

A collage on a brown corrugated cardboard background featuring various recycling-related icons: a newspaper, a soda can, a milk carton, a recycling bin, and abstract organic shapes, all surrounded by small green leaves.

RecycleIt

Sababa group

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Value Proposition

- RecycleIt is an enjoyable waste sorting game to help you learn how about disposal and recycling.
- The more you play, the more you'll learn how to keep our earth clean!



Game Overview

01

Sorting

In each level, players will collect different trash items according to different litter categories. If the trash collected matches the category group, the player will gain points.

02

Level Sequence

If 10 items are collected, the player will move to the next level. On the other hand, if a wrong item is collected the player will fail the level and will have to repeat the level.

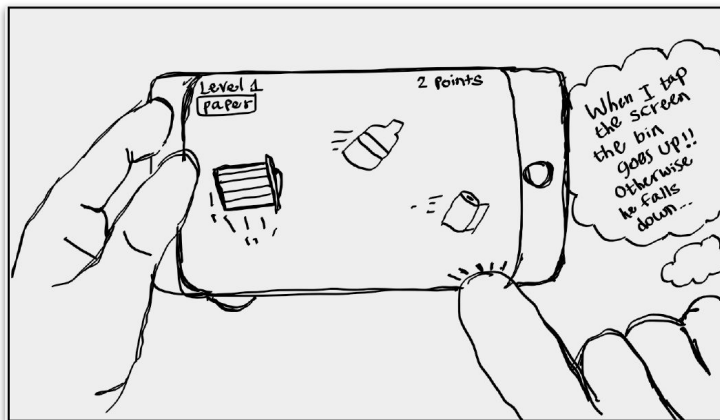
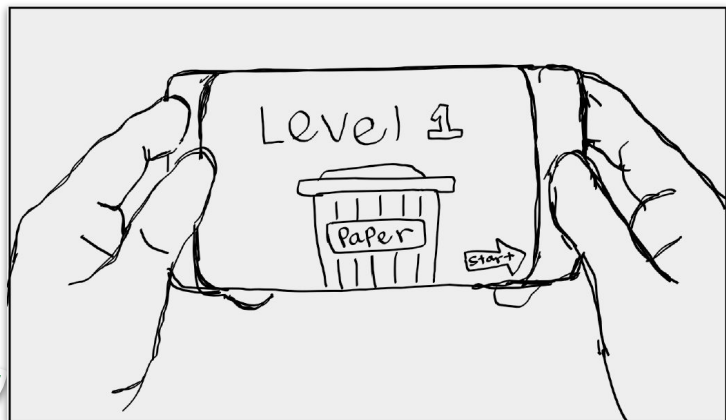
03

Speed

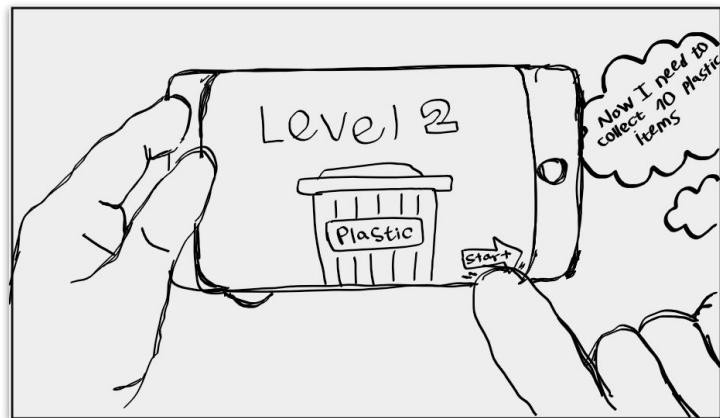
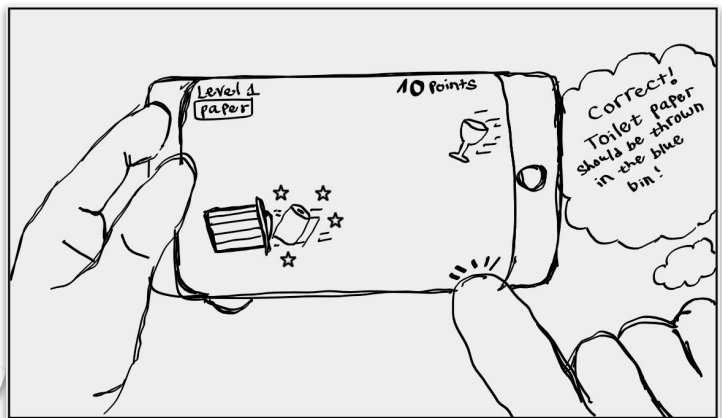
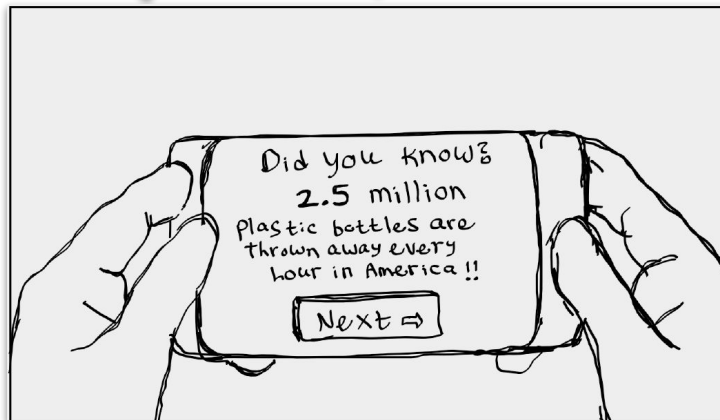
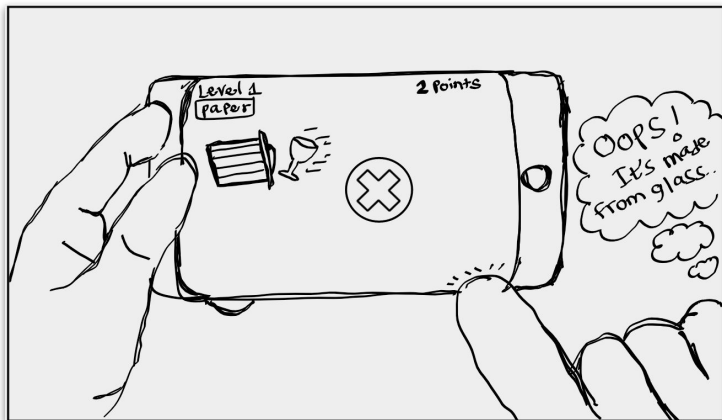
The speed increases as the level raises. The trash collector is moving fast, so the player needs to be quick and earn as many points as possible in the game.

Sketches





Sketches



Sketches

The Game



<https://bits.buildboxworld.com/bits/c4b34c65-9c38-4007-b0f2-e4775870e72f>

Game Testing methodology

- ❑ Target group of people ranged from 9-16.
- ❑ Recruited four participants in order to test our game. We choose participants from different age ranges: 10, 12, 15, 16 and the level of knowledge about recycling differed among them.
- ❑ Presented a short brief of the game, explained the aim of the testing and demonstrated a game sequence.



Game Testing methodology

- ❑ Each participant was asked to play the three levels and give feedback afterwards.
- ❑ Wrote notes of informal critical incidents and moves during the game in order to be analyzed later.
- ❑ At the end of the session, we asked the participants to rate the game using a general grade and specify what can be improved



Game Testing Findings

Learned	Improved
The speed was too fast for some players, so they felt frustrated	Changed the speed for all levels
Some facts displayed were long and took too much time to read	Shortened facts, while preserving their value
Multiple feedback about color contrast	Changed the background of screens and game
Written instructions were not unclear	Changed written instructions, more user friendly

Prototype Overview



Reduction

Excluded functionalities and reduced the number of assets due to the limitations of the program and time constraints



Limiting

Buildbox was limiting in the game concepts and templates offered



Wizard of Oz

No Wizard of Oz techniques were used

Prototype Overview

**Hard coded
features**

- Level progression-sequential
- Level Speed- increases at each level
- Character and Object selection in the game



THANKS!

SABABA Group

