EXD ASG 2PROPOSAL

ROBLOX: MEGA EASY OBBY

THE STORA

DONE BY:

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IM03

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WHY DID I CHOOSE THIS GAME

OBBY GAMES

Obstacle games or obby games for short are popular because of the variety of obstacles that stimulate the players to find different ways to end up on the other side. Obby games are trendy among the younger audience because they are easy to understand and simple to play but simple enough that it still challenges their players.

This Obby game has the right balance between easy and hard. As the Players progress, the levels start to get harder and harder, which familiarises them better with the controls and the flow of the game, training them to become better and better. Along the levels, besides it being harder to manaeover around, Players will also have to strategize how to move past the obstacles without falling off or getting injured which trains their problem-solving skills

Although games are not always known to be the best teacher to young children, Obbys games do train their creativity and problem solving skills in a fun way

Additionally, Obby developers use bright-coloured objects to make their various levels obstacles which attract young children to play

ABOUT THE GAME

WHAT IS THE GAME ABOUT

WHAT IS IT?

Mega Easy Obby is an obstacle course game where Players have to get through different stages of obstacles with over 825 unique and fun stages. After passing each stage, Players will receive a gem that can be used to purchase customisable items like clothes or hand held items or even boosters

Authentic Creations ☑
By TalkingBackUp

286K+ Members

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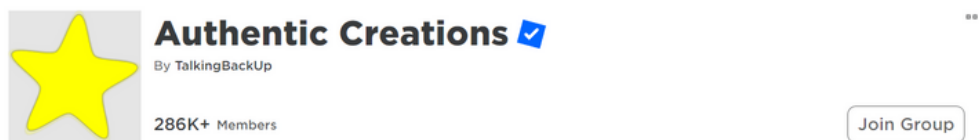
Roblox's main target audience is children or young kids aged 16 years older and younger. But the main demographic that plays Roblox ranges from young children to teenagers

This game is found on Roblox and can be played on desktops, Ipads or Iphones.
On mobile devices, Roblox can be played using their app of their website while on desktop devices, it can be downloaded as an app too or played on their website
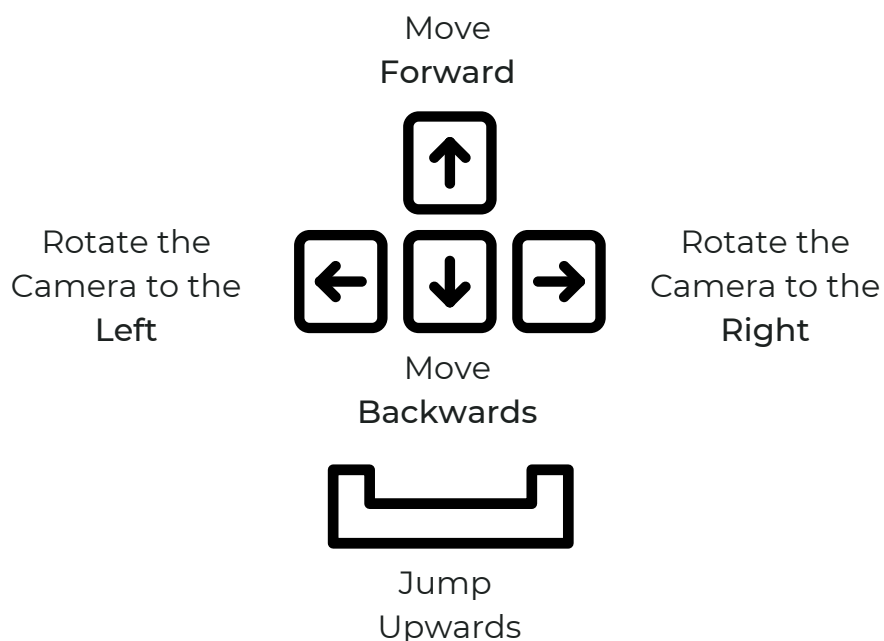
ABOUT THE GAME

GAME INSTRUCTIONS:

Character Movement		Accessories		Misc	
Move Forward	W/Up Arrow	Equip Tools	1,2,3...	UI Selection Toggle	\
Move Backward	S/Down Arrow	Unequip Tools	1,2,3...	Screenshot	Print Screen
Move Left	A/Left Arrow	Drop Tool	Backspace	Record Video	F12
Move Right	D/Right Arrow	Use Tool	Left Mouse Button	Dev Console	F9
Jump	Space			Mouselock	Shift
				Graphics Level	F10
Camera Movement		Menu Items		Fullscreen	F11
Rotate	Right Mouse Button	Roblox Menu	Esc	Perf. Stats	Ctrl + Shift + F7
Zoom In/Out	Mouse Wheel	Backpack	`		
Zoom In	I	Playerlist	Tab		
Zoom Out	O	Chat	/		

HOW DO I PLAY THE GAME?

COMPUTER KEYBOARD CONTROLS:

Move
Forward

⬆

Rotate the
Camera to the
Left

⬅ ⬇ ➡

Rotate the
Camera to the
Right

Move
Backwards

Jump
Upwards

STORA'S UX DESIGN

WHY I DESIGNED THE STORA CONTROLLER THE WAY I DID

The Stora Controller's design plans to simulate playing with a computer with its own controllers that are connected to the Makey Makey EARTH. The box is meant to keep the Makey Makey EARTH inside to help organize and keep the Makey Makey secured.

The top of the Stora contains the key controller functions, the movement buttons/ WASD movement keys and the space key which for my game, acts as the jump button. As my controller is designed for young children, making the buttons and controls easy to understand was my main focus. By placing the buttons directly at the top of my controller, my targetted audience will be able to seamlessly use my controller without worrying about complicated controller designs or where to place their hands when playing. My goal is to make their gaming experience more comfortable.

Upon opening up the Stora, Players can see the storage meant to fit the EARTH inside along with the wires to connect to the space key and the ends to connect to the movement keys, this design was to help connect the appropriate circuits and organize the wires better.
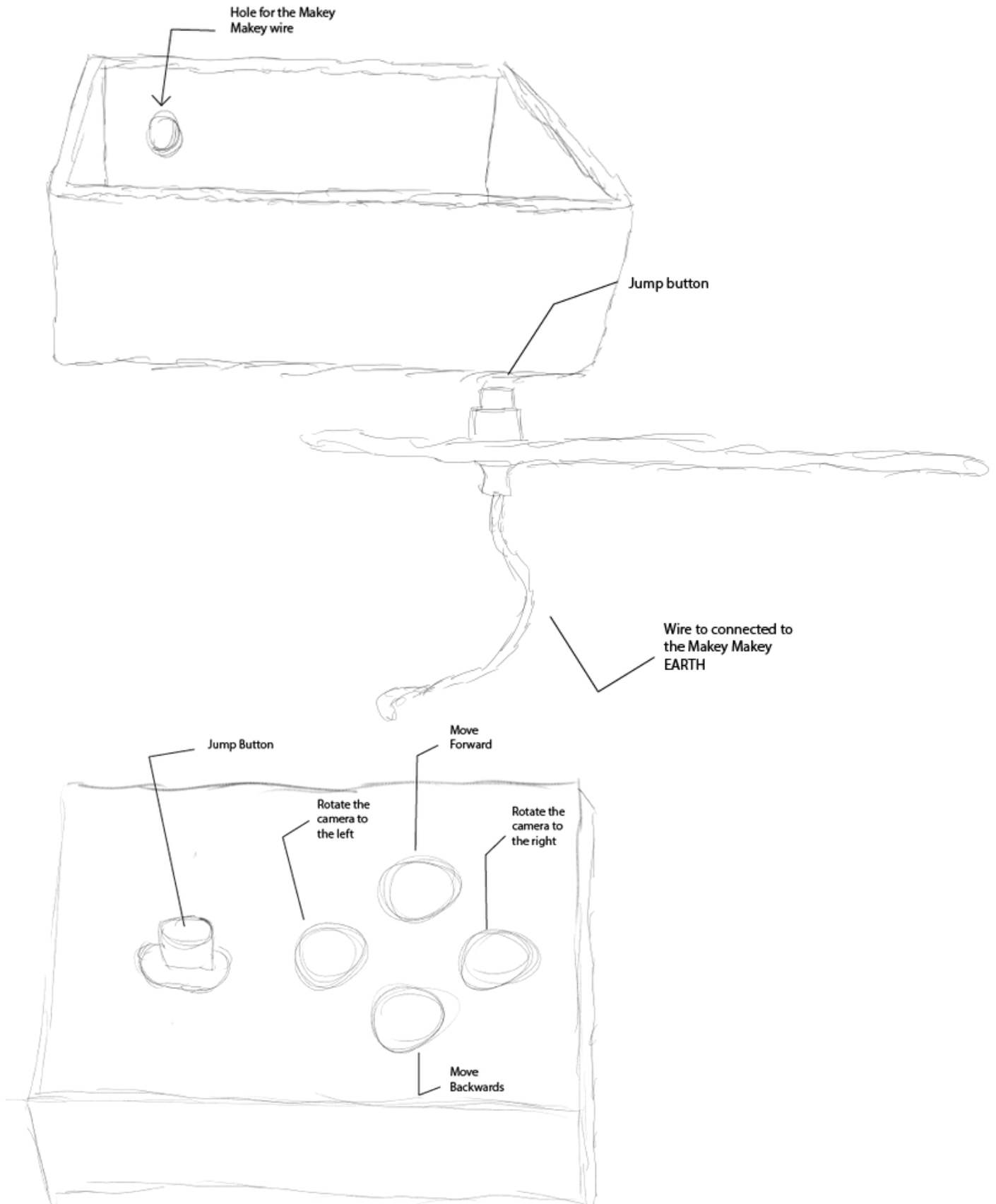
STORA'S DESIGN RATIONALE

BOX DESIGN

I wanted to make the Stora Controller's design easy to carry around and accessible. The main design goal is to make it convenient for players, which are young children, to carry it around instead of having carry-around computers. When playing on the Ipad, I realise that due to the iPad size, some children are unable to press the control buttons properly and for the phone, the screen is often too small for them, causing them to strain their eyes, hence with the Stora Controller, they are able to utilise their other device as the screen and the Stora as an individual controller.

The reason why I chose to do a vintage luggage or suitcase design for the Stora is that I personally like vintage designs and feel that they are often underappreciated and overlooked, hence by channelling the vintage essence in the Storas design, I wanted to showcase that doing brazen and loud designs are not always the most suitable and that simplicity is not necessarily boring. I wanted to champion feelings of warmth and comfort with my product and doing a vintage design allows me to perfectly capture simplicity at its best.

STORA'S DRAFTS DESIGNS

Hole for the Makey Makey wire

Jump button

Wire to connected to the Makey Makey EARTH

Jump Button

Move Forward

Rotate the camera to the left

Rotate the camera to the right

Move Backwards

STORA'S COLOUR RATIONALE

WHY I USED THESE COLORS TO DESIGN

After doing much research, I have concluded that children prefer more pastel colours. Although bright and striking colours do attract the child's attention and eye, the pastel colours evoke a calmer and peaceful ambience compared to loud and bright colours.

Hence, the main colours I used were beige-orange or Portrait Pink and dark brown.

Firstly, I wanted to use a neutral colour but at the same time not use so many browns as I thought they looked very dull and boring. After testing out a few colours, I decided on this beige-orange shade that's almost a skin tone shade. The shade of this colour is called Portrait Pink and although it says portrait pink, the colour mainly consists of red tones and is a combination of orange and brown. The reason why I made this colour the main background and overall colour were because I felt that this colour is a neutral yet striking enough colour. Compared to the normal blues and pinks, this colour represents feelings of warmth and comfort yet it's striking enough to feel its vibrancy.

The colour orange is known to represent feelings of optimism and energy along with messages of positivity but because large amounts of orange in designs are known to be self-aggrandizing, this is the where the brown colour comes in.

The colour brown is known to represent a sense of strength and reliability and also feelings of warmth and comfort. Brown also is often associated with dependability and nurturing. This colour is especially useful as it is a very good neutral tone that is pleasing to the eye.

With that being said, my intention for my designs is to make it child friendly but at the same time aesthetically pleasing, therefore these colours are extremely important when conveying that message

STORA'S MATERIAL RATIONALE

WHY I DECIDED TO USE THE MATERIALS I DID

For the Storas body, which is the box, I decided to use a simple plastic box. The Storas main function is an accessible, easy-to-use controller that stores the Makey Makey hence a simple box would do the trick. As to why I used a plastic box, using a metal box would not be sustainable and would not last as long as a plastic box as it would get rusty, hence, the most logical decision would be to use plastic. Moreover, using a metal box would be too heavy and inconvenient, defeating the purpose of the Stora Controller.

As for the buttons, I wanted to keep it simple and additionally, the Makey Makey requires something conductive to complete the circuit, hence I used actual screws. The simplicity of using actual screws shows the completely raw nature of the design of the Stora.

For the space button, I wanted to utilise an actual button to indicate to the Player the difference between the movement buttons and the space key button. Since the Stora is targeted at an Obby game, the space button/ jumping key would be used frequently so using the button would be more fun and interesting gaming experience, not to mention, who does not like to press buttons?

The straps use a dark brown felt material as I felt that it mimics the leather from vintage suitcases or luggages but in a more child-friendly way. Felt is often used in arts and crafts done by children hence using them would allow the Stora to better connected with them as they see something familiar to them.

THE STORA CONTROLLER

THE FINAL PRODUCT

THE STORA CONTROLLER

THE STORA CONTROLLER

THE FINAL PRODUCT

PERSONA

A visual diagram of my targeted audience's personality

Jared Yep

" I should make the most of my time while I'm still here on campus.

STUDENT
Primary 3

City
Singapore

AGE
8 Years Old

Bio

Jared is an extremely perceptive and intelligent young boy. He is an extrovert that loves to make new friends, usually through playing games on his Ipad and computer. Jared's interest in games motivates him to study and strive for good grades as he wants to become a Youtuber in the future

Wants & Needs

- To get good grades in school and make many friends
- Wants to get into his school soccer team
- Aspires to become a gaming Youtuber in the future

Openness
90%▼

Conscientiousness
▼40%

Extraversion
95%▼

Thinking
▼70%

Frustrations

- Homework
- Having to go to bed early
- Spiders

USER JOURNEY

The steps or actions my user takes when using my product

Journey Steps Which step of the experience are you describing?	Plugging their device to EARTH and placing it in the Stora Is it troublesome?			Using the movement keys How do they feel when using it?		Using the space button Is it easy to use?
Actions What does the Player do? What information do they look for? What is their context?	Connecting the appropriate Alligator clips to the EARTH	Placing the connected EARTH and all its wires int he Stora	Plugging the final cable to their games device	Placing their finger on the Storas movement buttons	Toggling between each movement button	Pressing the space button whenever the Player wants to jump
Needs and Pains What does the Player want to achieve or avoid? *Tip: Reduce ambiguity, e.g. by using the first person narrator.*	Player successfully connects the Stora to the Makey Makey and to their device	Player able to use the buttons successfully on the Stora		Player is able to move front and back	Player is able to move their camera direction left and right	② 20 min Player is able to successfully jump
Touchpoint What part of the service do they interact with?	Players are setting up their console and preparing it for the Stora			Players are in the process of using the Stora controller		Players are in the process of using the Stora controller
Customer Feeling What is the Player feeling? *Tip:*	🥺			😜		🥳

VIDEO DEMO

A video demonstration of how to use my controller
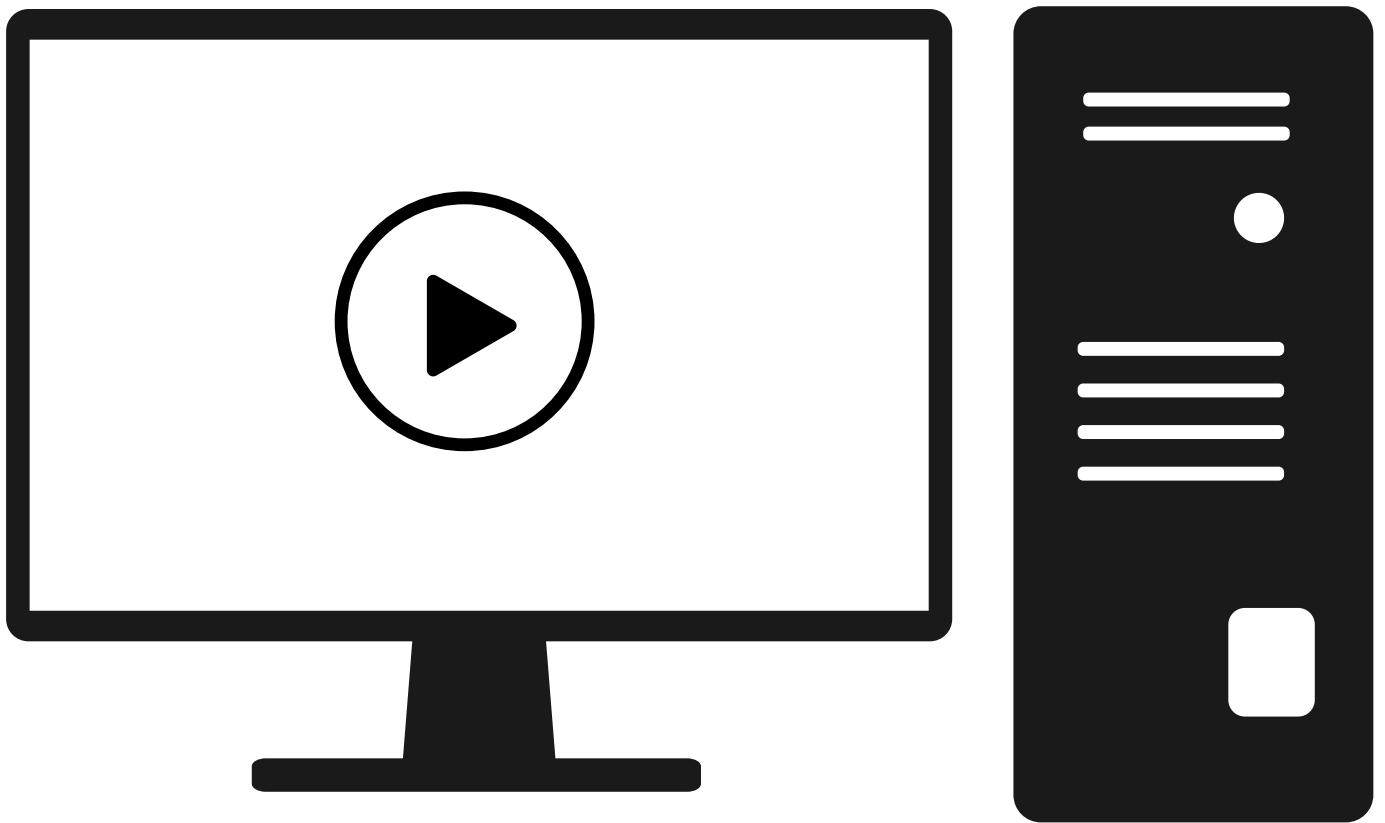
https://ivid2.np.edu.sg/media/EXD_ASG2_J olieNgai_DemoVid/1_qvd9k7zi
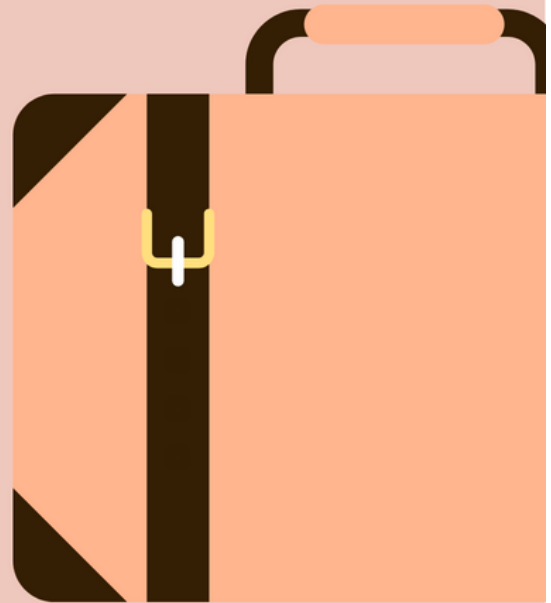
INSTRUCTIONS

Instructions card for the Stora Controller
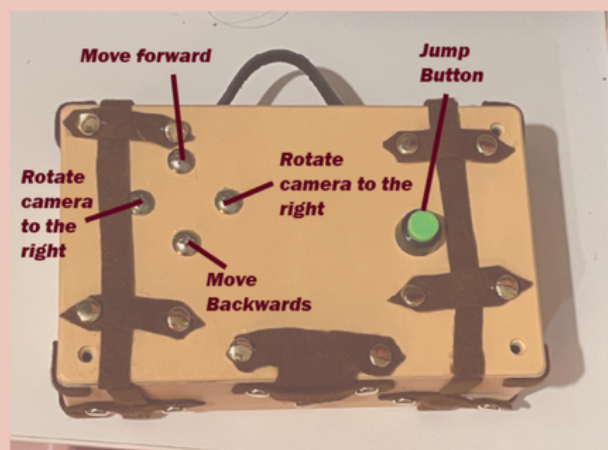
THE STORA CONTROLLER

BRINGING BACK VINTAGE

Jolie Ngai

HOW TO USE IT?

1. Take out the Makey Makey EARTH along with all 7 Alligator clips
2. Attach the Alligator clips to each end of the screw below the top cover
3. Attach each Alligator clip to the ends of the jump button wire, the first one will connected to the Makey Makey 'Space' button, the second clip will connect to the EARTH
4. Take the last Alligator clip and attach both ends to the EARTH
5. Have fun!

The controls:

- Move forward
- Jump Button
- Rotate camera to the right
- Rotate camera to the right
- Move Backwards

LINKS & REFERENCES:

My research materials

Color rationales:
https://www.adobe.com/creativecloud/design/hub/guides/meaning-of-orange-in-design#:~:text=Because%20it's%20associated%20with%20optimism,cool%20blue%20or%20green%20tones.

orange colour:
https://www.adobe.com/creativecloud/design/hub/guides/meaning-of-orange-in-design#:~:text=Because%20it's%20associated%20with%20optimism,cool%20blue%20or%20green%20tones.

brown colour:
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Best Roblox Obby games:
https://www.thegamer.com/roblox-best-obstacle-course-games/#:~:text=Obstacle%20courses%2C%20sometimes%20known%20on,continue%20to%20play%20every%20day.

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https://web.roblox.com/games/3587619225/Mega-Easy-Obby

More about Obby games:
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Thank You