

Play in saving the world

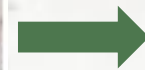
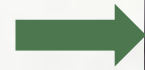
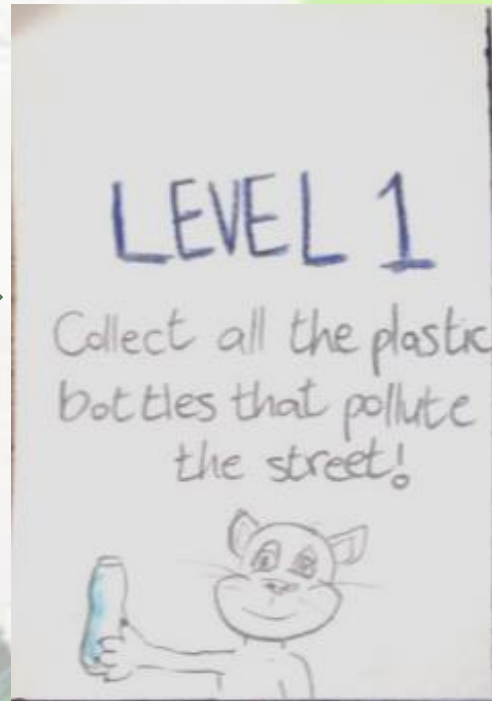
- Present: the TIGERS
- Luka Turk
- Đorđe Kremenović
- Noy Sekal
- Tal Hershkovitz



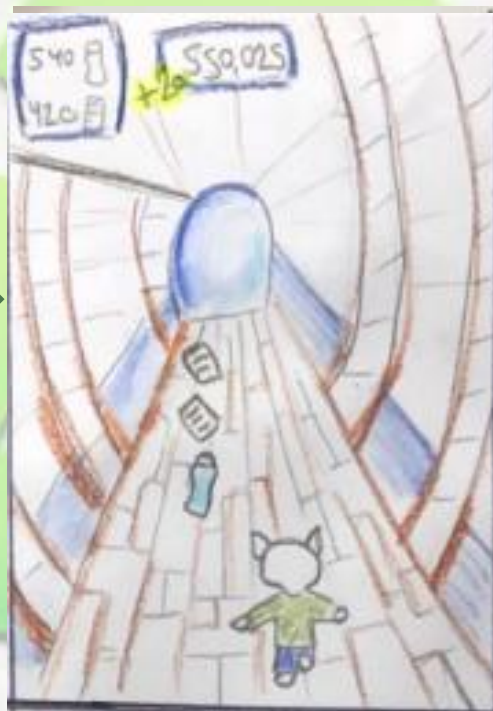
Value proposition

- Sustainability is “the long-term viability of a community, set of social institutions, or societal practice.”
- in Our game, we make you to be aware of the global problem and contribute your share.
- Educate for recycling ,awareness, being attentive to global issues and giving our part in the effort for a better world.
Show that recycling is a small effort to participate in something bigger.
- The game is for educating children in age 8 - 12 to recycle.

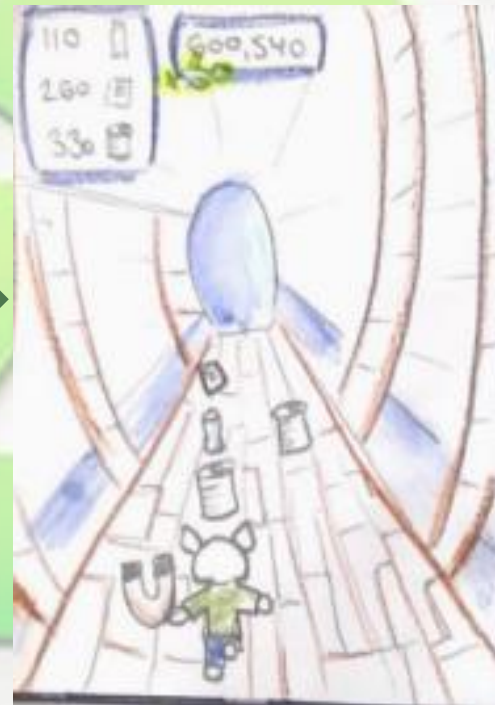
Sketches - Level 1



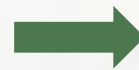
Sketches - Level 2



Sketches - Level 3



Sketches - Level 2



The Game

the game encourages the user to recycle by accumulating points by collecting materials for the recycling bin.

The game is made up of three different stages, according to difficulty.

First level -collect plastic bottles

Second level- collecting plastic bottles and paper

Third level- collecting plastic bottles, paper and metals.

During the game there will be incentives for the user that will give him more points and encourage him to recycle

Prototype video

- <https://www.youtube.com/watch?v=OSto4PDPrEk&feature=youtu.be>
- <https://bits.buildboxworld.com/bits/884cb770-7d0f-4179-89ba-4d749a38b45b>

prototype testing

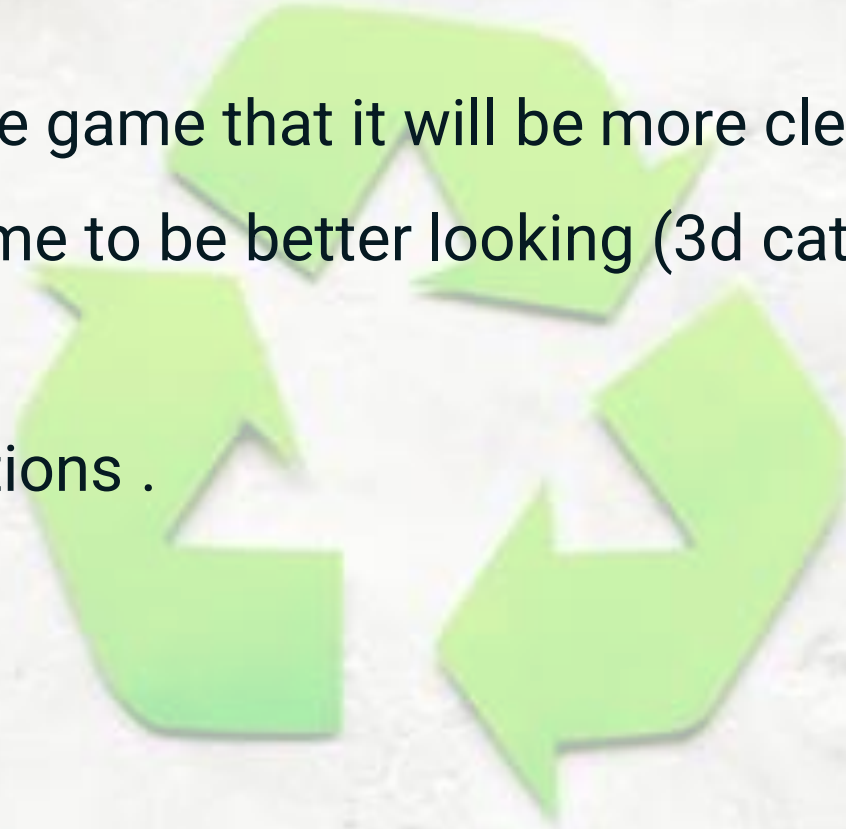
participants	Demographics	Environment	Procedure
Male/ Female (50/50)	26-28 years old	At home	There were 4 participants in our testing. Each of them followed the same demo and they were asked to do the same following three levels and collect plastic bottles

Testing feedback

- There are no colors and its difficult to distinguish the elements
- To do manual for the user how to play and how many points the user need to achieve in each level.
- Unclear game . The goal is not so clear.
- Level 3 is not difficult enough.

Improvements:

- We add pictures to the game that it will be more clear what the goal.
- change objects in game to be better looking (3d cat, trash)
- We add rewards.
- better motion animations .



Prototype overview

- Limitations:
 - we were blocker by buildbox free version.
- Wizard of Oz techniques:
 - not used .
- Hard Coded features:
 - obstacles are always on the same place.
 - images.
 - levels(only 3).



Thank you for your attention

