DES621a

Creative Visualization

Lecturer : **Koumudi P. Patil**

Trouble In Flatland

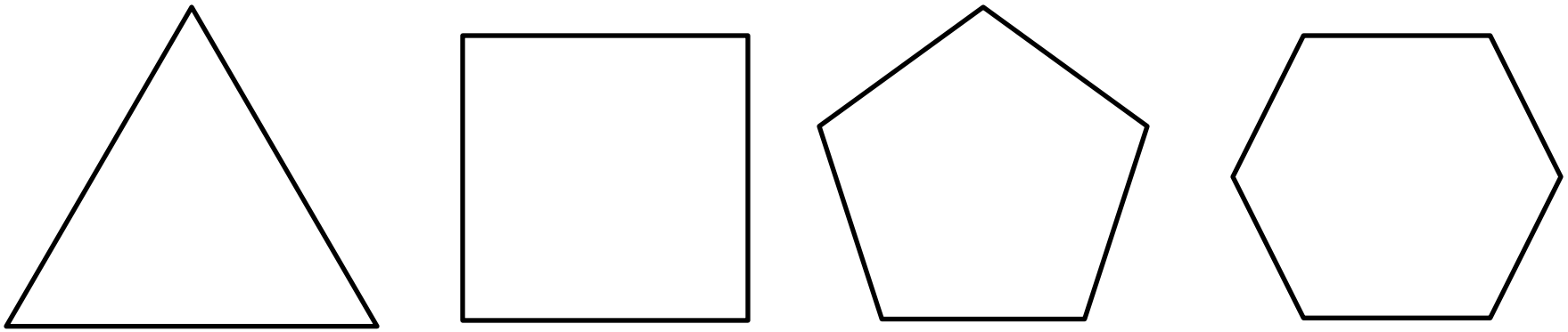
Offline

Game Design:
By Rahul

Target User

This game has been designed mainly for 3rd to 5th grade students to create an understanding of geometry.

Geometric shapes :



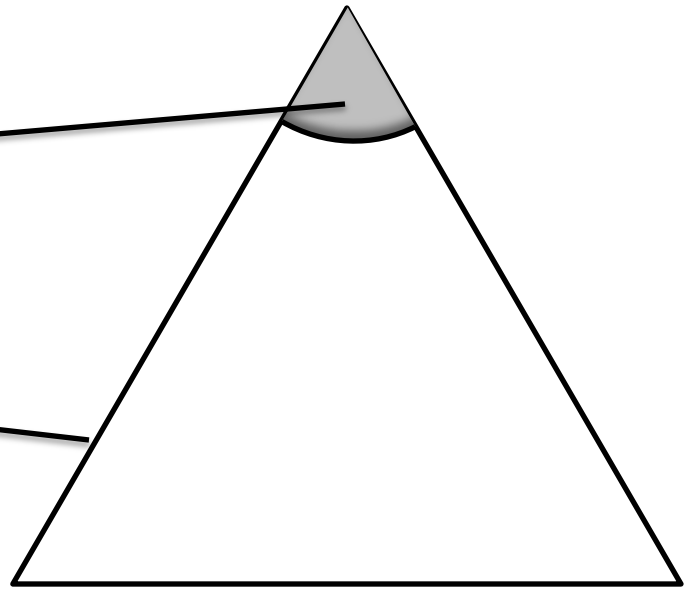
Triangle **Square** **Pentagon** **Hexagon**

Target User

This game has been designed mainly for 3rd grade students to create an understanding of geometry.

Geometric measurements :

- Angles
- Number of sides



Triangle

Collaboration amongst players

In the game players have to reach each other so they collaborate in following ways :

- Players of a team have to decide a *meeting point* or *path of approach* so that they can meet with least numbers of steps.
- The players can *communicate* with other. This may be for path they should take or advice of how one can use his dots.

Increasing levels of challenge

Levels of challenge increases as number of team members increases

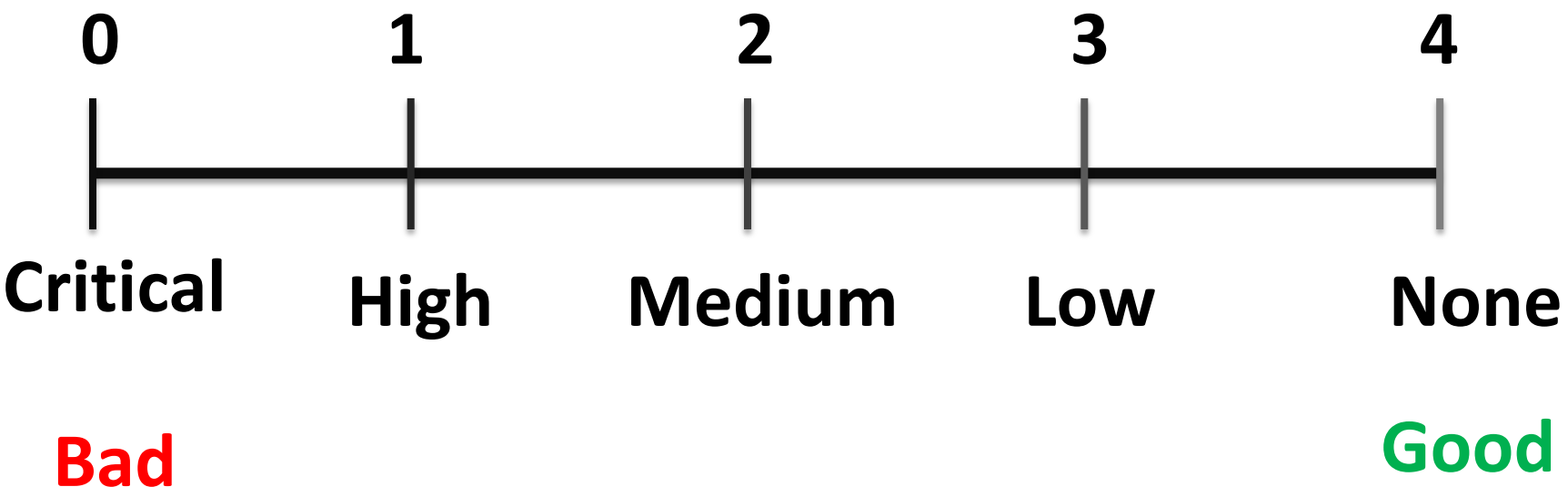
Rules of the game

Rules can be seen in the Second slide

“*Rahul_12530_DES621a_Game_rule_book.pdf*”

Evaluation of performance

Rating is given on the scale of 5, 0 to 4 :



Evaluation of performance

Learnability

Considering the target user, it would be little difficult for a 3rd grade user to learn the game easily.

Concept of orientation or angle might seem vague for the target user.

Points :2

Evaluation of performance

Memorability

The rules are a little hard to keep memorized

User might forget some of the rules and strategies after a period of time

Points : 3

Evaluation of performance

Errors

Case of Error would come mainly in keeping the orientation of the players chip. These chips might get disoriented by cheating.

Recovering from this error is possible if users keep track of other's chip so that so cheating happen.

Points : 1

Evaluation of performance

Efficiency

After knowing and practicing the rules of the game if is quite easy for the user to play

Only time taken would be in thinking and discussing the moves

Points : 4

Evaluation of performance

Usability analysis

Heuristic Evaluation

	Points
Visibility of system status	3
Match between system and the real world	2
Consistency and standards	2
Error prevention	1
Recognition rather than recall	2
Flexibility and efficiency of use	3
Aesthetic and minimalist design	1
Help and documentation	4

That’s all