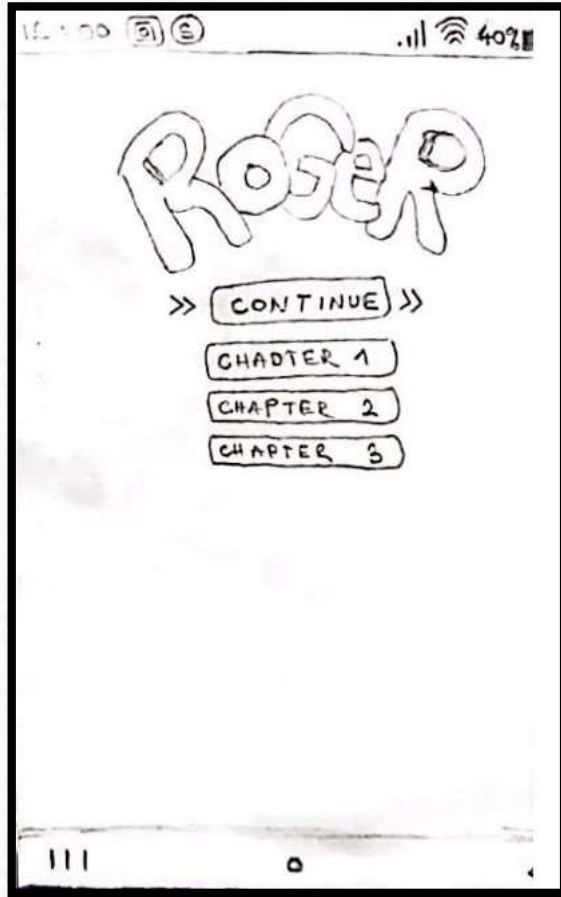


„Poor Financial System“



„Really simple Shopping List with no Rewarding items, with no actual purpose for it in the game.“

Fixes and Adjustments



Improvements

The Game now Feels very Satisfying for the User (Told from the App Testing) and has a rather unique twist to the Original game with Shopping System to fulfill Roger's Journey.



Game now consists of multiple new Blocks and Foods for the user to collect . There is a much better design for the Chapters (Levels) of the game and their Background. Each Level is comprised of a certain amount of Points so the user has a goal to reach while passing thru levels..



Our Application now presents a new Points System instead of a Shopping List where Roger will need to pass thru obstacles and collect Items/Foods to surpass the chapters and reach his goal. +Added a much more simplistic Main Menu with a simple navigation system.

Medium-Fi Prototype Task Flows

For the Medium-Fi Prototype we did not use any Wizard of Oz methods since everything worked as it is, there were little to no errors while testing out the application except some minor crashes. The app was made rather simply and nothing was hardcoded into the game.



Thank You! Cheers!

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