

Prototype:

Beyond our Sight

Team Two*2

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Goals

What do we want to test with this prototype?

- Communication and interaction
- Difficulty of our puzzle ideas
- Our ping-pong puzzle structure
- Experience with different perspectives



Prototype Design

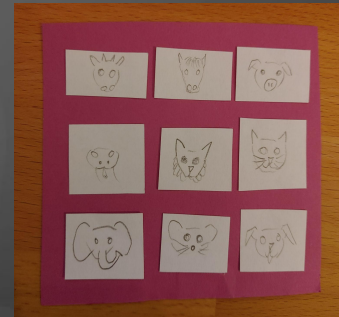
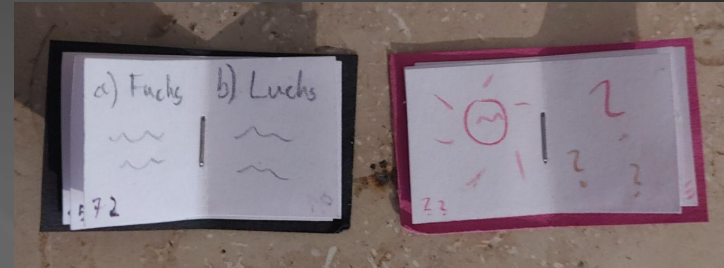
Reconstruction of the two perspectives in a shoe box

- Protagonists' views represented by half of a shoe box each
- Objects made of paper
- Playable character representation by lego figures
- Setup of the prototype by placing the two scenes back to back

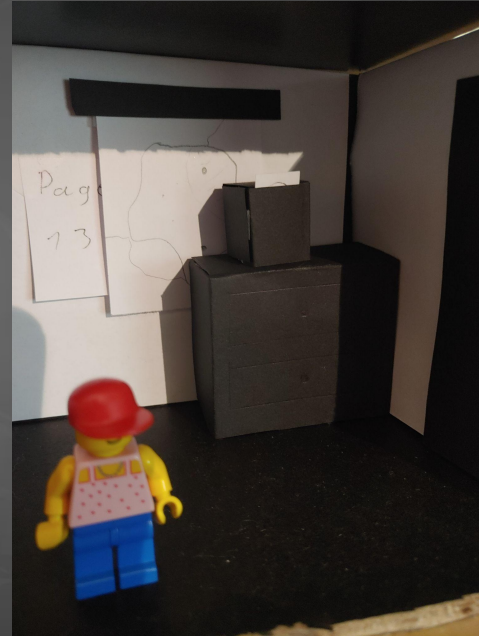
Adjustments

- Few adjustments necessary → Puzzle game
- Additional third player to represent the computer's tasks (synchronisation, etc.)

Physical Prototype



Physical Prototype



Experience & Results

- Prototype does not include view-sharing ability
- Lacking immersion and spacial awareness
- Possible issues with complex rooms / puzzles
- Orderly style too boring

Game Idea Adjustments

- Simplification of scenes
 - Limited number of objects
 - No similar objects close to each other
- “Sending over”-mechanic not as important as expected
 - Moving it from desired- to high-target
- Marker for interactable objects



Thank you!