

# Blohb

Module 7: Interactive Design

by

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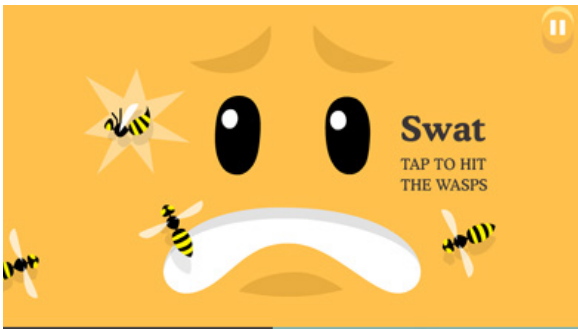
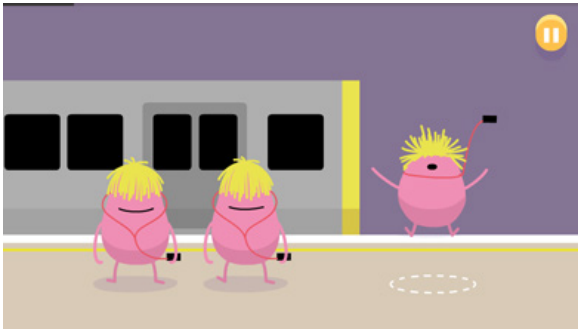
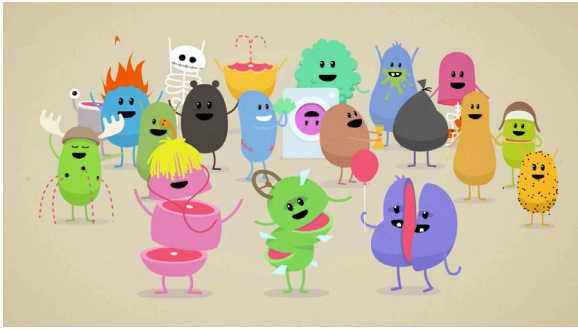
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## Stress relief apps/games Inspirations

Our inspiration has begun from a particular app game, Dump ways to Die.

This is a game where the user tries to collect all the dumb characters for the train station, by pass all the 15 mini-games to unlock the famous music video.



## Stress relief apps/games Inspirations

As a group we looked up for different styles and games to form the style of our game. We decided to put our minds on the game app, Where is my Water, Swampy?

Solid colours has been used for the game, even highlights to show shadows.



*“Sometimes the most important thing in a whole day is the rest we take between two breaths.”*

*- Ety Hillesum -*

As a group, we must create a stress-relieving app ideal for students to spend some time that may have in between.

The user is an aquatic animal, and will travel through the sea bottom, through little adventures and meet several other characters.

1

**PLAY  
MUSIC**



2



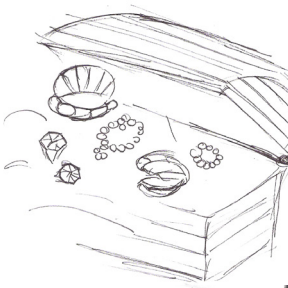
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popping  
bubbles  
to clear  
screen  
and  
continue

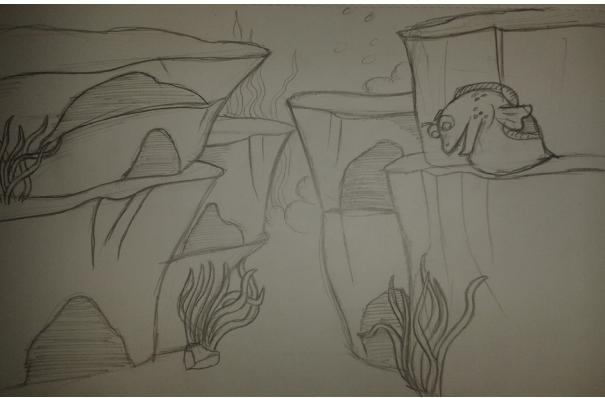
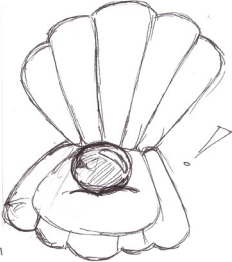


4

whale passes by, creating  
bubbles with current + blows



Tap the 5 notes when  
according to  
they light up to  
open the clam



## The 10 mini games

Whale passes, creates bubbles - Bursting Bubbles - to clear screen and continue

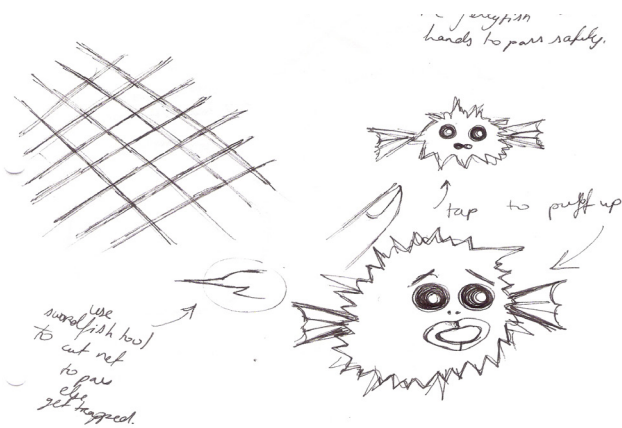
Treasure Chest - Take out the jewelry without getting snapped by clams

Pearl Clam - Tap 1 of the 5 buttons which lights up composing whale noise and opening clam

Passing through a cave - Close the eel hiding holes with grass so you pass safely



Jelly fish - open jellyfish's tentacles to pass through, be careful not to have a shock with its' tentacles



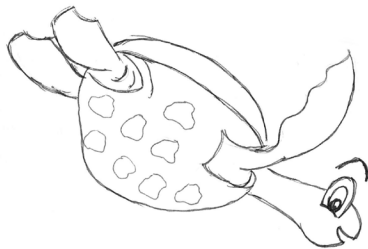
Fisherman's net - tear apart the net to get through it or else you will get trapped

Puffer fish - tap it many times to make the fish puff up until float.

Race with other seahorses, tap to run faster



Dolphin - tilt to change direction and pass through the loops



Sea turtles - click on the jellyfish only to be eaten (there will be other objects ie: plastic bags)



## Design Idea

The game will be built in separate levels of which transitions are not immediate; this means that the flow is continuous, however the activities are still separate.

The first steps taken were to create something original; the user may be underwater; however there will be elements from both air and land, which will create that unusual twist in the game.

The user does not die and start from the beginning – if he fails to pass the mini game he will start from it again. This game is intended to be completely fun to play with no goals as such, except to relax.



## Why will it work?

Calming underwater sound effects and music are very relaxing and the flow goes on continuously so there is no tedious waiting for the loading of the next level.

The colours will mostly be blues and greens, which are very relaxing on the eyes with casual fun pops of colour, which may also catch the attention of the user and also create a diversion from the main palette which if used constantly may end up looking boring.

The game is very user interactive; it is based on experience: the environment is coming towards the user and even the characters will affect the user; he/she has to decide which action to take through either tapping or tilting the screen.



## Possible problems & constraints

For every task in the whole assignment we must follow a deadline to guide us well till the end.

Theme - Sometimes choosing the theme might be the main limitation, however themes are revealed at the beginning. To come up with a theme we did brain storming, moodboards, concept boards and sketches.

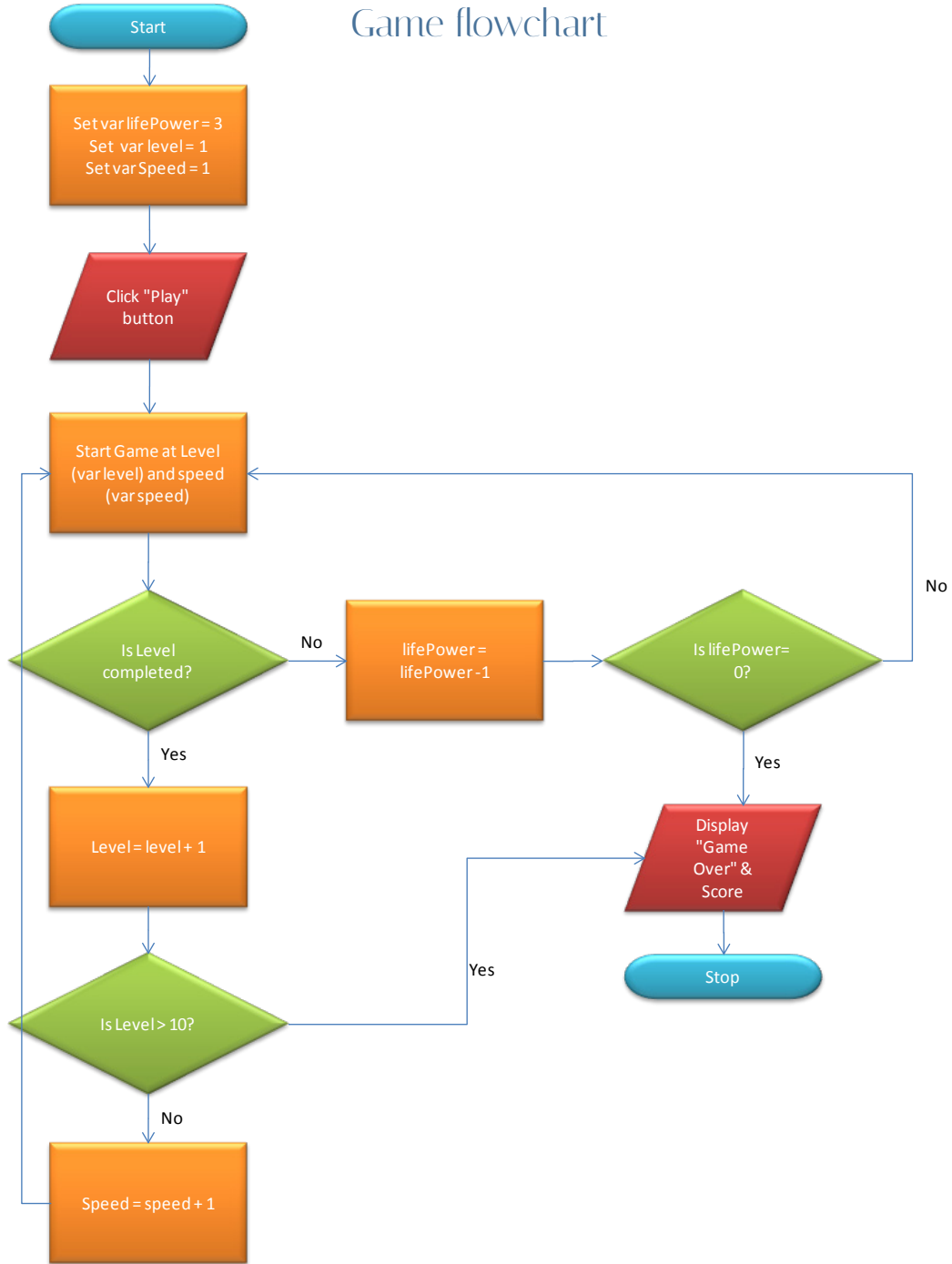
Time - is always a limitation thus time forces the team to come up with a plan and stick to it throughout the event. We planned the game and the work distribution for each member:

Team - Working in a team means that we have to juggle the strengths and weaknesses of each member:

Tools - Refers to the type of software we will be using. We adapted the following software for our 2D game; Unity, Construct.



# Game flowchart



### Testing Methods:

This app will be tested on Android phone and tablet

A focus group of 5 people from different scholastic environments will be gathered to test the effects of the game on the user. First they will be given the chance to play the game and then answer a brief questionnaire.



### Division of work

- Concept Developer – Lindsay Aquilina
- Concept art – ALL
- Designer/Photoshop – Jacqueline Muscat, Roberta Scerri, Lindsay Aquilina
- User Interface Designer – Claire Marie Borg
- Programmer/Developer – Christine Borg, Jacqueline Muscat
- Tester – Christine Borg, Jacqueline Muscat
- Animation – Clayton Spiteri, Roberta Scerri, Claire Marie Borg
- Sound research + sound editing + sound effects – Roberta Scerri

## References

<http://gamedev.tutsplus.com/articles/business-articles/constraints-are-an-essential-aspect-of-game-development/>

The End