it's a wrap
2.744 Product design
coming due!

human use critique

Tuesday, March 8

Tuesday, March 1

Tuesday, March 15

concept sketches
feedback
storyboards!

Mystery Manor!
Automoton
Explore the room
Three ideas!
feedback
storyboards!
feedback
storyboards!
feedback
storyboards!

Forbidden

You don't have permission to access /2.744/www/Results/studentSubmissions/storyboardDesign/

Apache/1.3.41 Server at web.mit.edu Port 80
Every game has to reset automatically in 30 seconds or less.

Your prototypes will need to demonstrate how it could reset, without human intervention!

Games that toggle A and B states to achieve reset are fine, if that makes sense.

Effects that are “and then the thing explodes all over the room” are likely going to be hard to reset.
feedback

storyboards!

Puzzles that require a flash of insight to solve ("we’re supposed to mimic the man in the painting") can be hard.

Some groups may figure it out right away and solve the puzzle in seconds and others (most!) will NEVER figure it out. Ok for escape rooms where they are failing 90%,

Failing work for an adventure where the guests need to get to the next room to go on with the show.

More successful puzzles have *incremental progress*, where guests see and know WHAT to do, but the challenge (which takes time) is in DOING it.
feedback

For 5 Wits adventures everything should make sense, at least at a superficial level.

Games like “when you touch this thing in the room, lightning outside flashes” don’t make a lot of sense – why would lightning outside, a natural phenomenon, have anything to do with what the guests are touching in the room?

Unless of course, there’s a plot explanation for that...
feedback

fun ideas! (as mentioned by client)

1. Many record players playing at once, match the correct records to the players
2. Conducting sound through a person’s arms
3. Anamorphic image seen using a cylinder mirror
4. “Door opens at midnight” group must reassemble a big clock and get it working
5. Tesla coil – always good, works well with mad scientist themes
6. Lighting effect – many of the concepts involved lighting. A convincing lighting effect would be awesome
7. Family tree puzzle – very cool logic puzzle idea
8. Take a photo of the guests – several students had varying ideas for capturing a shot of the guests and using it later
9. Debris appears to be blocking a hallway, then disappears when the door is closed and reopened
10. Assemble the organ pipes in order, play the tune
11. Talking painting – a classic, perfecting this has a high chance of being included in the adventure
12. Morse code – encrypt or decrypt, a fun activity
feedback

storyboards!

There are lots of other fun ideas that might have practical issues or questions to resolve (resetting, maintenance, etc.)

Not every game needs to be about “unlocking the door to get to the next room” – there are other stories to tell and plot elements to pursue!
feedback
on feedback!

I appreciated your ingenuity when coming up with challenges. My biggest concern with all three of your storyboard ideas, though, is that each involves inventiveness and leaps in logic that I'm concerned are quite challenging and not entirely intuitive for an average user. Also, since the challenges are hinged on those key leaps, if the user fails to understand, then they are unable to complete the challenge. Since there isn't a way to adjust the difficulty of the challenges, this could be very frustrating.

**Whisper Room:** What makes this painting and these chairs spectacularly odd/interesting? What if the owner of the house just has strange tastes? Is there a way to make them more obviously clues? Also, even if it's apparent that the painting is a clue, I'm concerned that the user wouldn't immediately assume that they are expected to mimic it to get the next clue. Remember that our target audience includes even elementary school children. Lastly, is there a reset function for the room? Would the table simply give the next group a different set of numbers?

**Anamorphic Room:** Nice job using an existing archetype (odd paintings, triggers for a secret door). The Optical Queue step is a key point of concern, since I don't think it is intuitive to the general public. Cylindrical reshaping mirrors are something I only know about because of my experiences at MIT, but I wouldn't have immediately thought that the strange drawings were anything other than strange drawings, or that I needed to extrapolate what I'd done with those to other objects in the room. What if the anamorphic image was itself the clue? That would simplify the challenge by a step.

**Morse Phonograph:** I like the implementation of Morse Code; that's very creative and fits well with the storyboard/setting. I also liked how the phonograph provided audio cues, as we tend to only think of visual cues. Again, I'm not sure that a user would assume that they needed to mimic the Morse code as opposed to just translate it using the poster.
Storyboard #3- Interesting puzzle. Not inclusive at all, it is a one person task. But the effects are interesting.
feedback on feedback!

Comic Sans? Really?

should I use comic sans?

will your document be viewed by the public?

yes no

don’t use comic sans!
feedback
on feedback!

Very clear, and very well explained. Good job!
The website was very aesthetically pleasing and easy to navigate. Each scenario was beautifully and simply illustrated - the shading was well done and there was enough detail for me to experience what you're describing!

I was a little scared of the people with blanks faces, because I think they were pretty realistic except the lack of face. Maybe some hair and simple faces would make it work better? I'm pretty sure that's my own personal problem though...
and now
warm up!
marker technique

cubes
marker technique
the cylinder
marker technique
the sphere
letting the paper do the work
rendering
canson
rendering
canson
rendering
not this!
canson drawing
exercise

marker/pencil on Canson  (10 min)
what’s next?

Thursday

sketch models!