



SUSTAINABILITY

(keeping the beaches clean)

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SUBJECT OVERVIEW

1

Goal: Through the game remind people how important it is to keep the nature clean

2

Target audience: Everyone! - Since the topic is important for the recent and future audience.

3

Trying to consider all three pillars: environmental, economic and social.

This is the BEST GROUP in this course for sure!



Recycling

GENERAL IDEA

1 In order to achieve the goal of making our users aware of the damages that can be caused by inattentiveness when it comes to taking care of our planet. One of the top principles in sustainability is the reduction of waste.

2 In our game, the character walks down the beach in different scenarios and tries to deal with the litter left behind or tries to not be the one to cause the beach to be even more polluted. With this game, we hope to raise awareness to simple things such as making sure you take an extra step to leave behind nature as it was or even cleaner.

LEVEL SELECTION

EASY

- Jumping motion to avoid overfilling the trash bins

MEDIUM

- New pattern
- Avoiding obstacles by moving left and right

DIFFICULT

- Previous level pattern +
- Using jumping motions as well as moving left to right in the air



**DESIGN
EXPLORATION**

BRAINSTORMING



Brainstorming

Summer is coming up!
I can't wait to go to the beach

Me too! But the beach is always full of trash

Maybe we could create a game that will remind people of importance of keeping the beach clean!

IN GAME

MAIN PAGE &
LEVEL 1



main menu

level selection

EASY

Medium

Hard

Easy level

player

Allowing user to select what level they want to play at
-The higher the level → the higher the difficulty

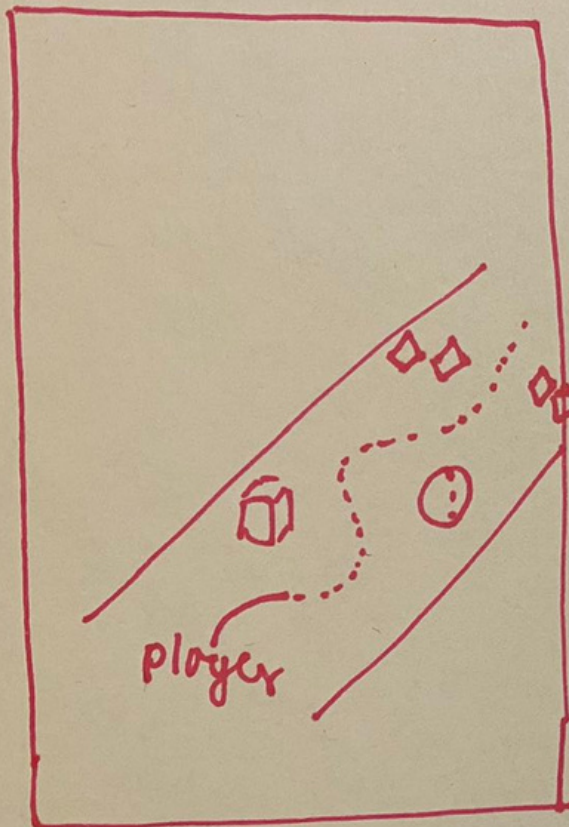
Avoiding the obstacles (full trashcans) by jumping over them to continue playing the game
- in case of colliding the play is over

IN GAME

LEVEL 2



Medium level



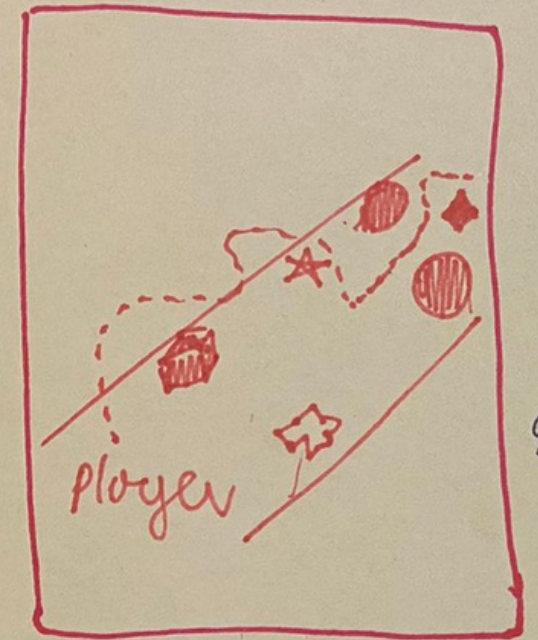
Upgrading the previous level by introducing more versatile group of obstacles as well as giving the player more control by enabling them to move side to side

IN GAME

LEVEL 3



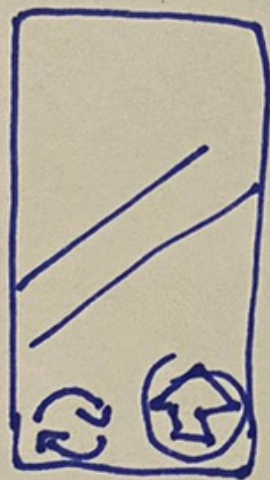
Hard level



Using the same setup as medium level we've added more movement options - combining jumping and moving side to side as well as solving see stars all while the moving speed keeps increasing

Additional things on every level

From every level the player should be able to reload that level or go to the main page and change the level!



Sequencing Game

The goal and process of each level

1

Avoiding obstacles with up and down movement the goal of the level is to avoid touching any trash

Level 1

2

Avoiding obstacles with left and right movement the goal of the level is similar to the previous one but with the different type of action

Level 2

3

Avoiding obstacles with both movement types, the goal is to reach the end of the road while saving the sea stars

Level 3

Game Overview



Main Menu



Pop-Up Screen



In-Game Experience

In case of hitting
the obstacle



Game Over



Click on the link bellow
to aces the introduction
gameplay video!

[CLICK HERE!](#)



TESTING AND OVERVIEW

GAME TESTING

HOW DID IT GO?

- Participants were presented an explanation of how the game is played and the general idea of the project.
- Participants were asked to play through the whole game until they completed it successfully.
- Participant moves were marked to make sure there were no confusing stages.
- Participant were asked to give a rating for the game and a general opinion on how we can improve it.



The objections were:

1



Not the best eye-catching design.

2



"Why can't we jump?"

3



Not all goals were clearly explained

4



Why avoid good items?

All items above are considered while improving.

PROBLEMS, SOLUTIONS, CHANGES

Done after research, testing, exploring and prototype overview

1

The general idea of putting trash cans was removed.

2

Considered confusion of avoiding usually "pickable" items

3

Tried to make the interface nicer and easier to use without too much added explanation

4

Tried to incorporate objects that fit the theme more.

THANK YOU FOR LISTENING

The Best Group

