# CONTENT

# OVERVIEW

The name of the App is Glitch in Dystopia. It shares its name with the PC game that our team has created.

By definition, dystopia is "an imagined state or society in which there is great suffering or injustice, typically one that is totalitarian or post-apocalyptic". This clearly represents our gameplay, where players have to survive the apocalypse and get to safety without getting caught by the enemies lurking around the city. The glitch refers to how players respawn whenever they are caught for a certain number of times before the game is announced over.

The app is a platform where users receive updates on the latest levels, special events and patches. Our unique feature is that users can post their own content (discussion threads, fanarts, memes etc.) and through these, interact with other people with similar interests. There is also a monthly leaderboard where users view the top players of the month and strive to beat the records.

The target audience would be existing players of our game, who would like to be part of the Glitch In Dystopia community and stay updated on the latest events, or even just those who would want to claim extra rewards.
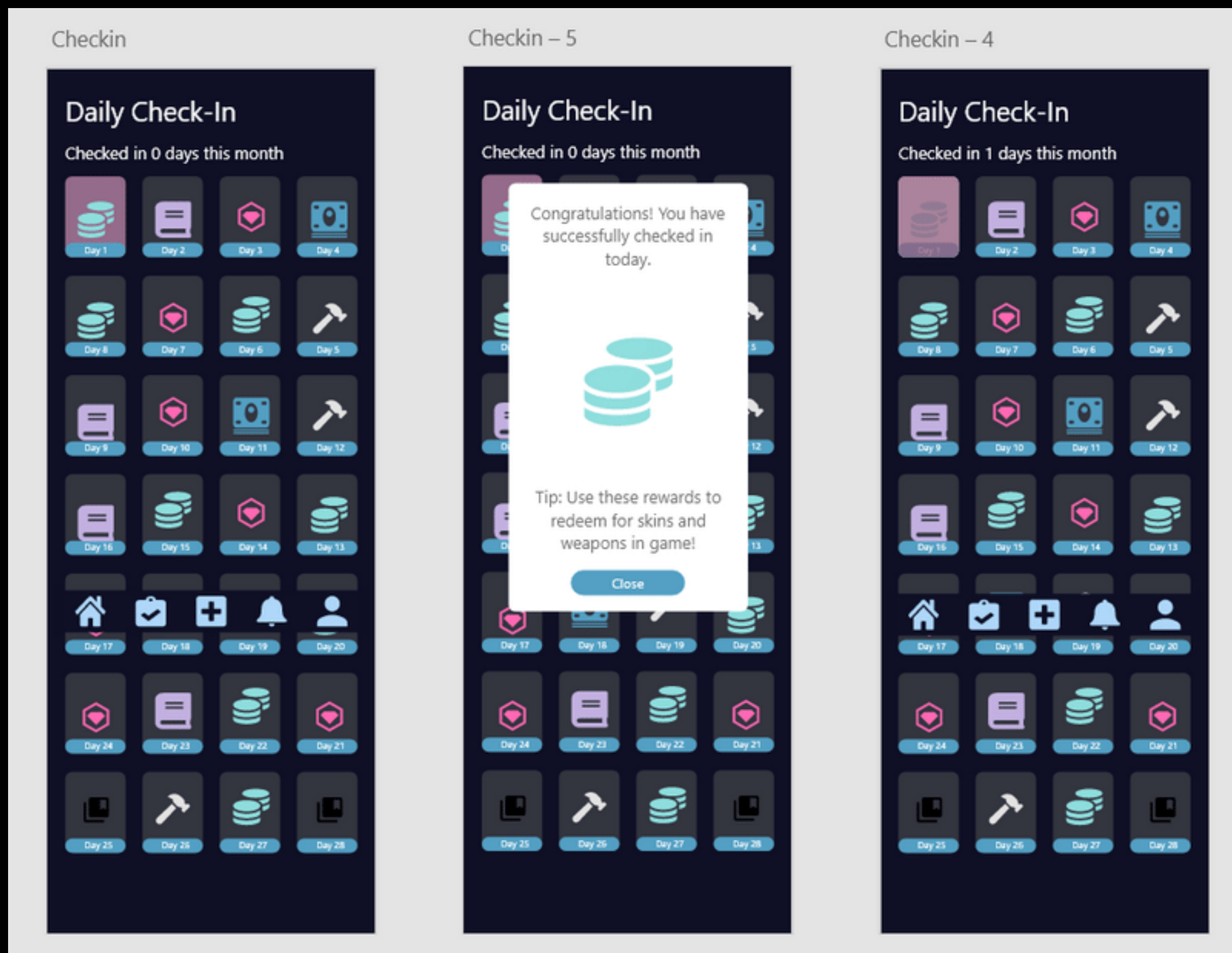
## SIGN-UP/LOGIN PAGE
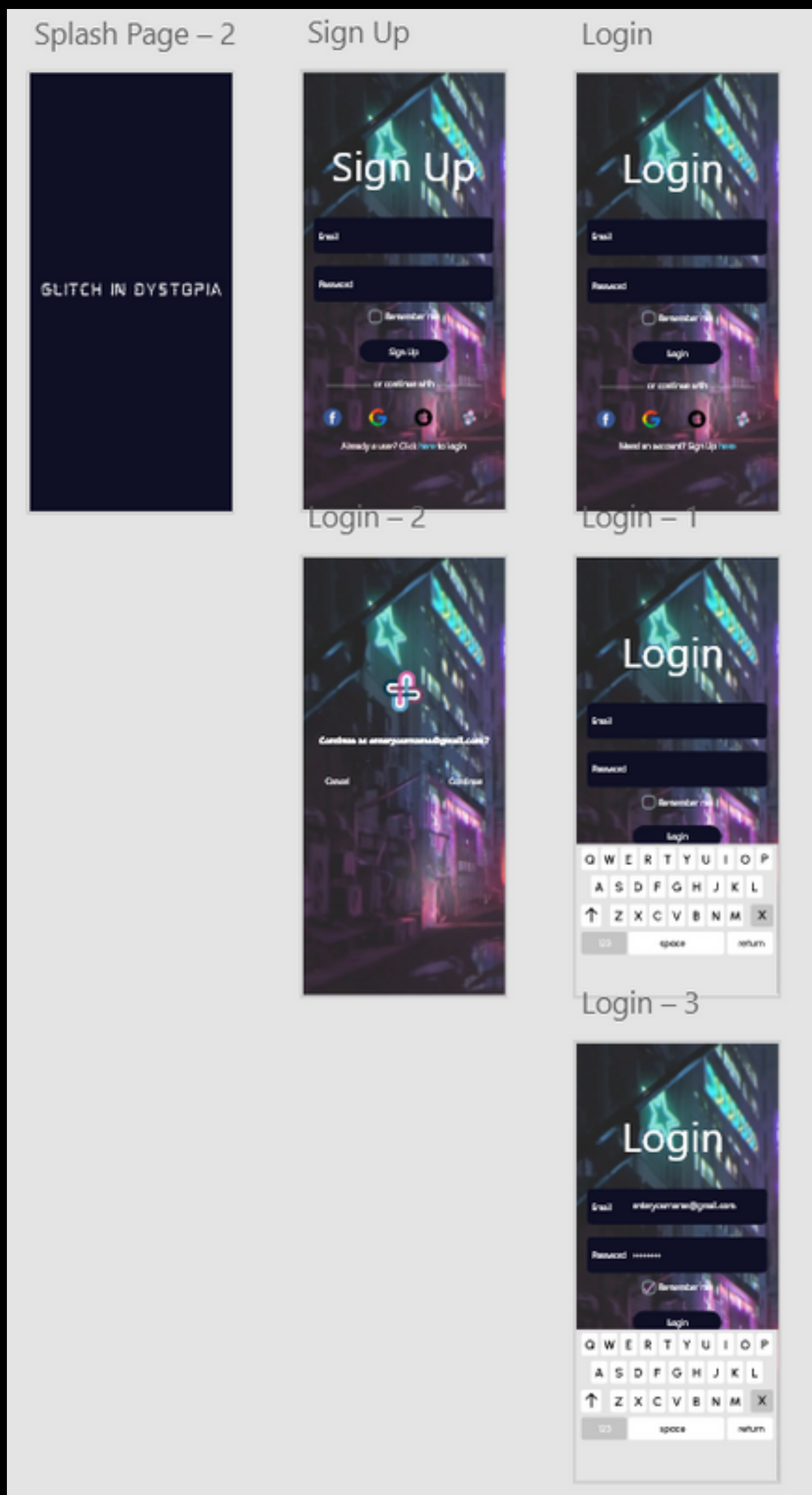


- For users who are using this application for the first time, they can sign up using google account or even their account under our company - Rule of Thirds
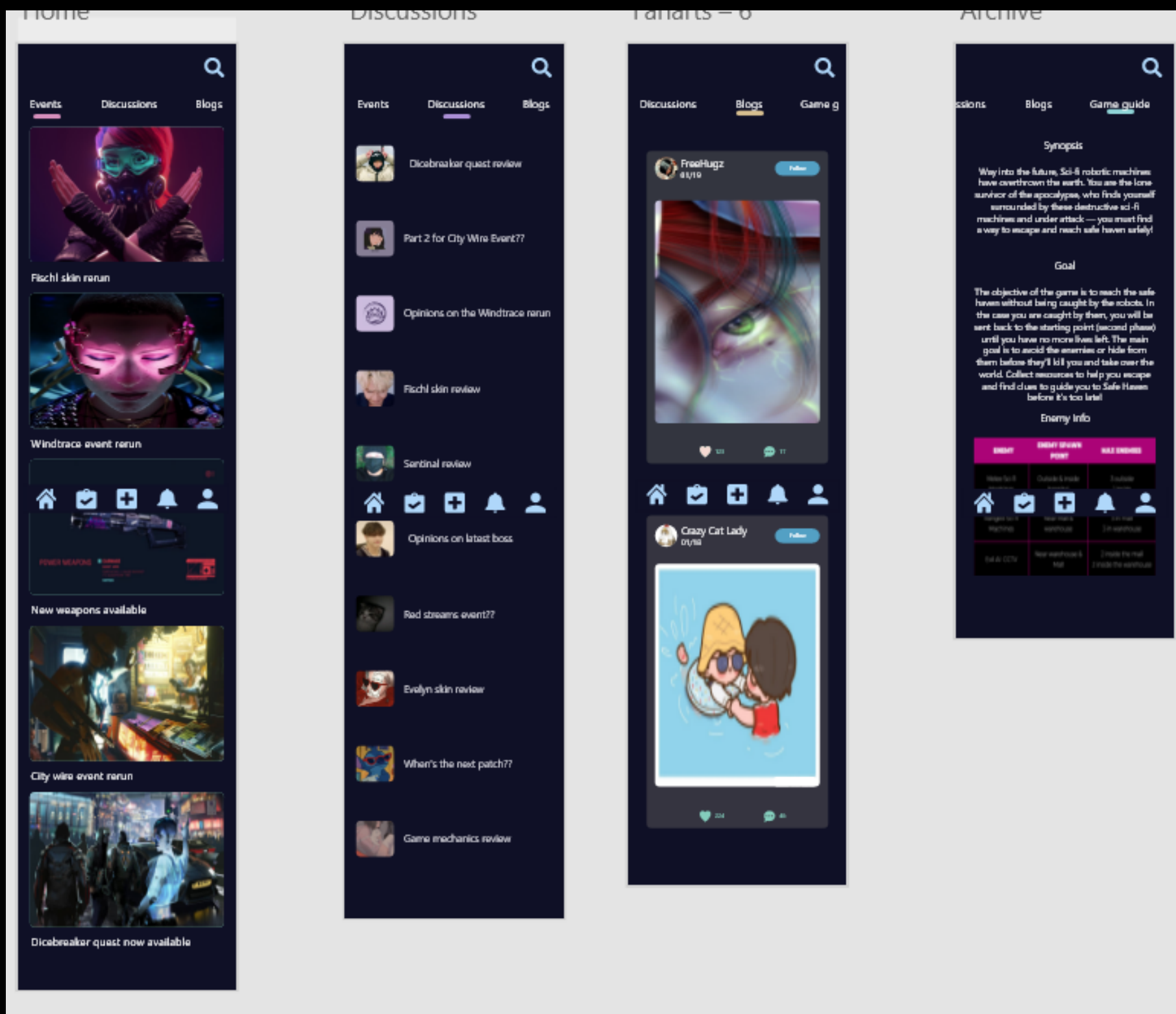- If they already have an account they can simply choose to login

# FEATURES

## DAILY CHECK-IN PAGE



- Allows users to claim their daily check-in rewards. These rewards can be used redeem for skins and weapons in our PC game.
- Encourages users to continue engaging with our app and by extension, our game.

# F E A T U R E S

## HOME PAGE



- Events section that shows the latest updates
  - Give users sneak peaks of the upcoming special events/ patches
  - build hype around these updates in the discussion page
- Discussions section that enables players to discuss the game with one another
- Blogs section that displays the content users have posted
- Game guide section that includes information about the synopsis, goals and enemies
  - Help them to better understand how the game works

## NOTIFICATIONS PAGE

Notifications

Event Notification
1d ago . Dicebreaker quest starts  on 17 August

System
07/22  .  Glitch in Dystopia Magazine Issue No. 2

Reward Notification
06/18  .  Reward Notification

Community Administrator
05/30 . 1 new message

Event Notification
05/19 . "Windtrace" starts  on 26 May

System
04/11  .  Glitch in Dystopia Magazine Issue No. 1

Reward Notification
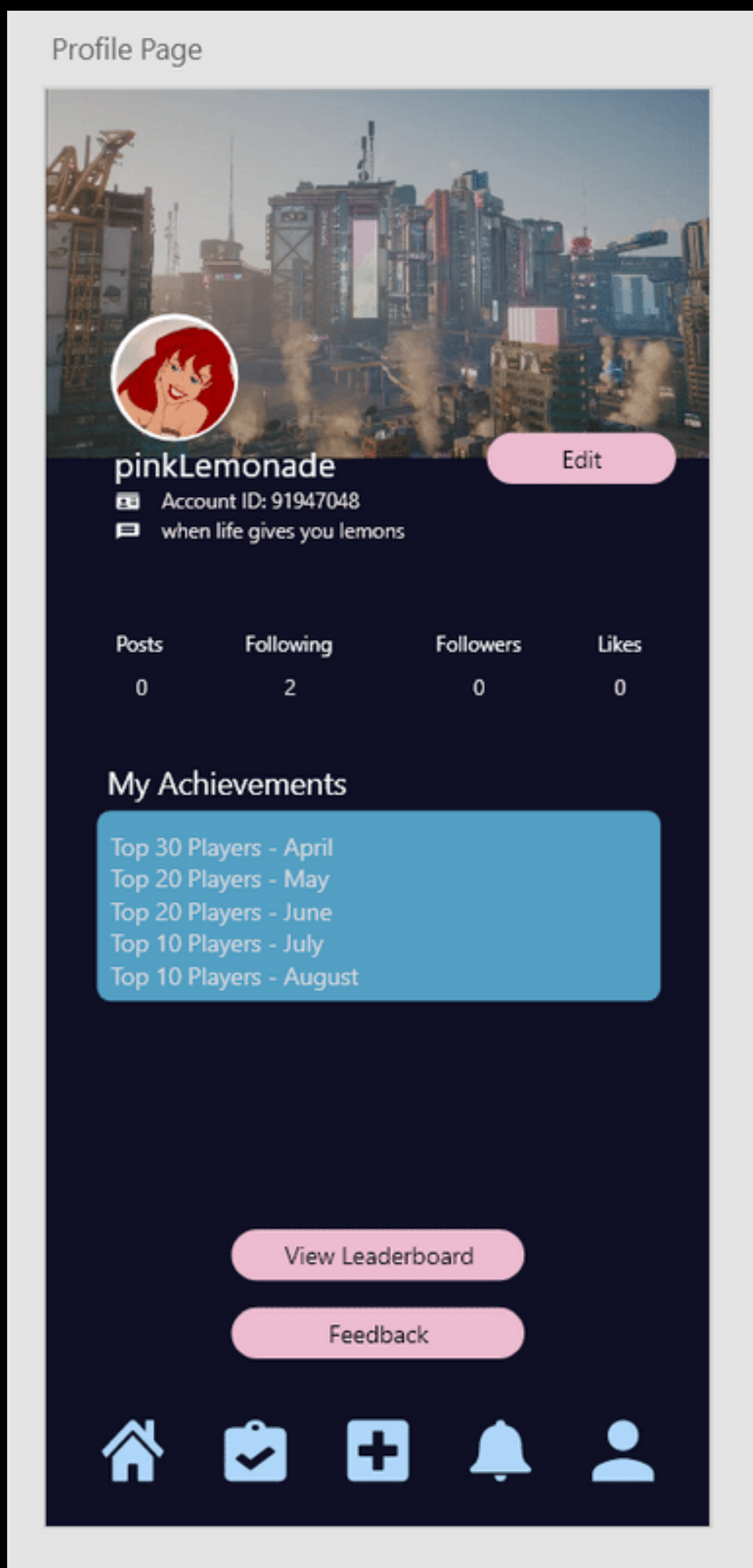03/23  .  Reward Notification

Community Administrator
02/20 . 1 friend request

- Help them stay updated on the latest events that are happening
- Ensure users do not miss out on anything

# FEATURES

## PROFILE PAGE
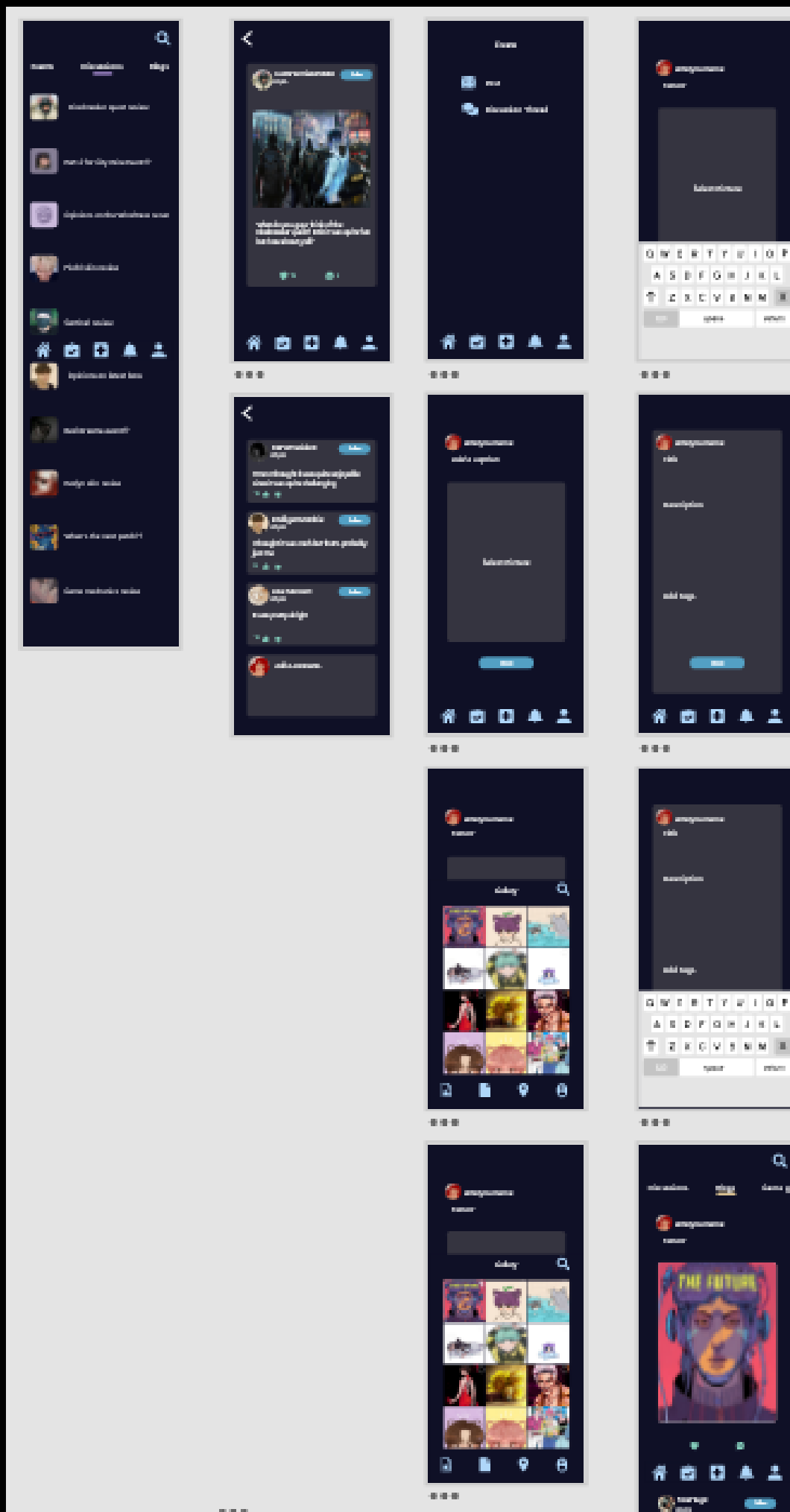


- Can view their profile and achievements without having to login to the actual game
- Can customise their profile pictures etc.
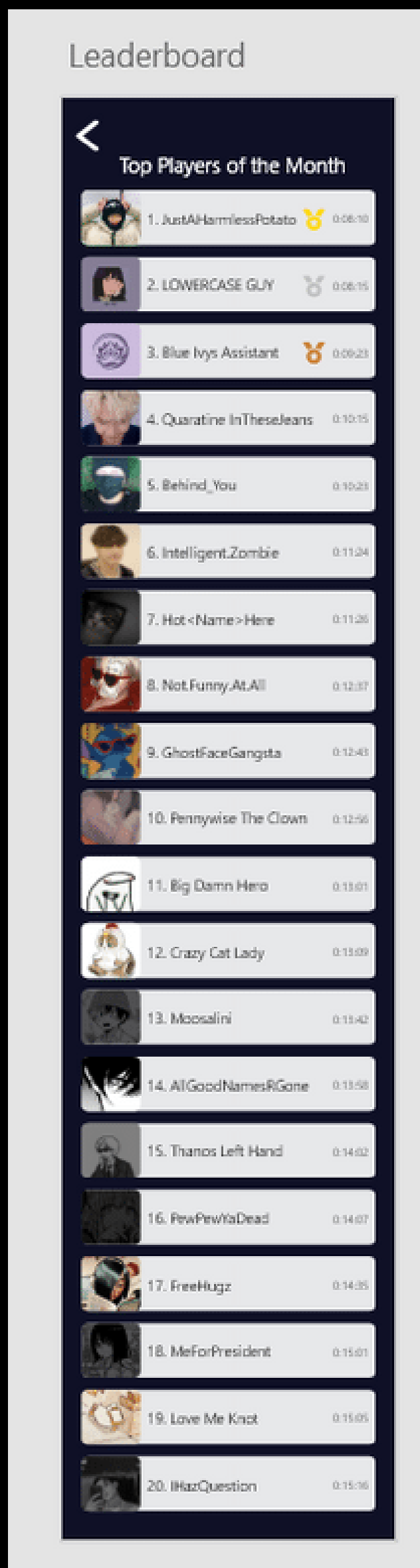
# FEATURES

## POSTING FEATURE PAGE



- Can post fanart, memes or discussion threads
- Allows users to engage with one another through blog posts or discussions, thereby ensuring that the game community is active
- Ensures that users stay engaged with the game

# FEATURES

## MONTHLY LEADERBOARD PAGE



**Leaderboard**

< Top Players of the Month

1. JustAHarmlessPotato  🏅 0:08:10
2. LOWERCASE GUY  🏅 0:08:15
3. Blue Ivys Assistant  🏅 0:09:23
4. Quaratine InTheseJeans  0:10:15
5. Behind_You  0:10:23
6. Intelligent.Zombie  0:11:24
7. Hot<Name>Here  0:11:26
8. Not.Funny.At.All  0:12:37
9. GhostFaceGangsta  0:12:43
10. Pennywise The Clown  0:12:56
11. Big Damn Hero  0:13:01
12. Crazy Cat Lady  0:13:09
13. Moosalini  0:13:42
14. AllGoodNamesRGone  0:13:58
15. Thanos Left Hand  0:14:02
16. PewPewYaDead  0:14:07
17. FreeHugz  0:14:35
18. MeForPresident  0:15:01
19. Love Me Knot  0:15:05
20. IHazQuestion  0:15:16

- Boost the competition between players, encourage them to keep on playing the game in order to make it on the leaderboard or even beat the records
- Timings of how quickly players finished the level are shown at the side
- Medals are awarded to the top 3 players

# FEATURES

## FEEDBACK PAGE
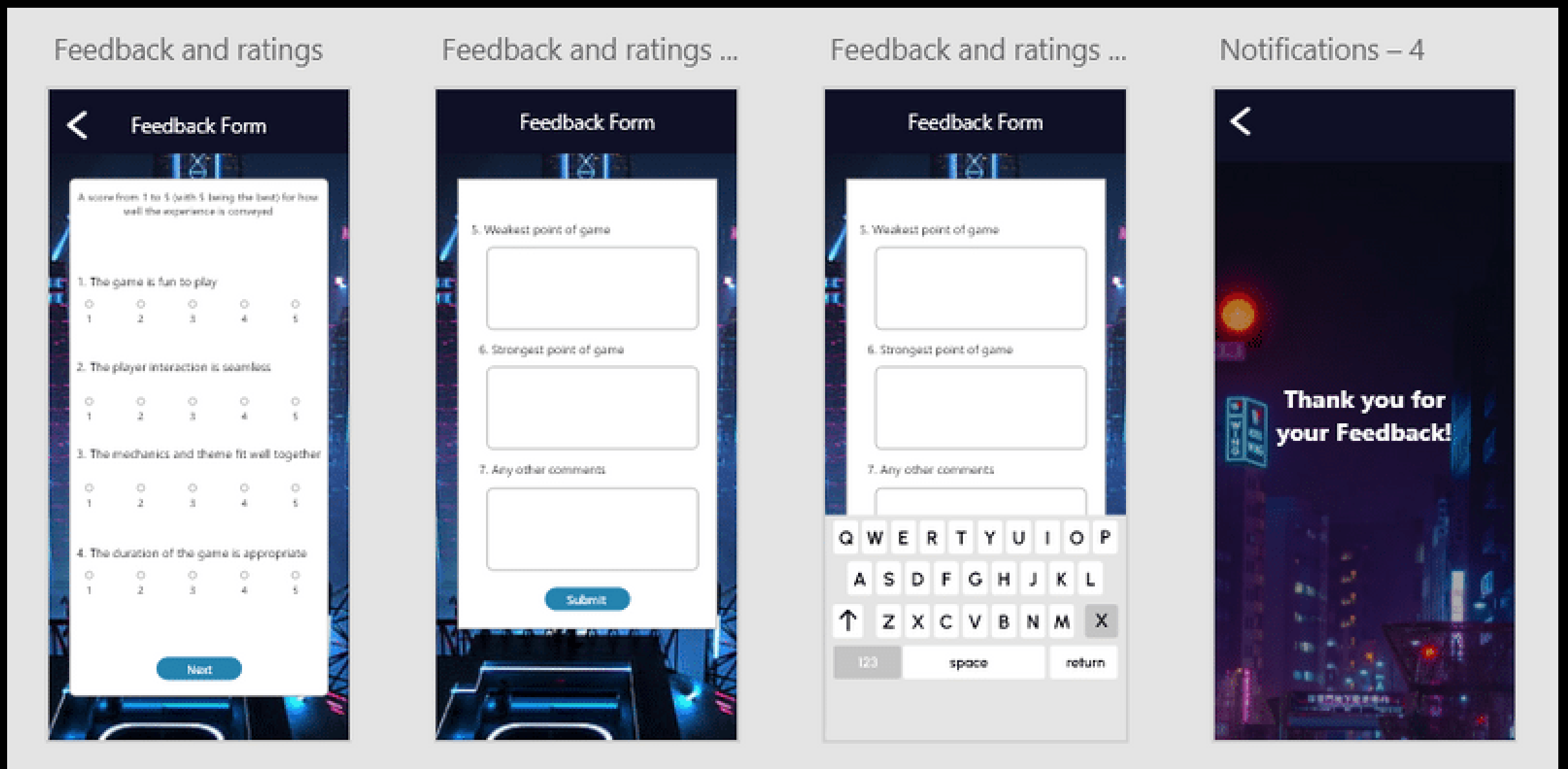


- Gives players the opportunity to give constructive feedback on which aspect of the game should be improved, for the best gaming experience
- Also helps the game developers like us to better understand what the likes and dislikes of our users are and enable us to develop a game that most users will enjoy

# COMPETITIVE ANALYSIS

| | Glitch in Dystopia | Hoyolab | Google Play Games | Discord |
|---|---|---|---|---|
| Product/Service | Gaming community app | Gaming community app | Gaming service and software development kit | VoIP and instant messaging social platform |
| Target Audience | Gamers | Gamers | Gamers | Gamers |
| Strengths | Various features to ensure users continue to use the app (daily check-in, update notifications, leaderboard etc.) | Various features to ensure users continue to use the app (daily check-in, update notifications, etc) | Can view player statistics, leaderboard etc. across various games | Various ways to communicate - voice calls, video calls, text messaging |
| Weaknesses | Only designed for the PC game Glitch in Dystopia | Only designed for HoYoverse Games | Not available on iOS | Easy for your accounts to get hacked, especially through the malicious links sent through chats |

## Koh Yi Hui

**Student in Ngee Ann Polytechnic**

- 18 years old
- Singapore

### Goals

- Keeping up to a healthy lifestyle
- Living with integrity, being honest and open with others
- Being a great listener so that others can turn to me

### Bio

An organized and reliable person who successfully copes with a couple of priorities with a high-quality attitude and willingness to tackle delivery obligations to fulfill group ambition. Possess verbal exchange abilities and super interpersonal abilities.

### Frustrations

- Hates getting out of comfort zone
- When my goals or expectations don't work out the way I want
- Not being able to make decisions easily
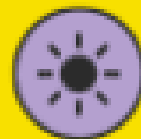
### Motivations
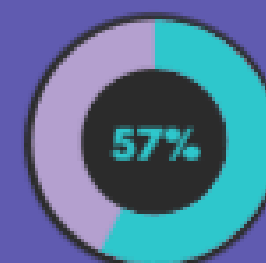
Desire to achieve

Learn new things

Overcoming challenges

### Channels

### The solution to all of our problems is love!

Introvert 57%
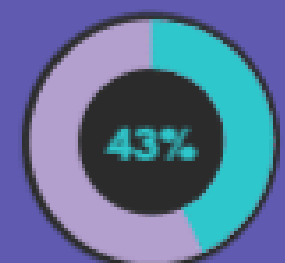
Extrovert 43%
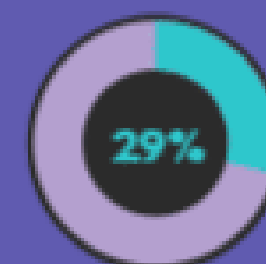
Thinking 29%
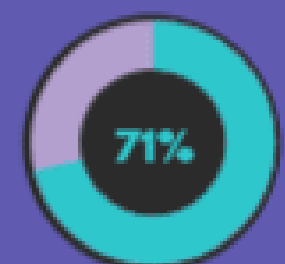
Feeling 71%
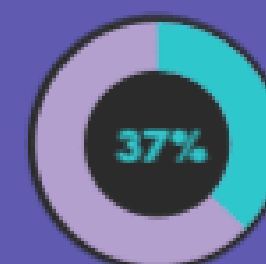
Judging 37%
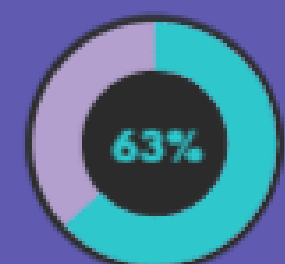
Perceiving 63%

# A DAY IN THE LIFE STORYBOARD

## A day in the life of Yi Hui

**645AM**
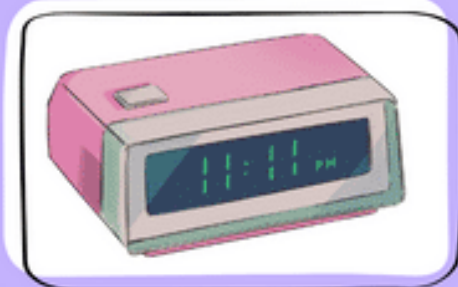
* Wake up

**7AM**

* Breakfast

**745AM**

* Check Glitch In Dystopia App for updates while on the way to school

**2PM**

* Lesson time!

**1PM**
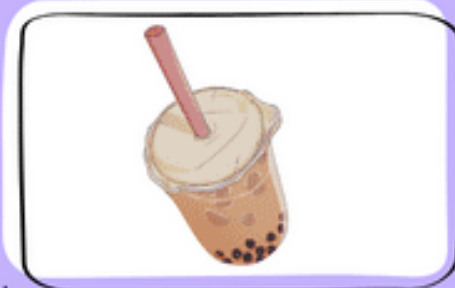
* Lunch

**9AM**

* Lesson time!

**4PM**

* Head home

**515PM**

* Play Glitch in Dystopia

**630PM**

* Shower

**1145PM**

* Good night!

**745PM**

* Homework time!

**7PM**

* Dinner

# USER JOURNEY MAP

## Koh Yi Hui

Yi Hui is gamer who likes to interact with gamers online and meet friends who are gamers to play games with.

## User Journey Map

| Define | Explore | Engage | Negotiate |
|---|---|---|---|
| See advertisement | Test application | Claim daily check in using the application | Decide what to post in the application |
| Introduce by friends | Create account | Post content in the forum page | Contemplating if should use this app compared to other apps |
| Phone notification | Download application from friend | Interested in the application | Convinced that the application is legit |
| "Hmm a gaming community application" | "Oh a forum community page in a gaming community app !" | "I could redeem rewards and use it in my game!" | "Nice gaming community app can meet new friends" |

Expectations: Ability to interact with other users of the same interest. Post content, share ideas or make new friends !

# USER FLOWS

| Glitch in Dystopia | | | | |
|---|---|---|---|---|
| **Sign Up** | Click on Company logo | Continue | Homepage | |
| **Login** | Click to enter email | Key in credentials | Click on login button | Homepage |
| **Daily Check-in** | Click on the first day | Confirm collection of attendance reward | | |
| **Notifications** | Click on the bell icon | Notification page | | |
| **Profile** | Click on the person | Profile page | | |
| **Game information** | Drag the slides on the | Click on Game guide | Game information | |
| **Posting** | Click on the Plus icon | Click on Create Post | Start posting! | |

# SITE MAP

**Glitch in Dystopia**

## Home
- Events
- Discussions
- Blogs
- Archive

## Daily Check-in
- Daily rewards

## Make a post
- Post under blog
- Post under discussion

## Notifications
- Events
- System
- Reward
- Community

## Profile
- Edit Profile
- View Achievements
- Leaderboard
- Feedback form

miro

# HARDWARE RESEARCH

Since our prototype is a mobile app, the artboard size we chose to work with is 390 x 844, which is the screen size for iPhone 12, 12 Pro and 13.

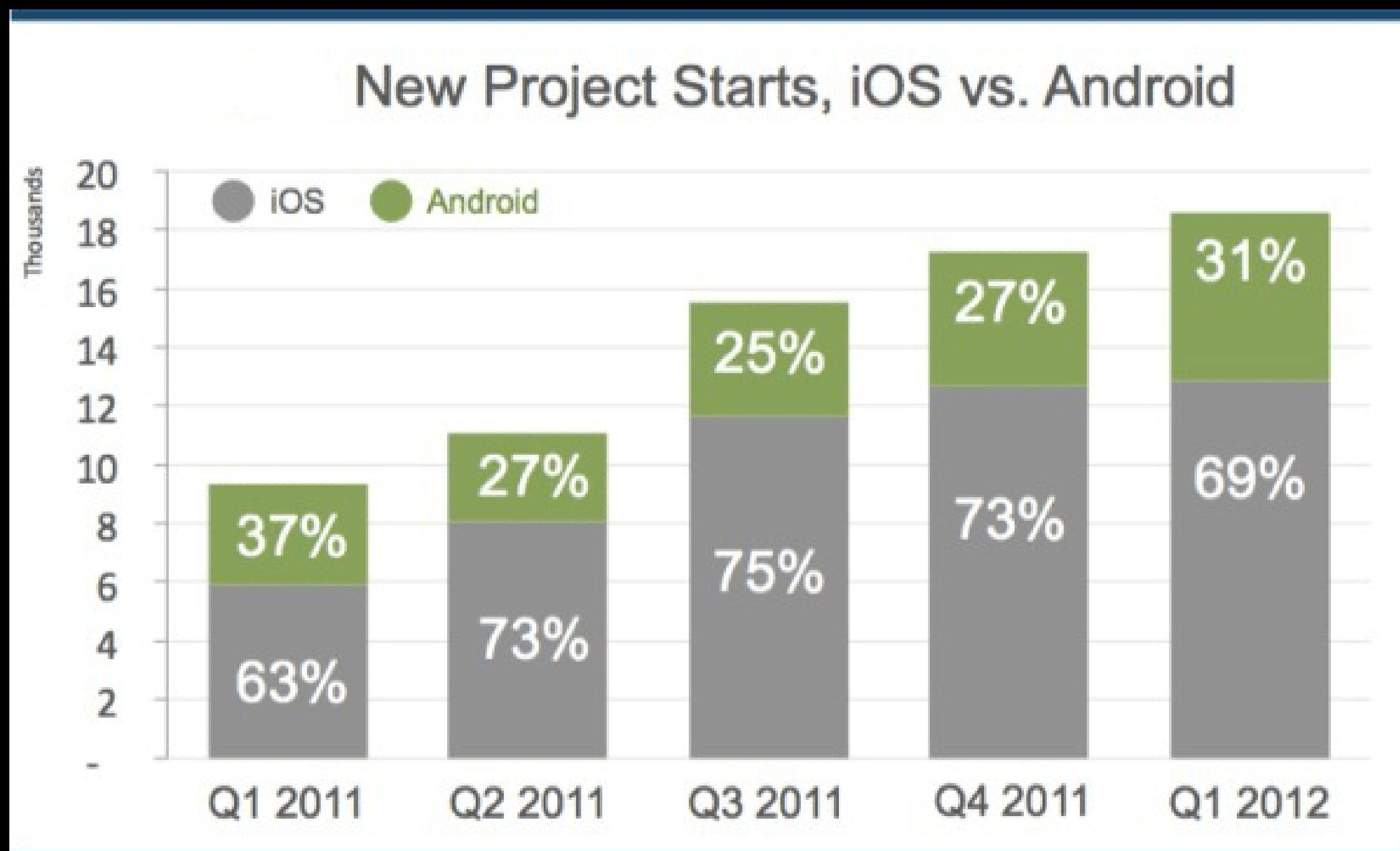According to Paul Mathures*, "Many app developers prefer iOS because it's a much more controlled universe to work within. Look at Android. There are several phone manufacturers out there offering Android devices, each having a different camera set up, processor, screen size, RAM options… the hardware is all over the place. Not that it's bad (or good). An app can end up running very well on Android Smartphone X but may not work on Smartphone Z from a different Android brand. There is no control over hardware."

Based on a report by research firm Flurry Analytic, for every 10 apps that were created in the first quarter of 2012, 7 were built for iOS and only 3 were made for the Android platform.

This further reinforces our decision of choosing to work with iphones.

## New Project Starts, iOS vs. Android

● iOS    ● Android

Thousands

| Quarter | iOS | Android |
|---------|-----|---------|
| Q1 2011 | 63% | 37% |
| Q2 2011 | 73% | 27% |
| Q3 2011 | 75% | 25% |
| Q4 2011 | 73% | 27% |
| Q1 2012 | 69% | 31% |

# HARDWARE RESEARCH

As for why we chose the specific art board size of , 390 x 844  is because it is the closets  to the most common screen size, according to statCounter's data for July 2021 to July 2022
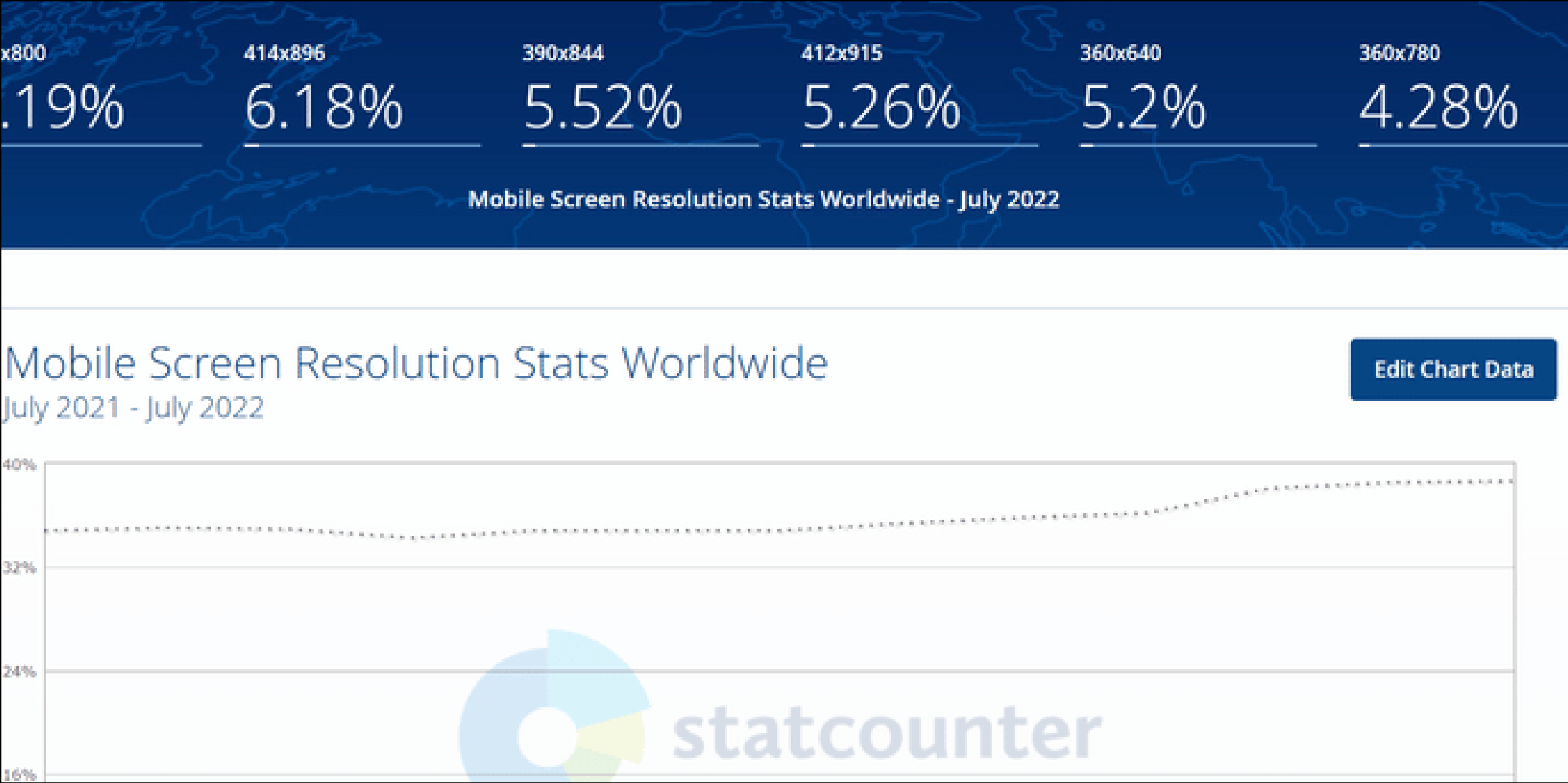
# USABILITY TESTING PLAN

For the usability testing, we scheduled a day where our persona was available. We called her via MSTeams since she is also a Ngee Ann Polytechnic student.  We recorded the session using MSTeams as well.  Adobe Premiere Pro was used to add subtitles to the recordings.  We chose not to add music because we thought it would be distracting.

## USABILITY TESTING SCRIPT - APPLICATION

Hi Yi Hui. My name is Josephine and I will be walking you through this session today.

Before we begin, I have some information for you, and I'm going to read it to make sure that I cover everything.
We're asking people to try out our game and its complementary application that we're working on so we can see whether it works as intended. The session should take about half an hour.
The first thing I want to make clear right away is that we're testing the game and app, not you. There are no right or wrong answers. So, you don't have to worry about making mistakes.
As you use the applications, I'm going to ask you as much as possible to try to think out loud: to say what you're looking at, what you're trying to do, and what you're thinking. This will be a big help to us in terms of understanding your experience.
Also, please don't worry about hurting our feelings. We're doing this to improve the features and user experience, so we need to hear your honest opinions. Any comments about the application are welcome.
If you have any questions as we go along, just ask them. We'll answer them immediately if we can, or after the test.
Also to note, there are a few people from the design team observing this session. They can see and hear us but you don't have to worry about them as they will be quietly observing while we go through the session.
Do you have any questions so far?

**Yi Hui:** No, thank you!

**Intro questions - Open up product to be tested:**
OK. Before we look at the app, I'd like to ask you just a few quick questions.
Have you ever played games before?
**Yi Hui:** Yes, I've spent a lot of money on games. It's great! All my monthly allowance are gone…

Can you name 2 different games that you have played/ are playing?
**Yi Hui:** Genshin Impact - that thing ruined my whole life but also, what's that thing called, Mobile Legends. I spend a lot of games, I mean not games, a lot of money on them. All my allowance are gone so please donate to me.

Are there any features of the game that catches your attention? What about those that makes you unsatisfied?
**Yi Hui:** Graphics! If you look at Genshin Impact, if you play on your phone it's god awful. Look at it! It looks disgusting with all those pixels and low quality images. 0/10! Give me that good graphics.

OK, great. We're done with the questions, and we can start looking at things.

OK. Now let's look a little more around the page. But don't click on anything yet.
Question #1: Now that you're on the homepage, tell me about what you see?
**Yi Hui:** I see the events! Nice skins! Yas, Slay!
What do you think about the features?
**Yi Hui:** It's cute! I like the art and I think the features are nice. It will give you a sense of responsibility I guess, to acknowledge everything.

# USABILITY TESTING PLAN

## USABILITY TESTING SCRIPT - APPLICATION

Briefly, what do you think the purpose of this application is? (30 seconds max.)
**Yi Hui:** I think that the application is a platform where gamers can communicate with each other and gain special rewards**.**

Instructions: Thanks. Now I'm going to ask you to try doing some specific tasks. I'm going to read each one out loud and just ask if you would like me to repeat the task for you at any time. (and give you a printed copy.) And again, as much as possible, it will help us if you can try to think out loud as you go along.

**Debriefing**

**1. What do you think about the Application? Is this something you would use?**
**Yi Hui:** Yes, I would actually use it! I would like to see the statistics and look at the leaderboard to see who to beat next. I also think that it is nice with the blogs so you can see other people's fanart. I like to draw so I like to see other people's fanart so that would be nice. And also we could interact with other people who also like the game.

**2. What's your favorite thing about this application?**
**Yi Hui:** "The fanart part and the blogs, where you can post your own fanart and interact with other people. I think that a lot of games lack with the interaction with other players and finding people with the same interest. So, I think that this is great! Yas!

**3. What's your LEAST favorite thing about this site?**
**Yi Hui:** I don't think that there's really anything that I don't really like. I think that at the start, the technical issues, like the software was not working normally. I think that was the only part that was a bit concerning.

**4. Do you have any recommendations for changes to the way this site looks or works?**
**Yi Hui:** Not really! I think this is really similar to other applications and it is great! Since it's similar, it would be easier to navigate around the application for other players to play other games as well.

# USABILITY TESTING PLAN

## USABILITY TESTING REPORT - APPLICATION

**Question 1.**   So now you should be on the Login page, so tell me what do you see ?
**Test Objective:** Test homepage main navigation
Expected path from homepage: Login page > Home Page

**Participant #1 Succeeded: ☐ Succeeded w/ difficulty: ◼ Failed: ☐**

**Observations:** was able to navigate around the application easily with a bit of guidance despite the lagging
**Comments:** "I think it's pretty good but if it doesn't lag, it would be amazing!"

**Question 2:**  What do you think of the leaderboard? Is the information adequate or do you think more should be added?
**Test Objective:** Leaderboard feature
Expected path from profile page: profile page > leaderboard page

**Participant #1 Succeeded: ◼ Succeeded w/ difficulty: ☐ Failed: ☐**

**Observations:** She gave positive reactions to the leaderboard
**Comments:**  "I think it's amazing! I love this username - Thanos Left Hand, Big Damn Hero. 10/10!"

**Question 3**: Do you think we should include graphs to illustrate the information better? Or do you think that this is alright?
**Test Objective:** Getting to know the leaderboard features
Expected path from leaderboard page: -

**Participant #1 Succeeded: ◼ Succeeded w/ difficulty: ☐ Failed: ☐**

**Observations:** She gave some suggestions to improve the user experience of the prototype with reasons for the suggestions
**Comments:** "I think maybe you could add like details in, and when you click on it, it would bring you to the most statistical page. I think this pretty much would do for it, this is pretty much how your game would be played and not citing this should be fine but if you wanna go the extra step then just go for it! Get that bread!"

## USABILITY TESTING REPORT - APPLICATION

**Question 4:** So what do you think about the posting feature? Do you think it was easy to use or did you face any issues?
**Test Objective:** Posting feature
Expected path from posting page: Create Post > Post / Create Discussion > Post

**Participant #1 Succeeded:** ⬛ **Succeeded w/ difficulty:** ☐ **Failed:** ☐

**Observations:** She was able to post a picture with some guidance from Josephine, saying that it's familiar like using common social media platforms
**Comments:** "It is pretty easy! I think that it's pretty similar to Twitter and Instagram. And it's nice to see other people's art, fanarts that they'll recommend. 5 star on Google Play!"

**Additional Comments:**
**Facial Expressions:** very expressive
**Behavior towards the product:** was really amazed with how the application is designed, but gave some feedback to improve the design and flow of the application

# USABILITY TESTING PLAN

## USABILITY TESTING SCRIPT - GAME

Hi Yi Hui. My name is Nomitha and I will be walking you through this session today.

Before we begin, I have some information for you, and I'm going to read it to make sure that I cover everything.

We're asking people to try out our game and its complementary application that we're working on so we can see whether it works as intended. The session should take about half an hour.

The first thing I want to make clear right away is that we're testing the game and app, not you. There are no right or wrong answers. So, you don't have to worry about making mistakes.

As you use the applications, I'm going to ask you as much as possible to try to think out loud: to say what you're looking at, what you're trying to do, and what you're thinking. This will be a big help to us in terms of understanding your experience.

Also, please don't worry about hurting our feelings. We're doing this to improve the features and user experience, so we need to hear your honest opinions. Any comments about the application are welcome.

If you have any questions as we go along, just ask them. We'll answer them immediately if we can, or after the test.

Also to note, there are a few people from the design team observing this session. They can see and hear us but you don't have to worry about them as they will be quietly observing while we go through the session.

Do you have any questions so far?

**Yi Hui**: No, thank you!

**Intro questions - Open up product to be tested**:
OK. Before we look at the game, I'd like to ask you just a few quick questions.
Briefly, what do you think the purpose of this game is? (30 seconds max.)
**Yi Hui**: I think it's going to be like an adventure world game and it's going to be really stealth based if I'm not wrong

Instructions: Ok, Thank you. Now I'm going to ask you to try doing some specific tasks. I'm going to read each one out loud and just ask if you would like me to repeat the task for you at any time. (and give you a printed copy.) And again, as much as possible, it will help us if you can try to think out loud as you go along.

# USABILITY TESTING PLAN

## USABILITY TESTING REPORT - GAME

**Question 1.** So now you should be on the start game menu, so tell me what do you see?
**Test Objective:** Test Start game menu navigation

**Participant #1 Succeeded:** ☐ **Succeeded w/ difficulty:** ■ **Failed:** ☐

**Observations:** was enthusiastic about how the start menu looked like

**Question 2:** What do you think of the features? Are there enough features?
**Test Objective:** Getting to know the start game menu features
Expected path from profile page: profile page > leaderboard page

**Participant #1 Succeeded:** ■ **Succeeded w/ difficulty:** ☐ **Failed:** ☐

**Observations:** was impressed with the features that we included in the start game menu
**Comments:** "I think it looks really nice! I like that there's the instruction menu right there so people can choose whether they want to actually listen to instructions or don't listen to them like me. And I like that there's a credits there because usually the credit rolls after you finish the game, so that's nice to give credits to where credits are due."

**Question 3:** Can you explore the hospital and try to find the key?
**Test Objective:** Navigation through the game
Expected path from main menu: Start game menu > Hospital game scene

**Participant #1 Succeeded:** ☐ **Succeeded w/ difficulty:** ■ **Failed:** ☐

**Observations:** there were times where she asked for clues but was enthusiastically exploring the hospital. At one point, she was asking how to collect the collectables with the raycast because she wasn't really sure how to use it. Overall, she enjoyed the game.

## USABILITY TESTING REPORT - GAME

**Question 4:** Now that you're out of the hospital, try to follow the clues and get to safe haven. Beware of the enemies though!
**Test Objective:** Exploring the environment
Expected path from main menu: Hospital game scene > Environment game scene

**Participant #1 Succeeded:** ☐ **Succeeded w/ difficulty:** ■ **Failed:** ☐

**Observations:** She felt stressful since the warning threw her off a little. She asked about the lighting that leads the player to the Safe Haven.

**Question 5:** Could you try to collide with the robots? What do you think of the respawn feature?
**Test Objective:** Respawning feature
Expected path from posting page: Create Post > Post / Create Discussion > Post

**Participant #1 Succeeded:** ■ **Succeeded w/ difficulty:** ☐ **Failed:** ☐

**Observations:** She was quite confused when the respawning happened but in the end she was glad that there were checkpoints given so that she does not need to redo the whole level again.

**Additional Comments:**
**Facial Expressions:** mostly surprised and enthusiastic
**Behavior towards the product:** was really curious and wanted to try out the game. She also liked the game design and graphics and all the features implemented.

# PROJECT PLAN ON JIRA

- PLANNED THE SPRINTS BASED ON THE CHECKPOINTS GIVEN IN THE IP BRIEF
- ALSO INCLUDED THE CLASS ACTIVITIES, PORTFOLIOS AND ASSIGNMENT WE HAD TO COMPLETE SO IT WOULD BE EASIER FOR US TO KEEP TRACK OF THE DEADLINES AND THE TEAM'S PROGRESS

| | | |
|---|---|---|
| 14 | 18 Jul - 22 Jul 2022 (Class Hours) | **Checkpoint 1**<br>Firm up idea & start working on GDD (STLD)<br>Visual References (3RT)<br>Project setup and AI planning (I3E)<br>Concept for digital counterpart prototype (DUX)<br>Jira weekly updates |
| 15 | 25 Jul - 29 Jul 2022 (Class Hours) | **Checkpoint 2**<br>Idea Finalisation (All modules)<br><br>Complete GDD (STLD)<br>Whiteboxing in Unity (STLD)<br>Modular asset building (3RT)<br>Trim sheet/Texture Atlas building (3RT)<br>Reactive AI & User Testing (I3E)<br>Online synchronous Training for UX Toolkit (DUX)<br>Finalising of Concept & Proposed Features (DUX)<br>Jira weekly updates |
| 16 | 1 Aug - 5 Aug 2022 (Class Hours) | **Checkpoint 3**<br>Trim sheet/Texture Atlas submission (3RT)<br>Modular Asset submission (3RT)<br>Whitebox level with Modular assets (STLD)<br>Integration of questing system (I3E)<br>Usability Test Plan (DUX)<br>Jira weekly updates |
| 17 | **SUN, 14 Aug 2022 (2359h)** | **FINAL SUBMISSION for All modules** |

WE HAD 1 PERSON IN-CHARGE OF 1 MODULE (EXCEPT FOR I3E) AND SHE WOULD BE THE PERSON WE GO TO IF WE HAD ANY QUESTIONS REGARDING THE MODULE.
3RT - ANGELA
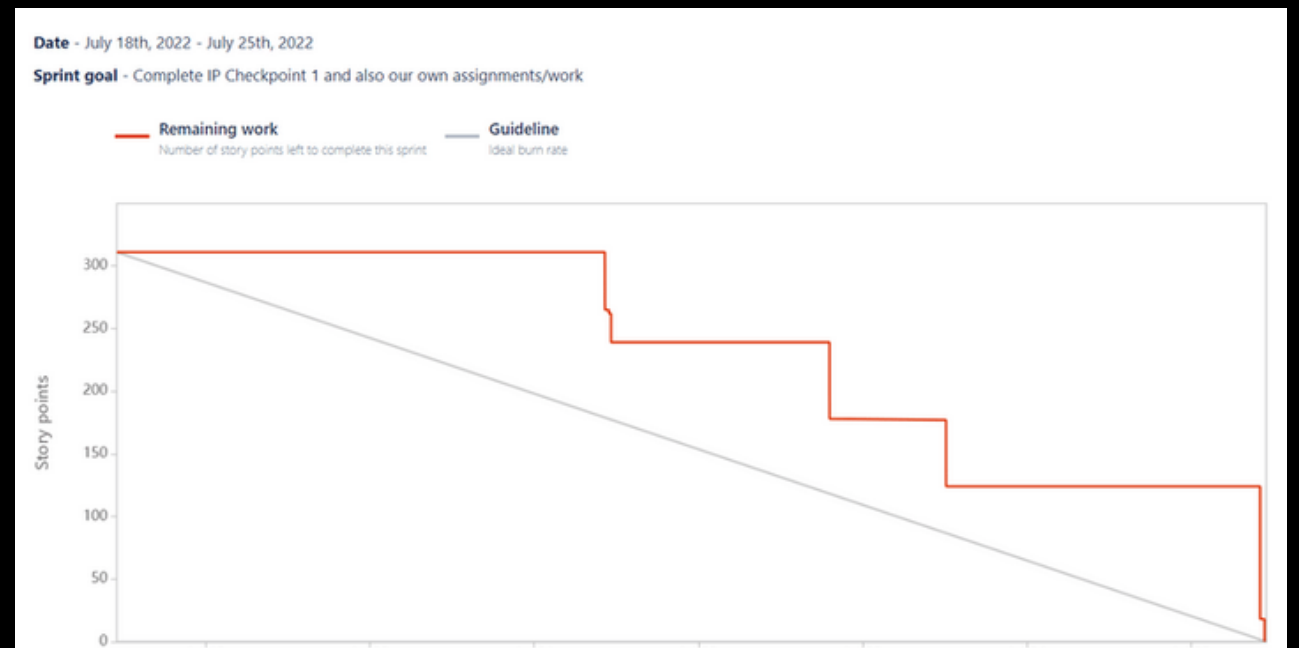STLD - NOMITHA
DUX - JOSEPHINE
I3E - EVERYONE

FOR EACH WEEK, WE RECORDED  AT LEAST 1 STANDUP & RETROSPECTIVE MEETING AND UPLOADED THEM TO GOOGLE DRIVE
EVENTUALLY, WE DID NOT MANAGE TO SUBMIT THE PROJECT IN TIME SO WE DID AN ADDITIONAL STANDUP & RETROSPECTIVE

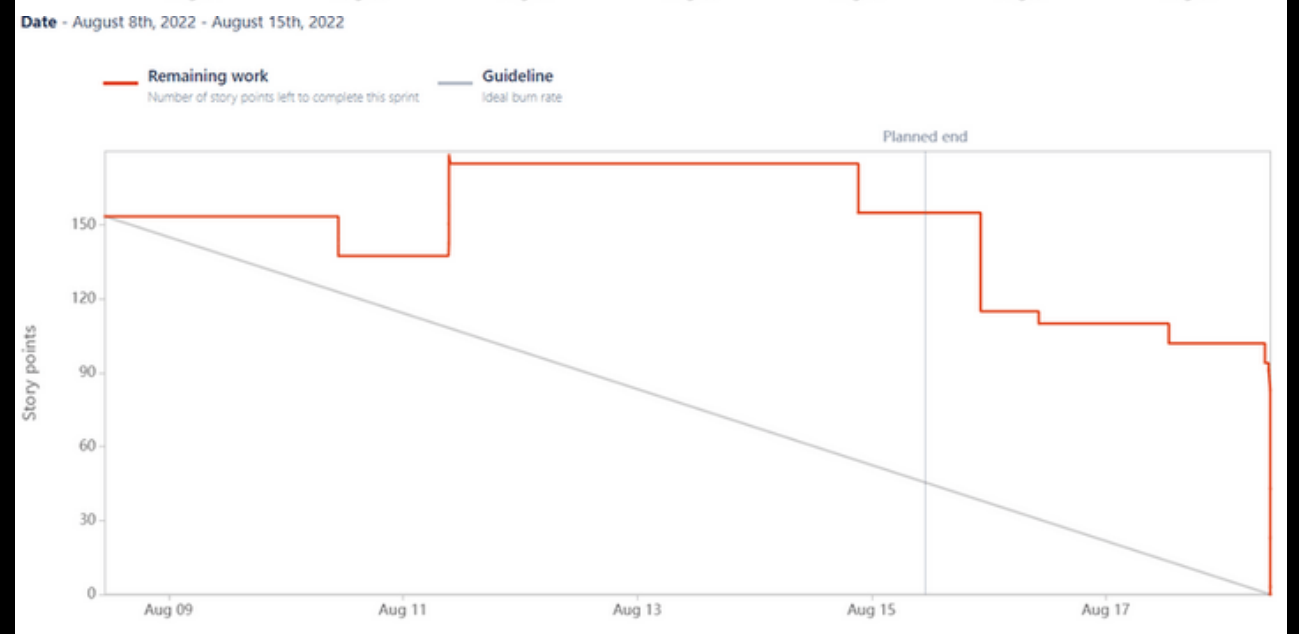# PROJECT PLAN ON JIRA

## BURNDOWN CHARTS

Checkpoint 1

**Date** - July 18th, 2022 - July 25th, 2022

**Sprint goal** - Complete IP Checkpoint 1 and also our own assignments/work



Checkpoint 2

**Date** - July 25th, 2022 - August 1st, 2022

**Sprint goal** - Let's complete checkpoint 2 and work on our portfolios!



Checkpoint 3

**Date** - August 1st, 2022 - August 8th, 2022

**Sprint goal** - Let's complete checkpoint 3 and work on our own portfolios!



Checkpoint 4
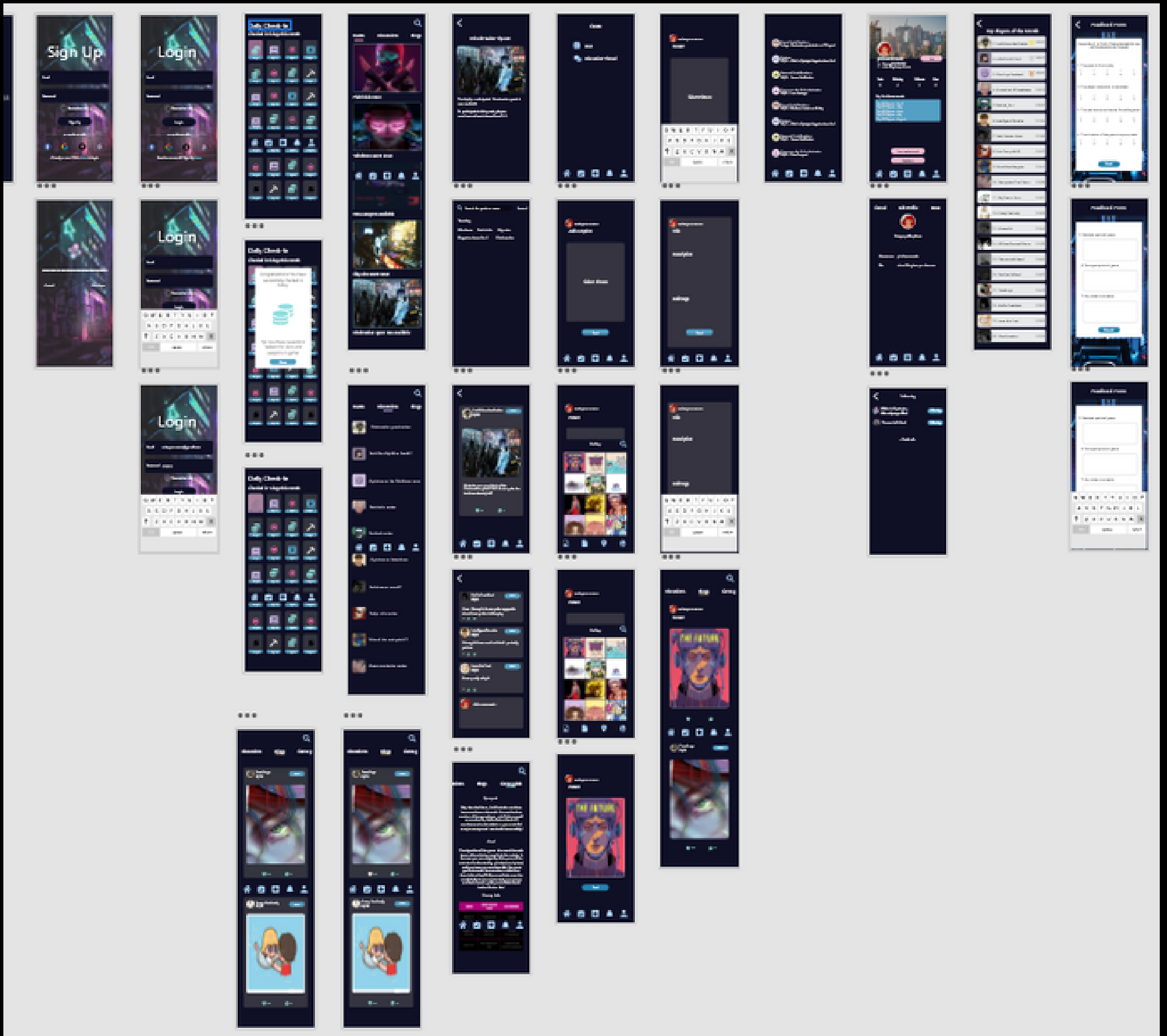
**Date** - August 8th, 2022 - August 15th, 2022

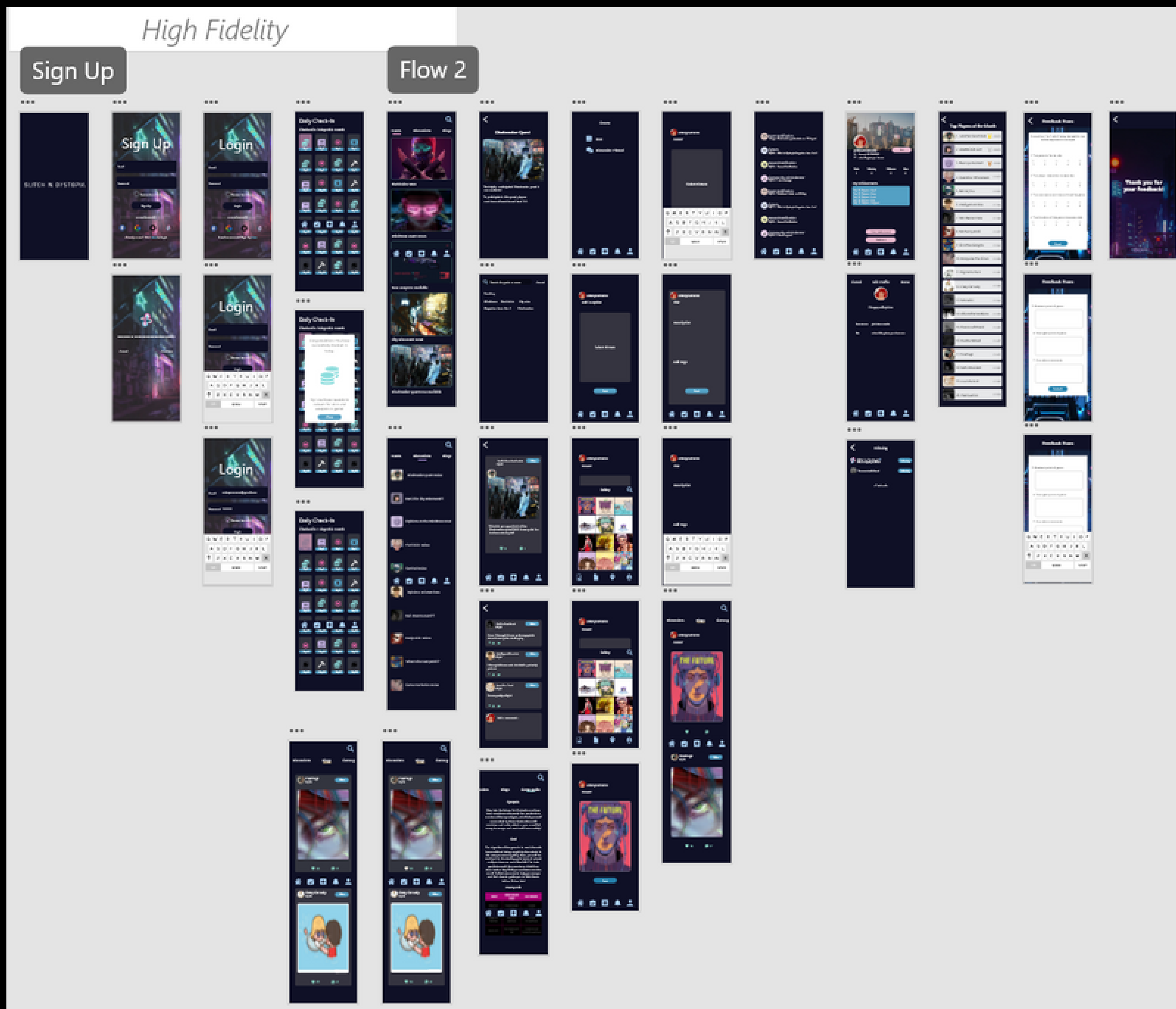Did not manage to submit in time thus the chart looks as such

# WIREFRAMES

## LOW-FIDELITY

# WIREFRMES

## HIGH-FIDELITY

# REFERENCES

Hardware research references:

https://bestsmartphone.games/are-iphones-good-for-gaming/#:~:text=An%20iPhone%20is%20one%20of,premium%20games%20releases%20than%20Android.
https://www.wired.com/2011/07/nielsen-iphone-gaming-study/
https://gs.statcounter.com/screen-resolution-stats/mobile/worldwide

## Adobe XD Usability Testing
 https://ivid2.np.edu.sg/media/DUX_GlitchInDystopia_UsabilityTesting_XD_Prototype/1_vwznap9a

## Unity Usability Testing
https://ivid2.np.edu.sg/media/DUX_GlitchInDystopia_Usability+Testing_UNITY./1_4uxmd8rt

## StandUp and Retrospective Recordings
https://drive.google.com/drive/folders/1GOoACHmnvlbNeXluwUc0BU1TEcc87dO9?usp=sharing