

Collin Strauch

Dakota Engelbeck

Michael Durst

Paper Prototype

Our idea for the group project is to create a blind platformer. The paper prototype for this idea is very simple. In an open area, we create markings on the floor that the player has to jump over. On each of these markings, there will be a source of sound that the player will use to judge their distance to the platform. The player must also keep their eyes closed to simulate being blind.

We set up our playtest in the hallway in front of the classroom and used duct tape to create the markings on the floor. We then played sound effects at each of the lines of tape for the player to judge their distance from them. The playtests are meant to determine if the player could measure their distance using only sound.

