

Improving your prototype of “Dino Hunt Dice”

Aims

Your aim is to create a second prototype of your game based upon the results of the cognitive walkthrough you performed in previous labs.

Your Tasks

In this lab, you’ll be taking the electronic versions of your game and making the changes suggested by the results of your cognitive walkthroughs and then re-testing the new version. As a result of this you will have **two** separate versions of the game – remember to clearly mark which one is the original and which is the improved version as you will be submitting both versions as part of your assignment.

Assessed tasks

You have the whole of this course – 10 weeks of lectures and labs – to design a prototype for “Dino Hunt Dice”. **YOU WILL NOT NEED TO IMPLEMENT THIS IN CODE.**

As an interface designer in training, your job will be to work out how best to present the playing experience using a web-based or app-based interface.

- By now you should have a complete set of storyboards for your interface and the results of the cognitive walkthroughs. Where your testing has found problems, you must redesign your screens to get rid of those problems.
- Any changes that are made should be retested using the cognitive walkthrough technique. Record the results so that you can clearly show that the changes have removed the original problem. You do **not** need to re-test the entire game, simply those elements that have been changed.
- Write a critical reflection on what elements of this project you found easy, difficult or particularly interesting. What have you learned from this assignment? This should not simply be a list of the new skills and knowledge you have gained, but rather the things that interested or surprised you. This should be approximately 300 words long.

Once you have completed the final tasks you should edit all of the material created for the assessed tasks within the labs into a report on your design. This should be submitted as per the instructions on the assignment definition on Moodle. The deadline for this assignment is 16:00 on Monday January 9th 2017.