



# Bin Game

## Musical Sunset

Group 7



# Our Team

Alessandro Dodi (UP)

Hristijan Markovsky (UP)

Erez Babai (BGU)

Mirit Zelichonok (BGU)

# Value Proposition

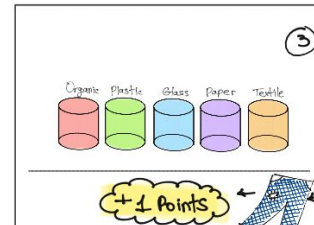
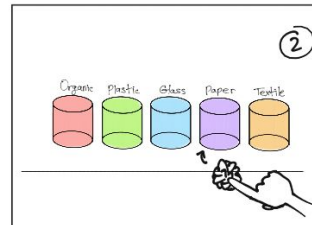
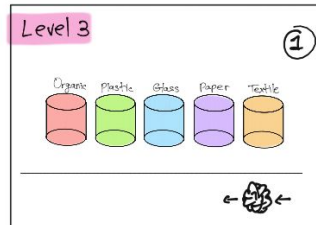
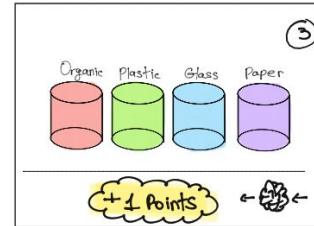
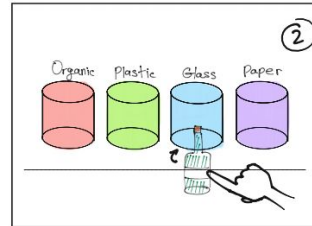
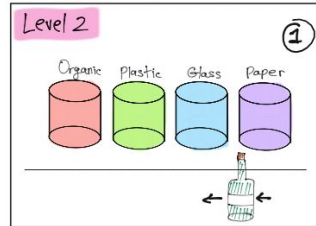
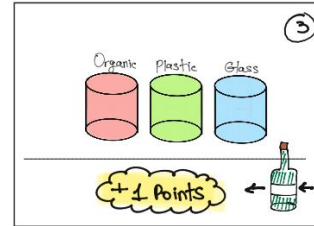
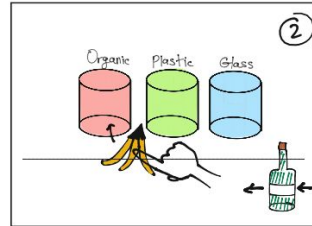
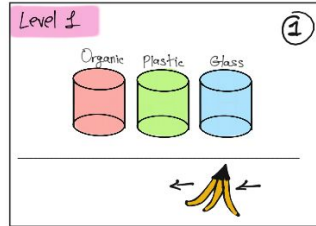
**The value proposition:** “Transfer the basic knowledge of how to recycle in an entertaining way”.

**The problem:** People don't know how to sort their garbage in the right way.

**The solution:** Teach the younger generation how to recycle and the emphasize the importance of it, in order to create a new, caring & greener generation.



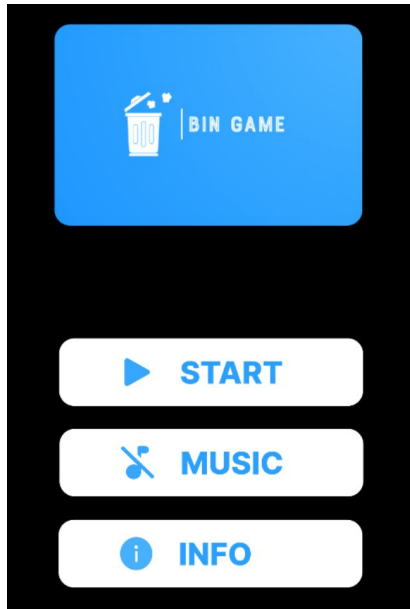
# Storyboard Sketches



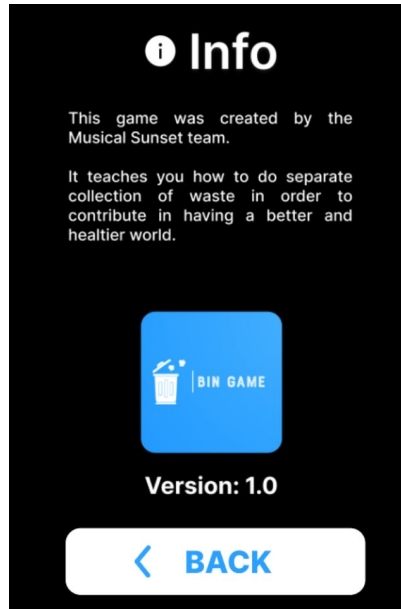


# The Game

## Main Screen



## Info Page



Link to our prototype video:  
<https://youtu.be/8Qn9y598bG0>

# The Game

Level 1



Level 2



Level 3



# The Game

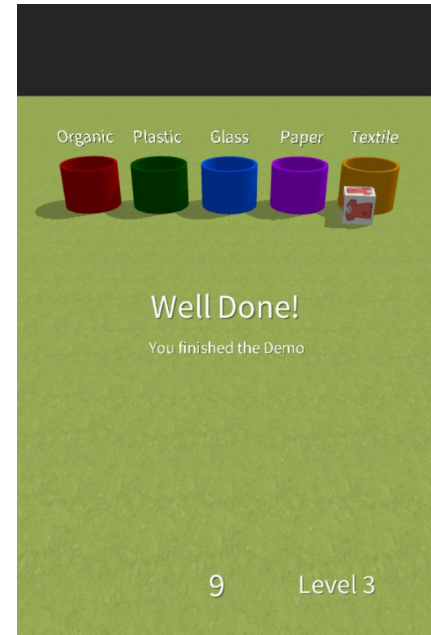
## Game Over

The game is over if:

- An object is thrown to the wrong bin
- The user hasn't thrown the object on time



## End Game





# Target Audience



## Smartphone owners

The app will be available in  
google play & app store

## Z Generation

Our goal is to make the  
recycling process accessible to  
the young generation

## Tik Tok Users

We will advertise our  
app via Tik Tok

## EU countries

These countries offer 5  
different recycle bins, as  
in our game



# Game Testing Methodology

**Recruitment:** 3 people from our game target audience that volunteered to participate in the prototype testing, our family members.

**Procedure:** We gave the volunteers to play the game for 5 min each, and then we asked them to rate the game between 1-5 and give us their notes.





# Game Testing Findings

<b>Retry button</b>	Participants were complaining that a retry button is missing when the game is over, so we added one.
<b>Touch</b>	The touch in the game isn't smooth enough, so we slowed the speed of the moving items.
<b>Object recognition</b>	Sometimes it's hard to recognise which object we are facing.
<b>Languages</b>	We need to offer the game in various languages

# Prototype Overview



## Buildbox Limitations

1. All the objects in the shape of a square.
2. The touch isn't as smooth as we wanted it to be.



## Wizard of Oz

We didn't use any Wizard of Oz technics.



## Hard Coded Features

1. The order of the coming items
2. The speed of the moving items

**Thank you!**  
**Any Questions?**

