Group 3

December 09, 2015

Mark Ansell, Sabrina Hua, Dana Lansigan, Cozmo Nakamura, Bryant Phan, Dipo Toriola

Project Part

Observer Feedback Summary

Generally, we believe our prototype was a success, but our project can be improved. We observed that the evaluators were quick to learn, although several had some difficulty understanding the instructions. A particularly complicated aspect of the rules was the use of the mini dice, which few understood without our verbal instruction and visual demonstration. However, once the players completely comprehended the rules, they appeared to enjoy the game and played with the enthusiasm and competitive spirit we were hoping for. Many found the game helpful for 3D visualization and stated they would recommend it to future E25 students.

Student Evaluator Feedback Summary

The majority of evaluators agreed that our instructions were comprehensive, yet there were several requests for less content and more visuals. They found the gameplay to be intuitive. However, there were suggestions for making the gameplay more seamless. For instance, the standard gamemode should make use of 1 set of cards no matter the number of players. In addition, the smaller dies should be eliminated to make the game modes more challenging. The evaluators are suggested laminating the cards so that it would be more durable throughout gameplay. Overall, Ortho-Slap was well received and deemed to be helpful with orthographic projection and 3D visualization.

Changes Made

Due to multiple students' confusion with the mini dice, we decided to completely omit the mini die. Students played with the mini dice and put them on their fingers instead of using them to aid with visualization, so due to popular demand, we have removed the mini dice from gameplay. We also decided to add an inventory list to the rule book so players can easily identify the different pieces of the game and make sure they have all the pieces needed to play. We also decided to make our Rule Book more concise by removing words and adding pictures. Furthermore, we revised our classic mode to have only 1 set of cards in middle of the table and players will slap the card with the correct face. Since the students enjoyed our 3 modes so much, we added Solitaire mode, in which students can play the game individually and timed. Finally, due to popular demand, we have created one more design. Both have been uploaded on bCourses.

Mark Ansell, Sabrina Hua, Dana Lansigan, Cozmo Nakamura, Bryant Phan, Dipo Toriola

Future Work

To further develop our prototype, we would 3D print our other 2 designs and make new designs for corresponding new sets of cards. We would also enhance the quality of our prototype by laminating the cards, as one student suggested.

Resources

We used the following machines and software for our project:
1. 3D Printer (Jacobs Hall)
2. SolidWorks
3. Cura
4. AutoCAD
5. Color Printer

Help Received

We received no outside help, besides feedback from Professor McMains and the GSI's during the Oral Presentation and from the student feedback forms from the demonstration day.

Raw field notes from Observation Day have been attached in the folder.

Mark Ansell, Sabrina Hua, Dana Lansigan, Cozmo Nakamura, Bryant Phan, Dipo Toriola