Ticket, Police

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Summary

- The majority of bad drivers in the US are in Massachusetts
- Our game looks to:
  - teach drivers the rules of the road
  - encourage them to build good habits
- Our target audience: 16-25 year-old new drivers
- Platform: PC, web-based (possible port to iPad)

Need Analysis

- Problem Statement
  - There are many fundamental rules of driving in city communities that are commonly not followed
  - This includes obeying traffic signs, lines, etc.
  - Many people are aware of the basic the rules of the road, but choose to ignore them.

Need Analysis (ctd.)

- Learning Objectives
  - What is the proper way to respond to a passing emergency vehicle?
  - Being fully cognizant of the rules of a given road
    - Observing street signs, lights and lines on the highway
  - Recognize the consequences of bad driving habits
    - Not using turn signals, or ignoring speed limits
 - When are the appropriate times to make a turn?

Task Analysis

- Objectives
  - To remind drivers, both old and new, of rules of driving that are not commonly followed or are easy to forget
  - To promote good driving habits
  - To encourage people to drop bad habits that they may have developed or are in the process of developing

Task Analysis (ctd.)

- Steps to take
  - Show players different driving situations
  - Have players respond to the situation by choosing their next course of action
  - If user responds incorrectly, show them the consequence of their action
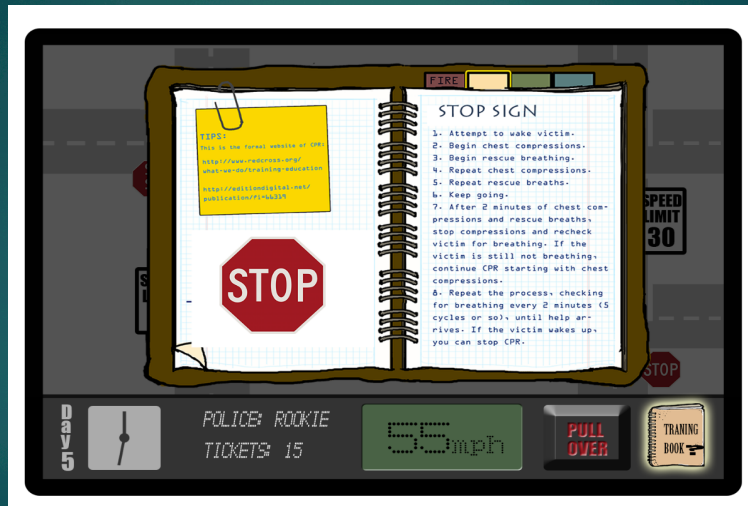 - Let the user try again, and repeat until they choose the most appropriate action

Concept Art and User Interface
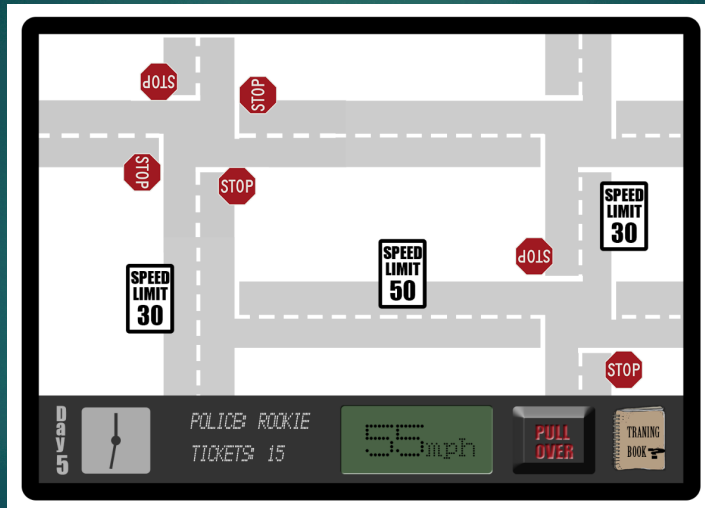
User Interface – Car Side View

User Interface – Training Book

Gameflow

- ▶ New elements added to each level
- ▶ Elements are cumulative – once they've been introduced, the player must watch for all offenses
- ▶ Stages of play in each level
  - ▶ Reviewing
  - ▶ Lecturing
  - ▶ Playing
  - ▶ Conclusion

Gameflow -- Levels

- Win condition
  - Timed
  - Player receives points for accurate tickets
- Lose condition
  - Issuing wrong tickets
  - Missed offenses cause car crash
  - 3 mistakes allowed per level

Narrative

- Rookie traffic cop, trying to be certified
  - End goal: Pass the certification test with the knowledge you've gained
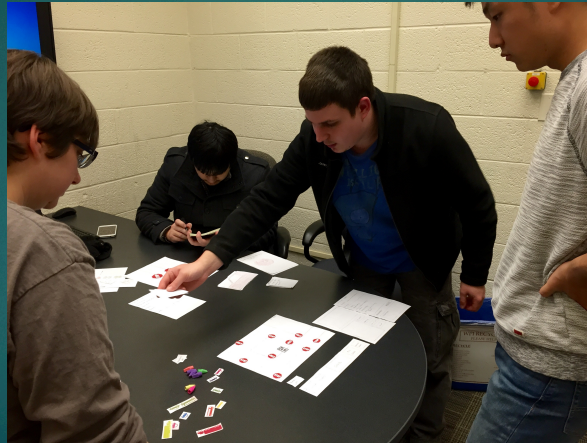- Set in Worcester, MA

Assessments

- ▶ Pre- and post- written tests
- ▶ Assessment at end of each level
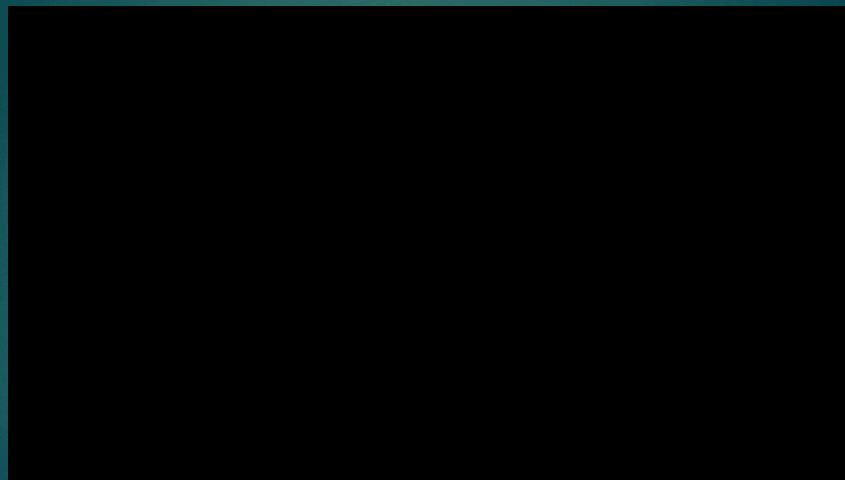- ▶ Newspaper explains results of actions at beginning of next level

Paper Prototype (yay!)

# Paper Prototype (yay!)

Playtest Video

Postmortem

- ▶ Paper prototype issues
  - ▶ Paper hard to manipulate
  - ▶ Signs were not stable
  - ▶ Mistakes were made
  - ▶ Presentation to user was confusing
  - ▶ AI too complicated to easily replicate
  - ▶ Speed and timing of cars not clear
    - ▶ Feedback to player not easy (AI could not communicate issues, facilitator had to guess)
  - ▶ Failed to simulate car accident or transitions

Postmortem (ctd.)

- ▶ Design issues
  - ▶ Help button name not clear
  - ▶ Grey areas in rules (31mph)
  - ▶ First two levels too easy – everyone already knows the rules
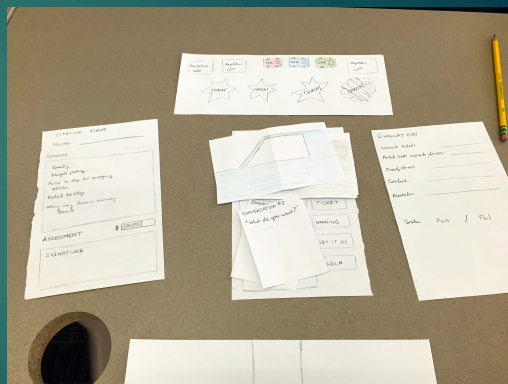
Postmortem (ctd.)

► Feedback

- ► Seemed to understand game
- ► Liked idea but too easy and motivation not clear
- ► Introduce more concepts sooner
- ► Have more cars committing offenses

Postmortem (ctd.)

► Recommendations

- ► Make UI buttons consistent
- ► Have more elements in earlier levels
- ► Show clear boundaries or focus on grey areas (ex. Speed limits)
- ► For later testing, plan to either communicate player mistakes better or to have a set plan for AI so all team members know which car is supposed to receive a ticket.

Thank you!

ANY QUESTIONS?