Clean and Green

BY DOUBLE ROOMIES

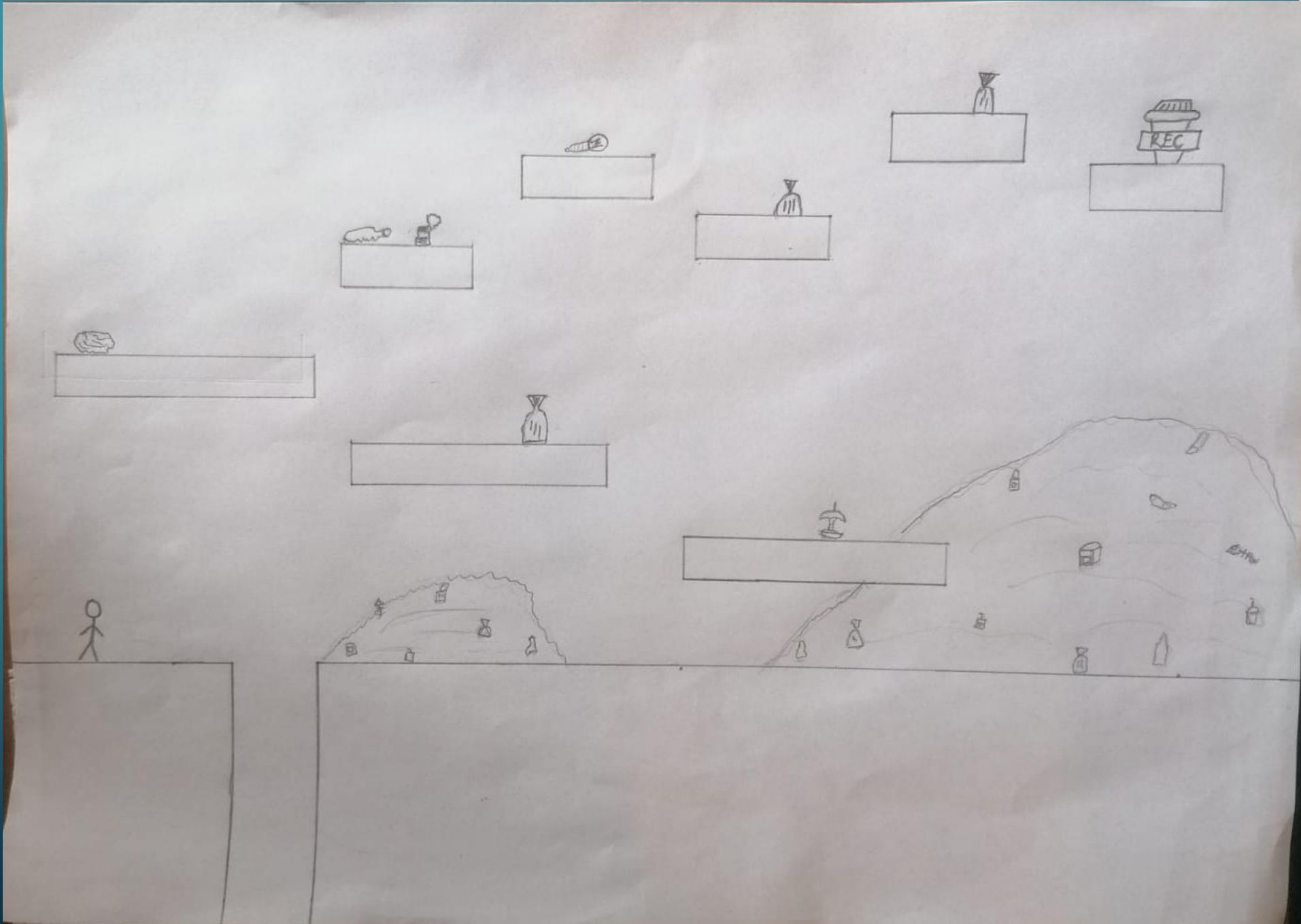# TEAM MEMBERS
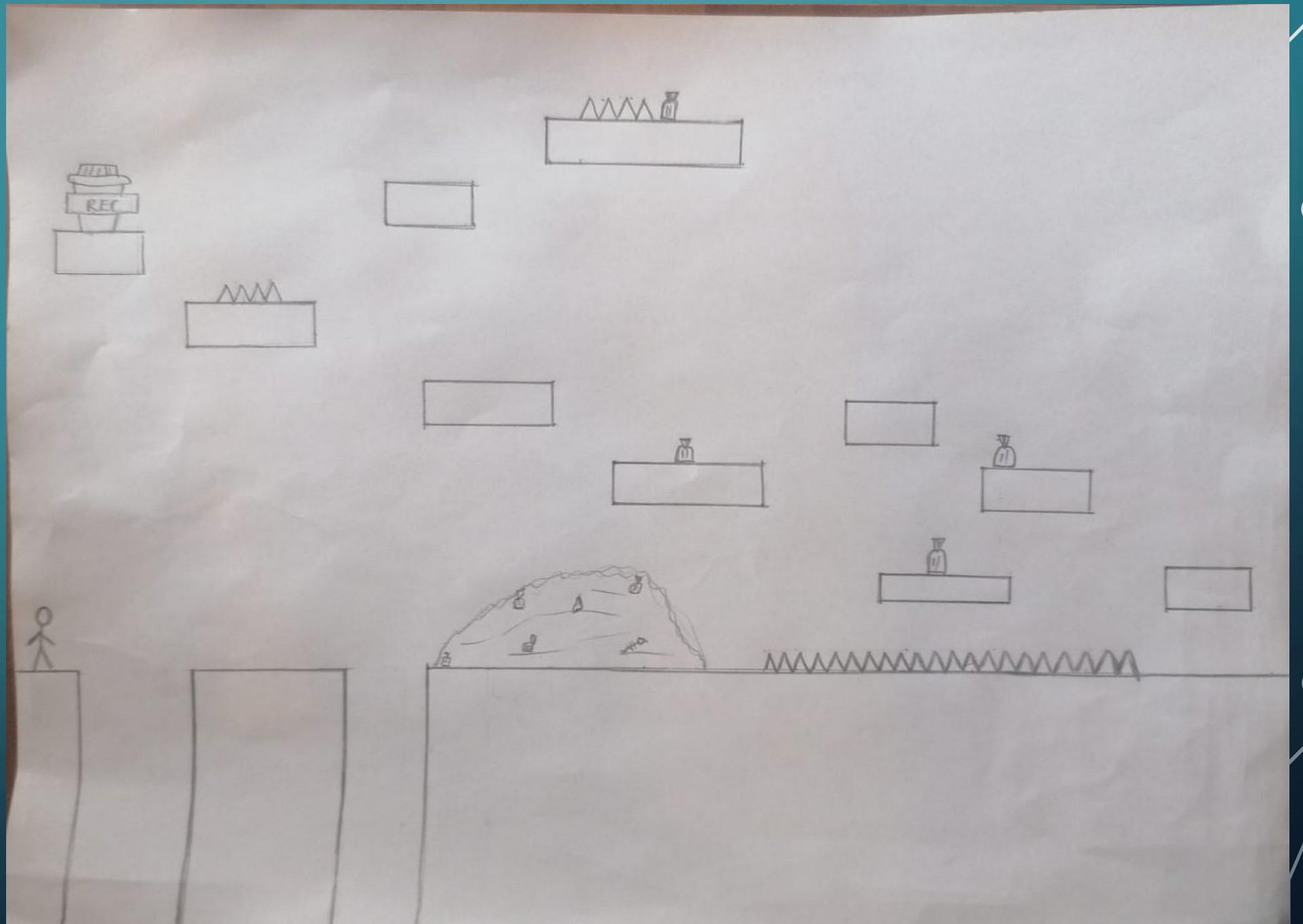
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- Value Proposition : "Acknowledging the importance of recycling"

- Game Overview: Environmental sustainability is a highly neglected in todays society, for that reason we developed a game to call attention to the importance of preserving our environment. Our game aims to highlight the significance of recycling and how it can save our world from pollution, global warming and other serious problems threatening our world.
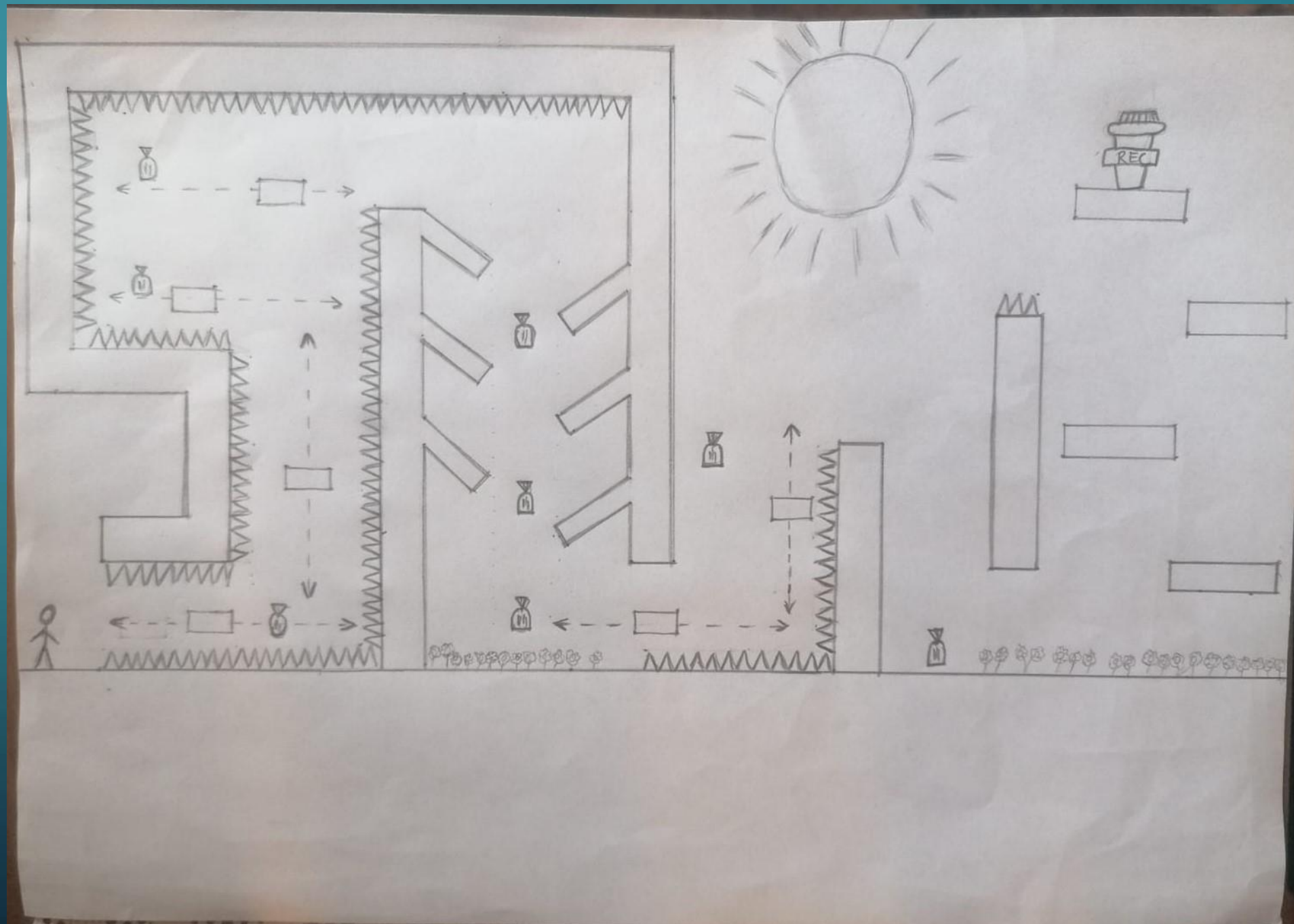
SKETCHES LEVEL 1

SKETCHES LEVEL 2

SKETCHES LEVEL 3

GAME VIDEO

- https://www.youtube.com/watch?v=9u4Mr0j1FyQ

- https://bits.buildboxworld.com/bits/a5f0b480-a518-4f83-8c92-1037a371abd7

GAME TESTING - METHODOLOGY

- We tested the game on 4 participants of ages 12(M), 24(F), and two 26(M)

- One participant 24(F) tested the game on a computer and the other three participants tested the game on a mobile phone. They weren't given an explanation before playing the game. And they gave us feedback that we used to improve the game mechanics.

GAME TESTING - CHANGES

- The participant 24(F) who tested using a computer had difficulties figuring out whether the jump was on the arrow keys or space bar – Later we added the jump button on the screen.

- The youngest participant 12(M) found the game boring and slow paced – We turned our focus on making the game nostalgic (Super Mario music) because our target audience is young adults since the game is designed to rase awareness for recycling.

- The two participants 26(M) couldn't identify the spikes because of the similar color to the background – We changed the shape and color of the spikes.

LIMITATIONS/TRADEOFFS

- Not all the garbage needs to be collected before finish the level because we weren't able to constrain the player to collect all of the garbage

- The design isn't the best looking because the good looking features required money, it was hard to find appealing pictures that were free

- Transition between levels was difficult to implement because after every level it takes you back to the start

- Buildbox approval is difficult to aqurie

WIZARD OF OZ AND HARD-CODED FEATURES

- No Wizard of Oz techniques were used

- Hard-coded features:

   - Counter for the collectables

   - Game over when character dies

   - Background music

   - End of levels and level transition