



Design Problem of Concept (What does the Design Problem the concept address? 2-3 sentences)

*The Design Problem the concept addresses is keep a person from being bored. It helps with stress.*

Description of Concept ("Elevator Pitch" 2-3 Sentences):

*I want to make screen based game can be a bit addictive. In this game the user will the birds are located. If the higher the level the harder it will get to free the birds.*

Functions of Concept (be as concise as possible): Use the table below to identify six concept functions. Justify each function

**FUNCTION**

One main function of the concept is ... levels

1

power ups

2

Free button to gain hp

3

gifts

4

the bad guy

5

song button

6

CONCEPT:

add the screen so the ball can change and when they let go it will hit the cage which  
each level there will be borders blocking the birds cage so you can get to it.  
action according to the concept description and solution.

JUSTIFICATION

This function is needed because ... it will challenge the player

shows more special effects and help the player get the birds better

When you lose a life you get a chance to watch a  
ad to revive you but you only get one chance  
to do it per game. When you lose again you won't be revived  
unless you use one of the lives you already have.

to give the player a motive to help save the birds

you can press the music symbol icon and play  
any of your songs.

Sequence of Interactions: INSTRUCTIONS Use cells below to sketch 1st or 2nd iterations of the concept. Each cell should show



MTEC 1101 Emerging Media Foundations  
 Ideation Sheet: Horizontal + Vertical Prototype | NAME: *Klara W...*

1 (sketch interface visual)

User Action: Press start to get to the level

Screen

2

User Action: Press the unlocked

4

5

User Action: let go of the ball so it will launch and go in the direction you set it to.

User Action: Press to Pause or

18/10

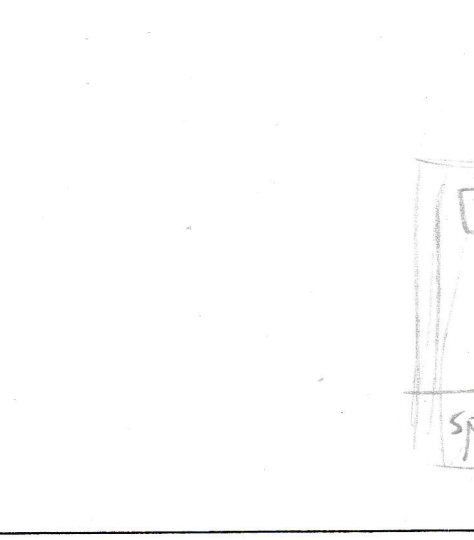
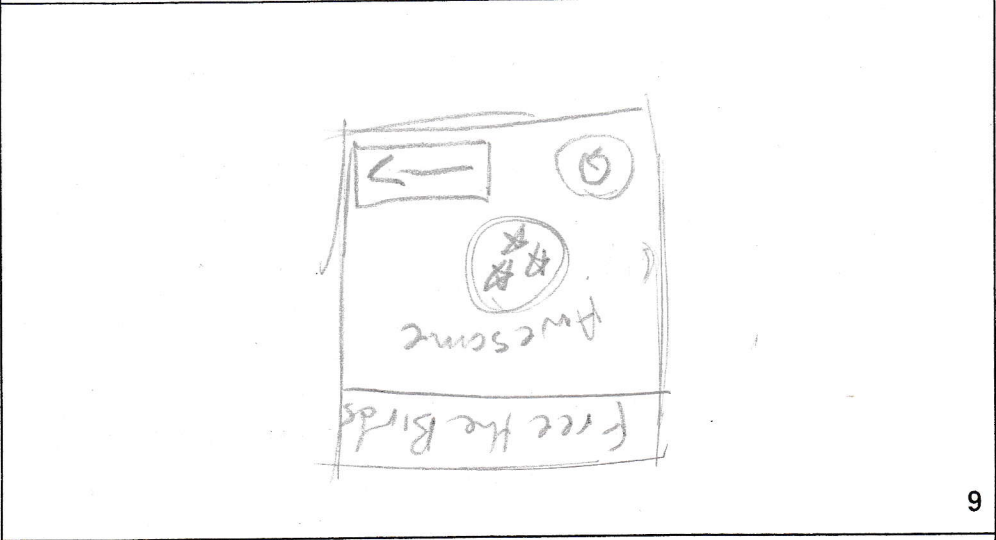
CONCEPT:

id demonstrate one discrete action of the user. Sketch the visual interface and write the detailed User Action

When level is complete you can  
 Press the arrow to go to the next  
 level or restart button.

User Action:

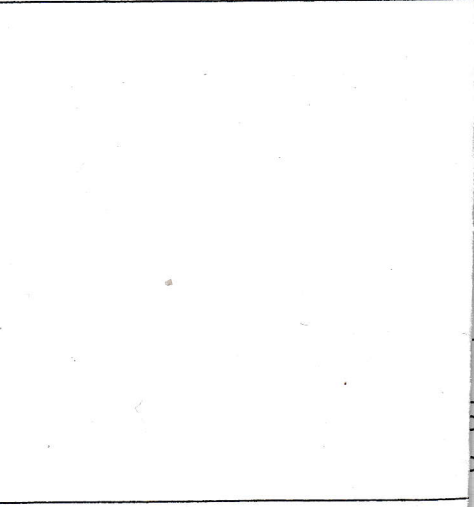
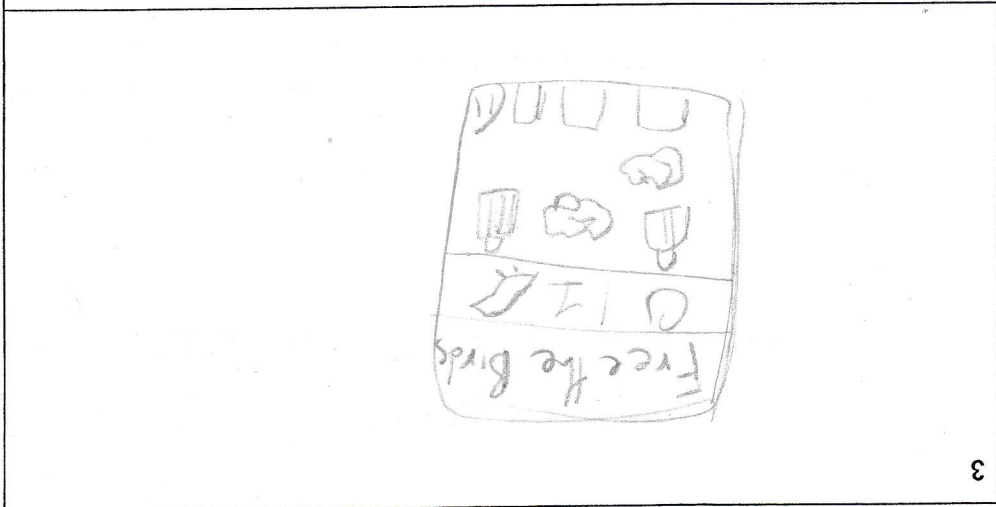
restart level



Press and hold the screen and slide left  
 or right to see the angle the ball  
 will go in.

User Action:

level





Horizontal & Vertical Prototype Table: Row 1 is designated for Horizontal Prototype notes. Columns 1-6 are designated for Vertical Prototype notes. Populate each cell of Row 1 with concept functions. Populate one Function column for each vertical p

	Function 1				
	Function 2				
	Function 3				
1	Press start is set to the level				
2	Press the unlocked level				
3	Press and hold the screen & slide left or right to see the angle the ball will go in				
4	Let go of the ball so it will launch and go in the direction you set it to				
5	Press to pause or restart level				
6	What level is complete you can press the arrow to go to the next level or restart button.				