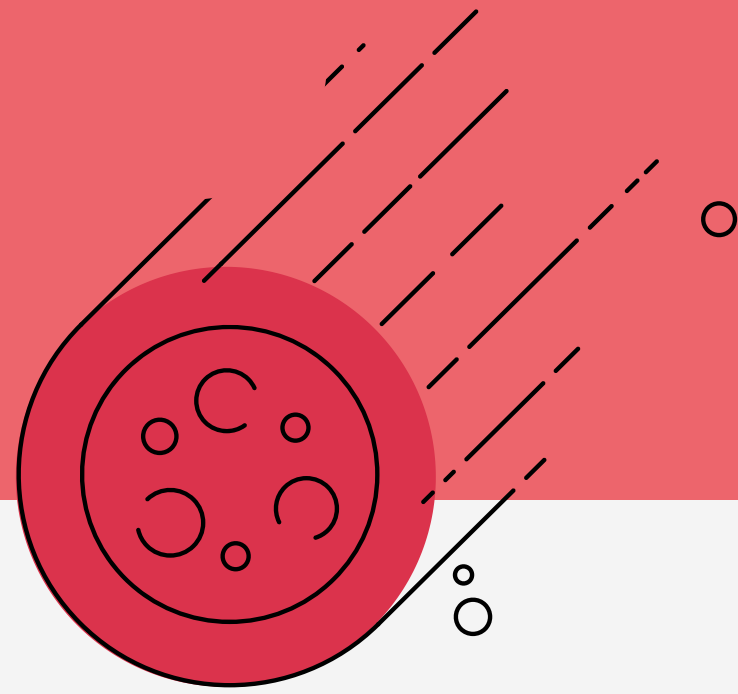




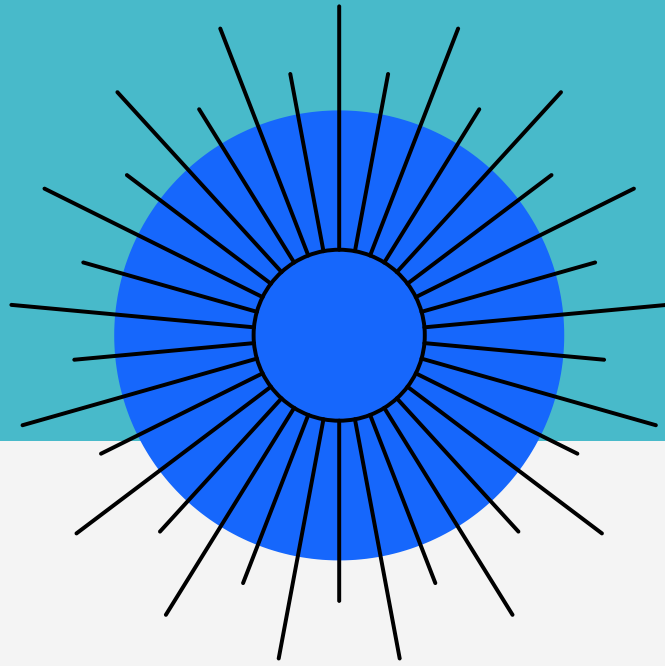
Ang Jia Ying  
Chi Ziheng  
Xie Peining  
Yeo Ying Xuan

# INSPIRATION



- 1 Games in the current market focus too much on entertainment
- 2 Lack of proper educational exposure on visual proficiency
- 3 Insufficient entertainment options engaging people across age groups

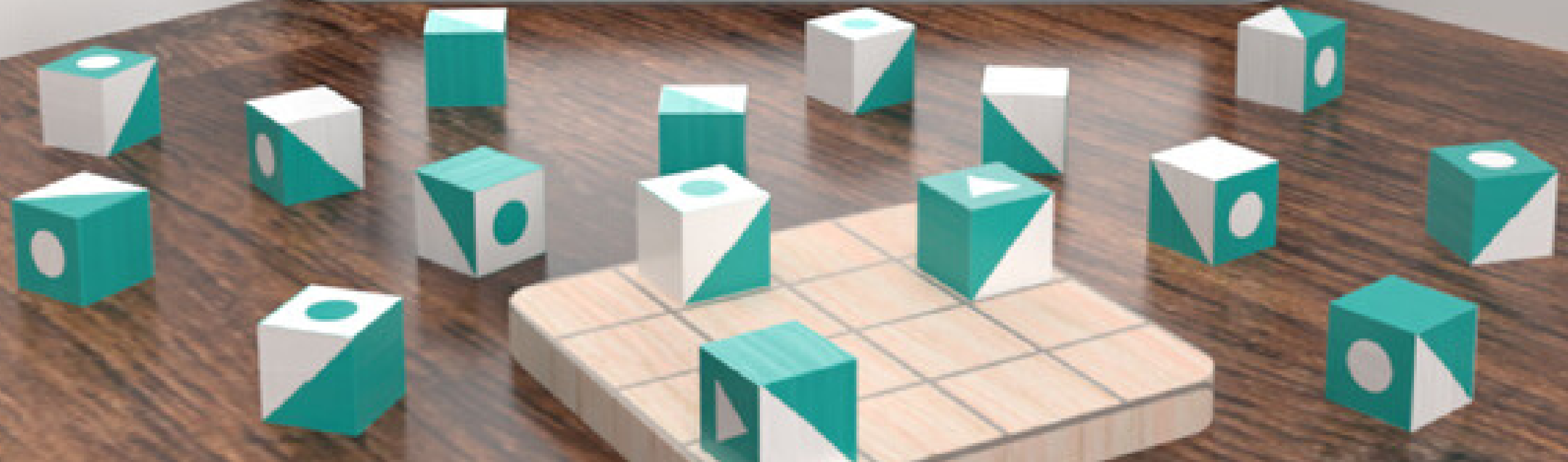
# MISSION



1 Device an educational game without compromising entertainment

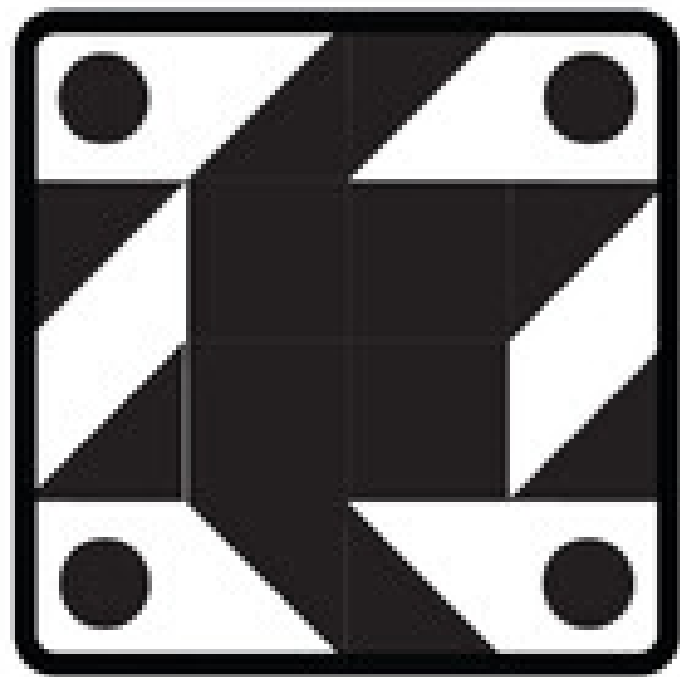
2 Playable for everyone from all walks of life

3 Provide various game modes and options to accommodate to players' needs



# GAME MODES

## Beginner 1 & 2



## Novice

DECIPHER THE FOLLOWING:

TOP



BOTTOM















SIDES




## Expert

FOLLOW THE INSTRUCTIONS:

- 1 Place  at B2
- 2 Place  at 2 steps to the bottom right of 
- 3 Reflect  horizontally
- 4 Reflect  vertically
- 5  is to the bottom of 
- 6 Make pattern symmetrical
- 7 If  is to the top right of  , place  subtract  at C1  
Else, place  at C1

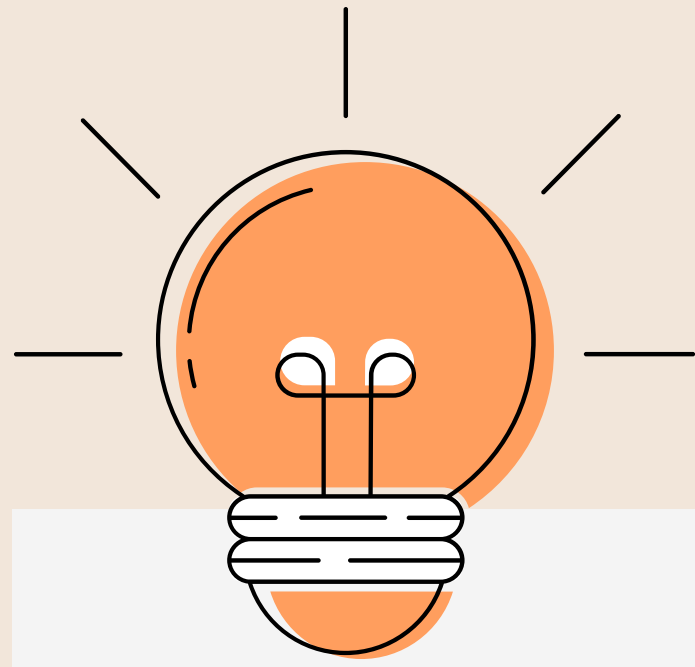


**GAME DEMONSTRATION**



**Viz-Wiz**  
**Design Journey**





# DESIGN PHASES

## IDEATION

- 1**
  - Skillset Research
  - Scenario Analysis

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## CONCEPTUALISATION

- 2**
  - Hardware vs Software
  - Difficulty Levels and Scoring System

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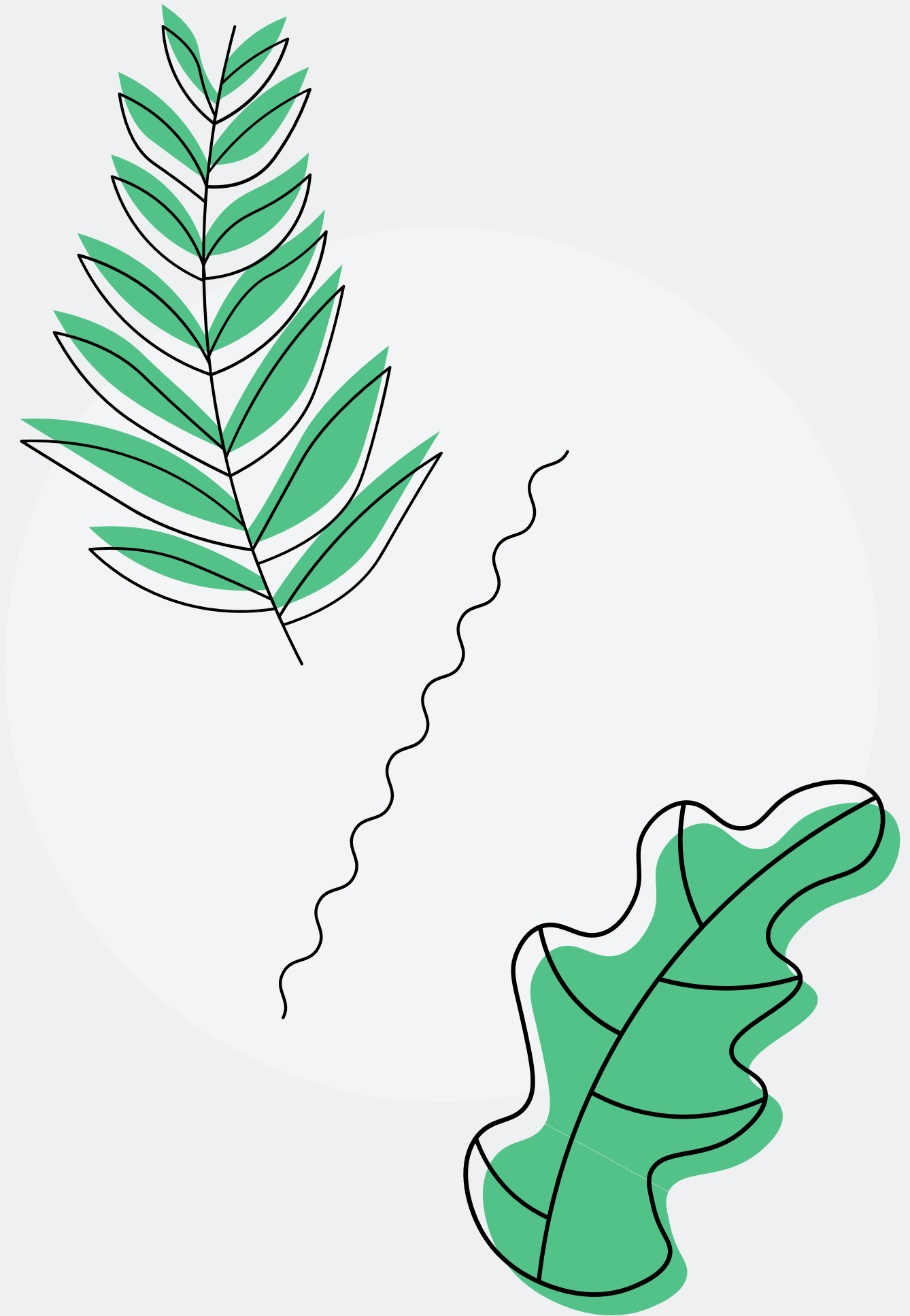
## PROTOTYPING

- 3**
  - Hardware : Game Cubes, Loophole Checking
  - Software : UI/UX for Game Play, Leaderboard

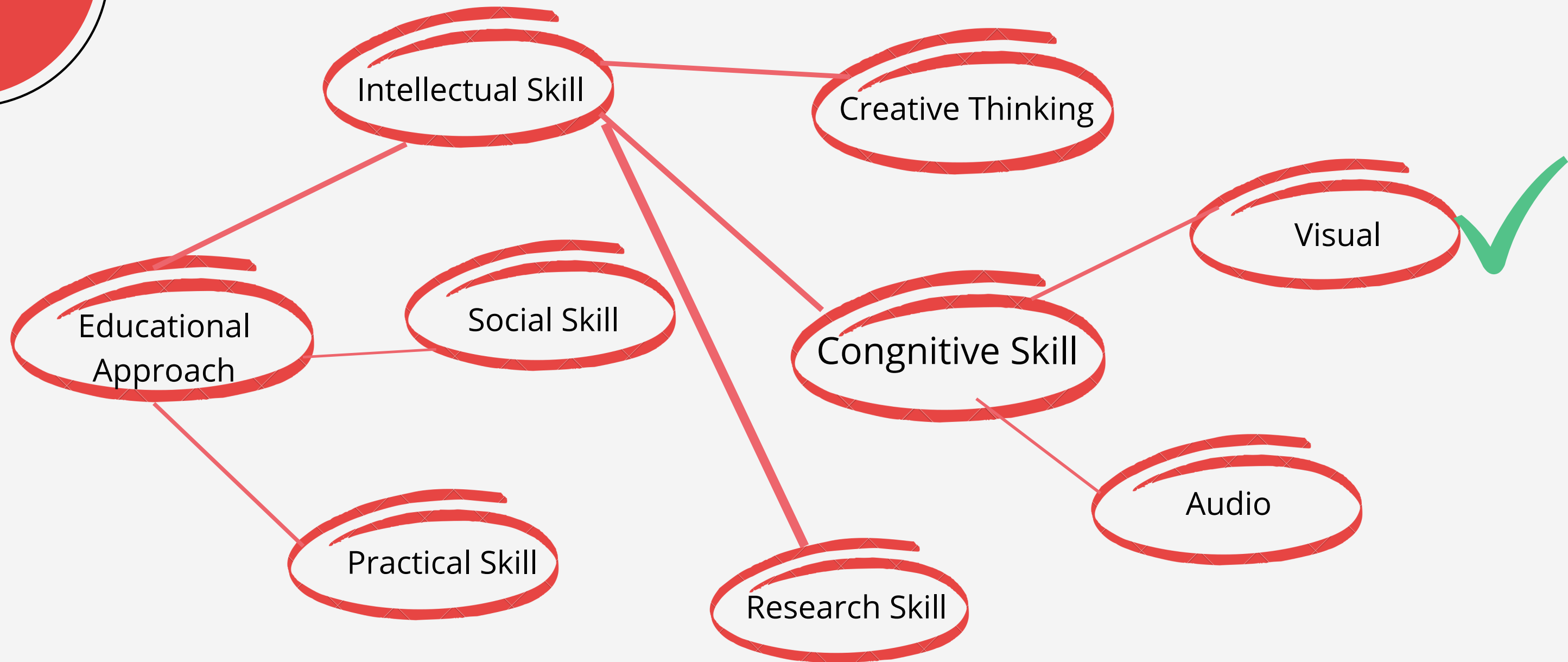


# GAME IDEATION

Skills Selection & Scenario Analysis



# SKILL SELECTION



By breaking down different skills, visual proficiency was chosen as the targeted skill

# PLAY SCENARIO

Simulate the game process and map out possible actions of users



Player Cheats

Discovers Incorrect Solution

Parent Teaches Child

Missing Game Pieces

Players of Equal Capability Play

# GAME CONCEPTUALISATION



Hybrid  
Hardware +  
Software Game

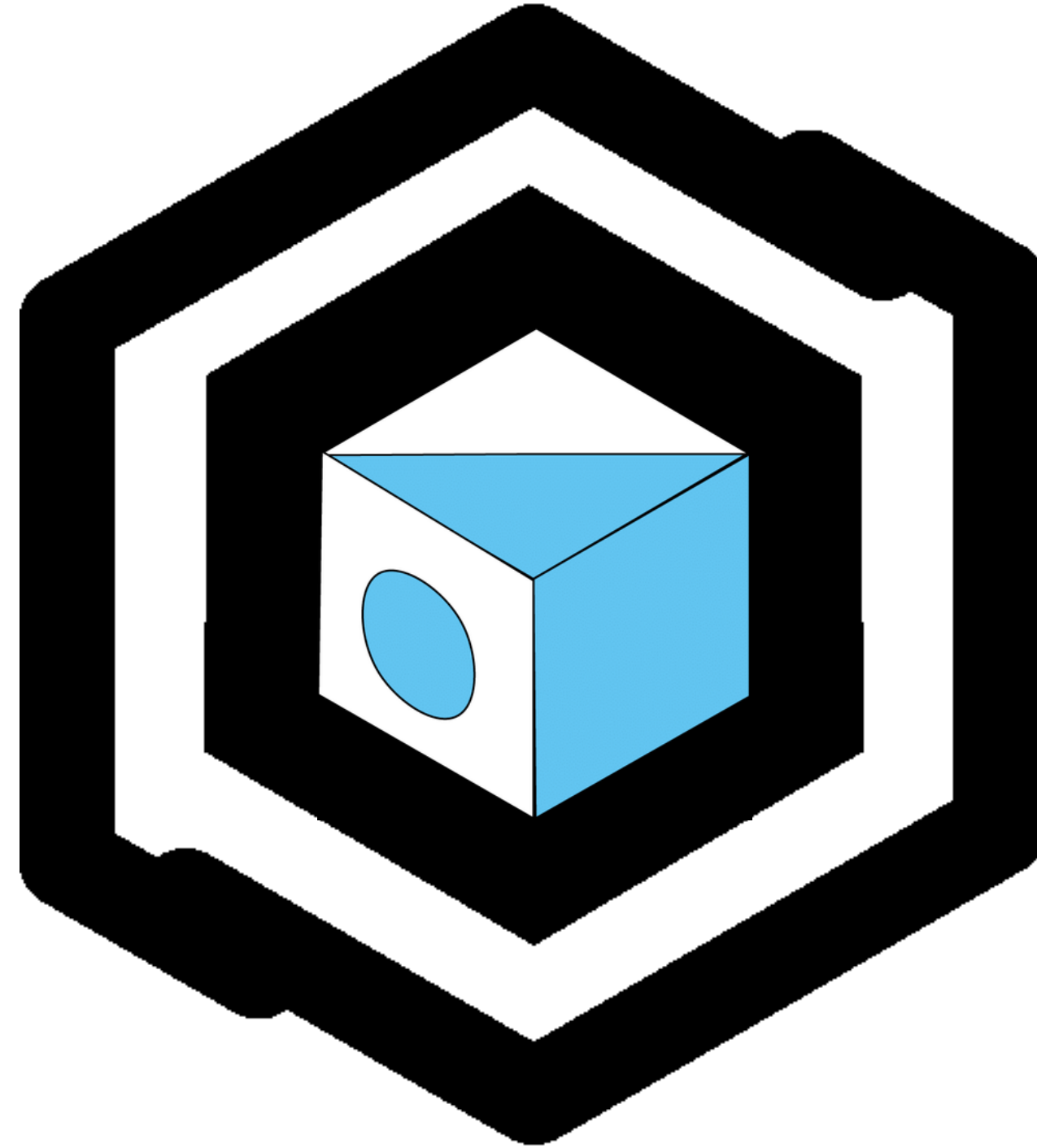
To maximise user-friendliness across  
all ages

4  
Difficulty Levels

Accommodate to all players' existing  
visual proficiency ability

Varied  
Scoring System

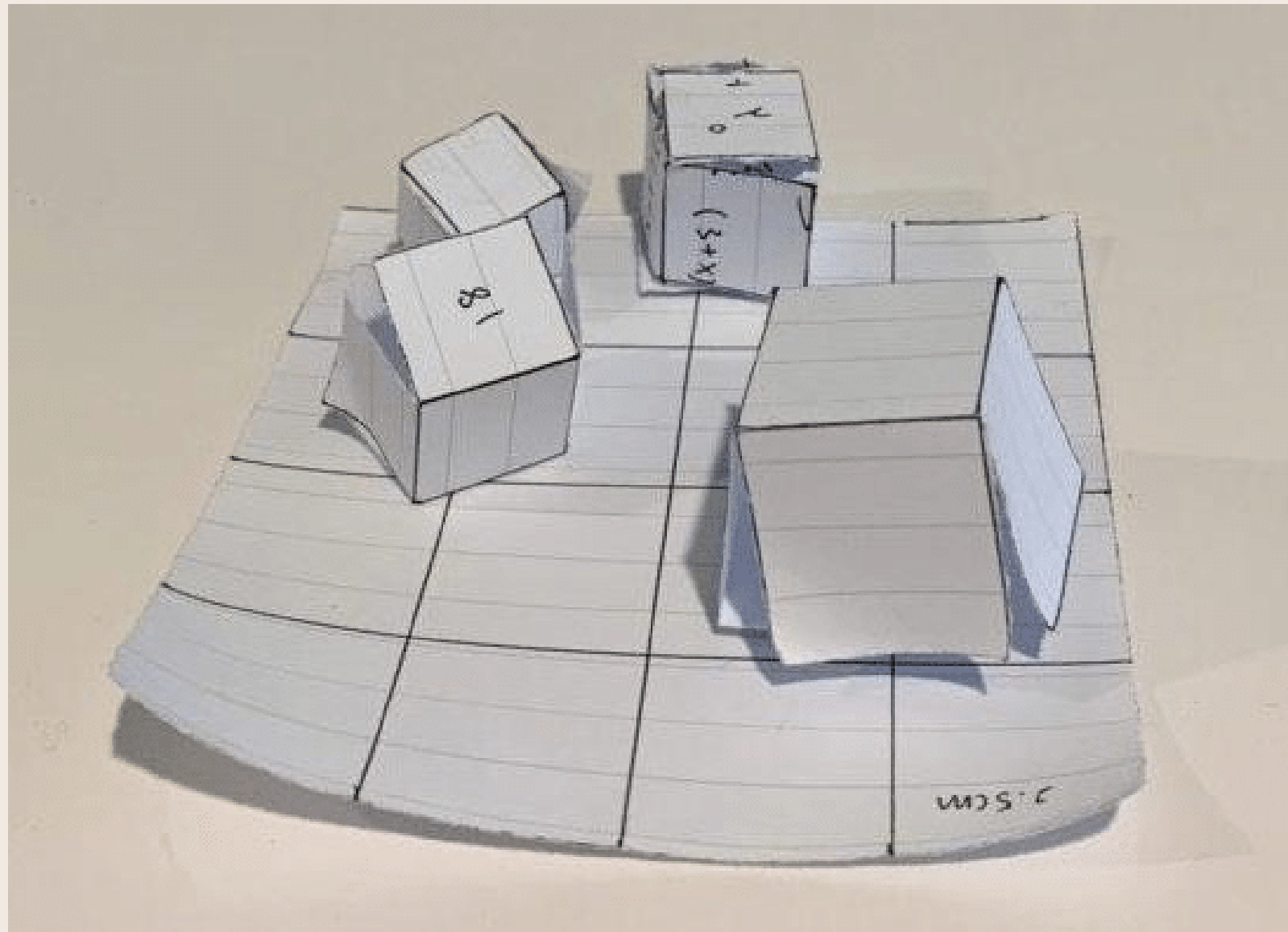
Train targeted skillsets +  
competitive + encourage  
continued play



# **GAME PROTOTYPE**

Hardware & Software Design Considerations

# HARDWARE | CUBES



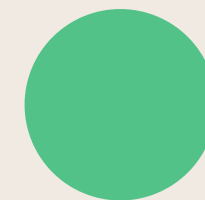
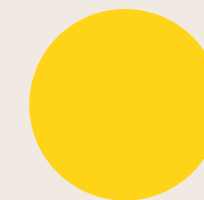
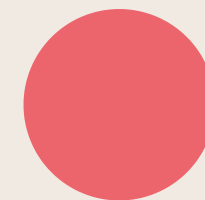
**Size of cubes : 25 mm**

- Perfect size for all age groups

**Material : Balsa Wood**

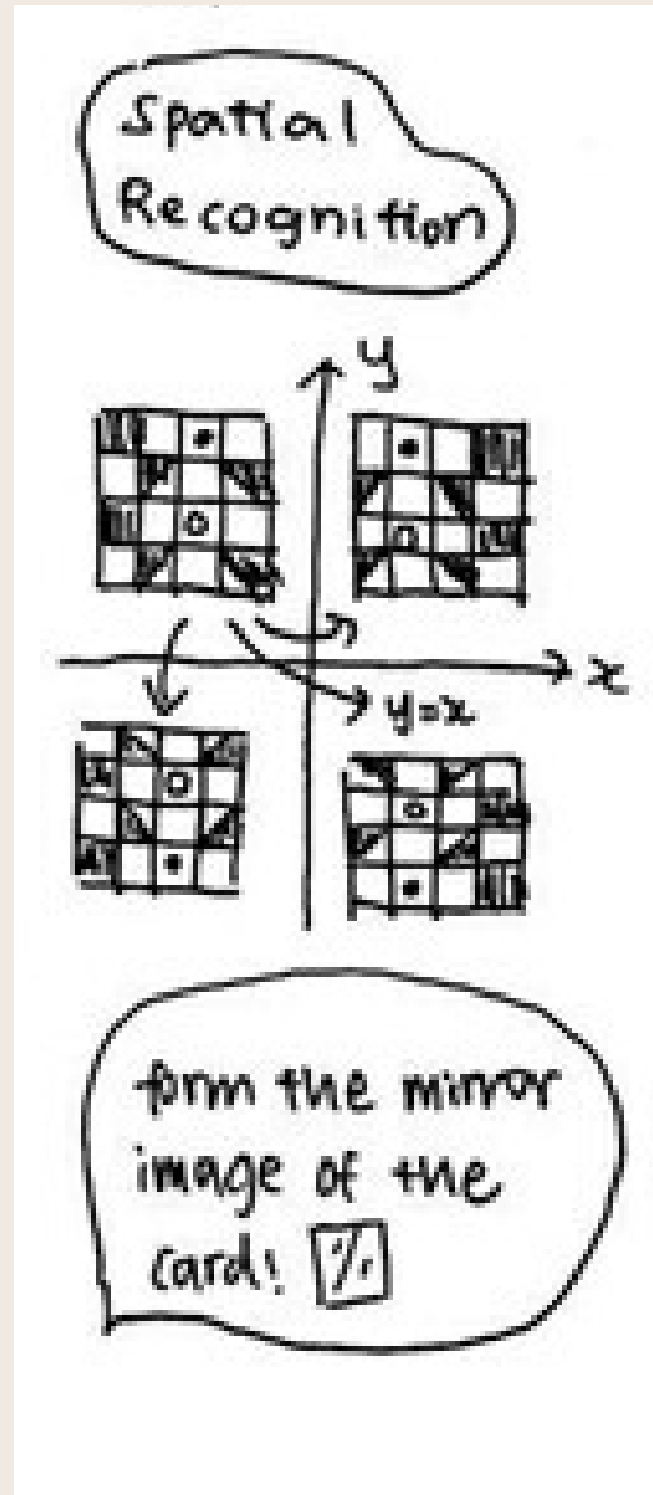
- Durable

**Colours :**

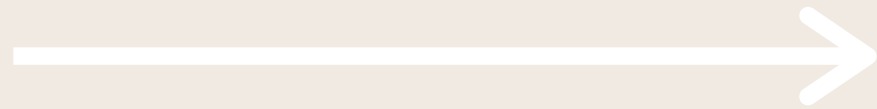


- Appeal to audience

# HARDWARE | LOOPHOLES



Reframing of Novice Level due to discovery of loophole in game



DECIPHER THE FOLLOWING:

**TOP**



**BOTTOM**

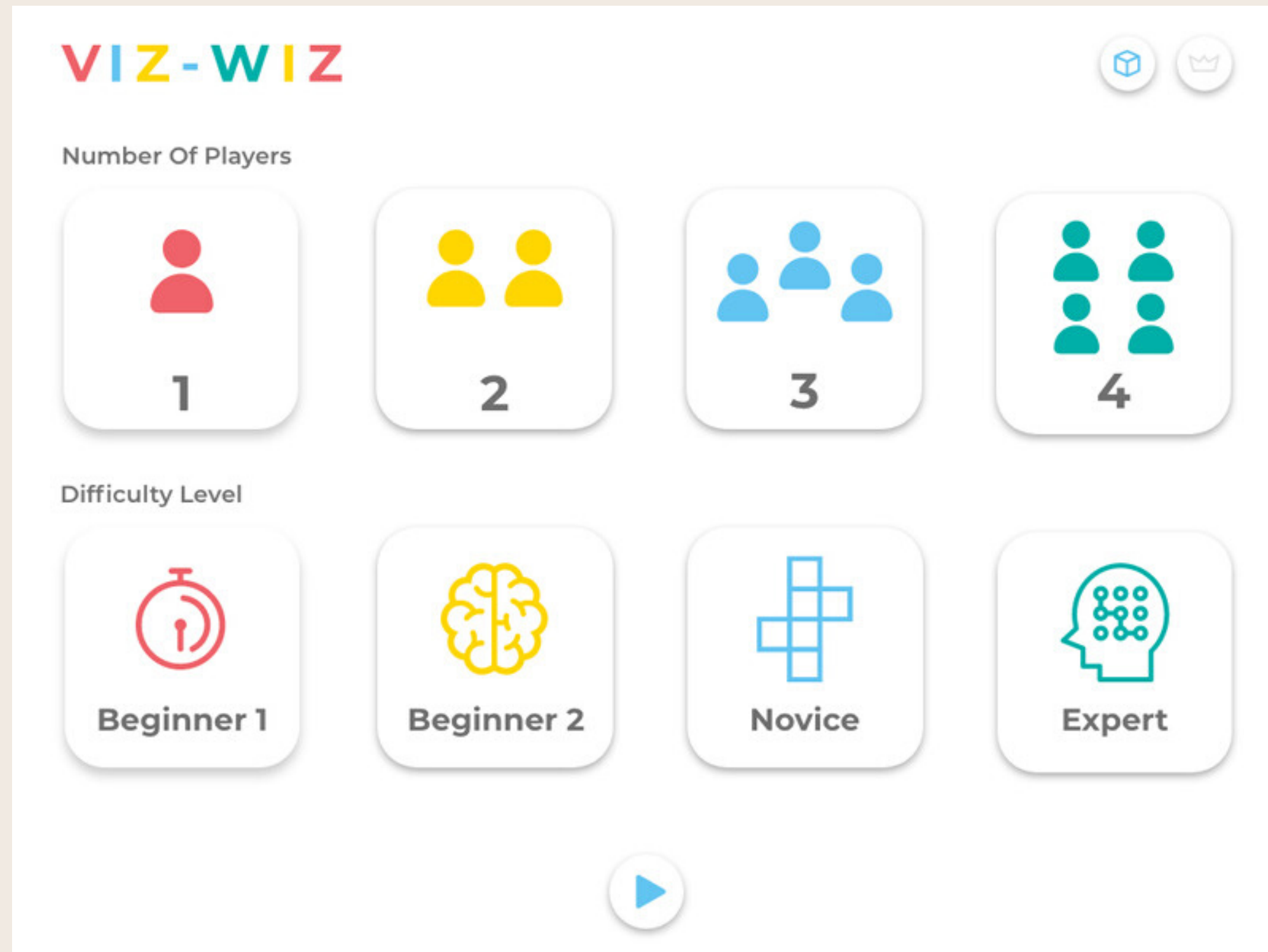


**SIDES**





# SOFTWARE | GAME UI/UX



**Simple user-friendly interface and Instructions to ensure that all age groups can easily use**

# SOFTWARE | R-SHINY

**1** All-time Leaderboards



**2** Personal Progress Dashboard for Each Player



**3** Provide feedback to players on areas of improvement based on comparison with accumulated database

**THANK YOU**

