Dragon's Den

TrailblazAR

Team

Albert Guo
Programmer, Designer

Marie Leung
Programmer, Artist

Xiaoxuan Zhong
Programmer

Ricardo Washington
Faculty Advisor

Mike Christel
Faculty Advisor

Richie Zhu
Art Director & Sound Designer

Jessy Wang
Environment Artist

Sophie Huang
Producer&Character Artist

Giulia Lozza Petrucci
Client, Dragon's Den

Client Requirement

3 mixed reality prototypes in Dragon's Den

What we designed

Ground game

work with dragon to clear obstacles

Choir Loft minigame

feed dragon with fruit as a tutorial

XREAL ropes course

touch pillars to gather courage

Final Video

Halves + playtest feedback

More challenges

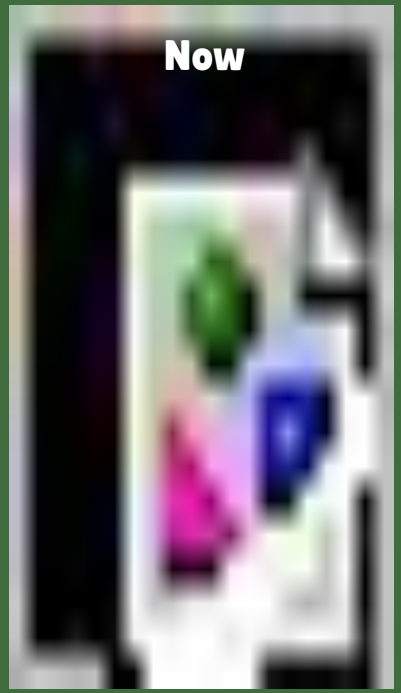
Players want more tasks

Ending?

We need a clearly defined end state

Halves + playtest

XREAL AR Glasses

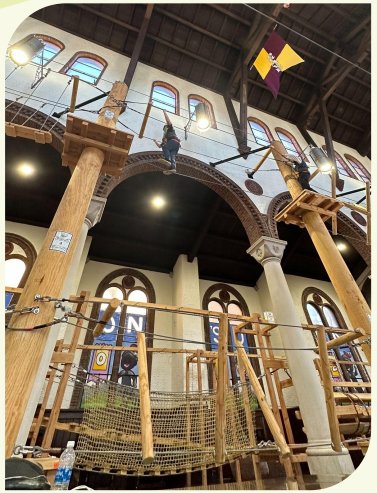


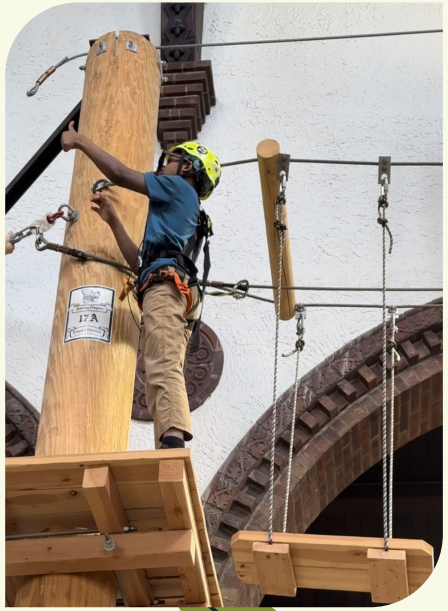
Higher Rope Course

"I can see the future through these glasses."

– Child at Dragon's Den

- Dynamic effects → Disorientation
- Measurements and adjustments




17A

XREAL AR Glasses

Zipline

“It’s too fast ”

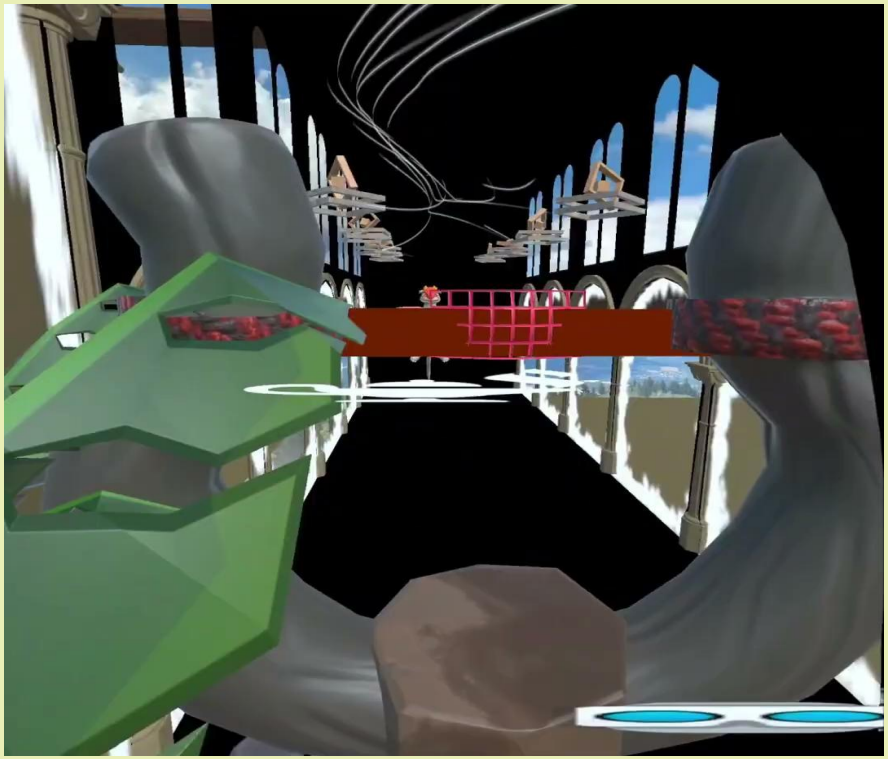
Choir Loft Level Gameplay

New mission for gameplay

enriched cutscene & gameplay content

Choir Loft Level Logistics

restrict player movement



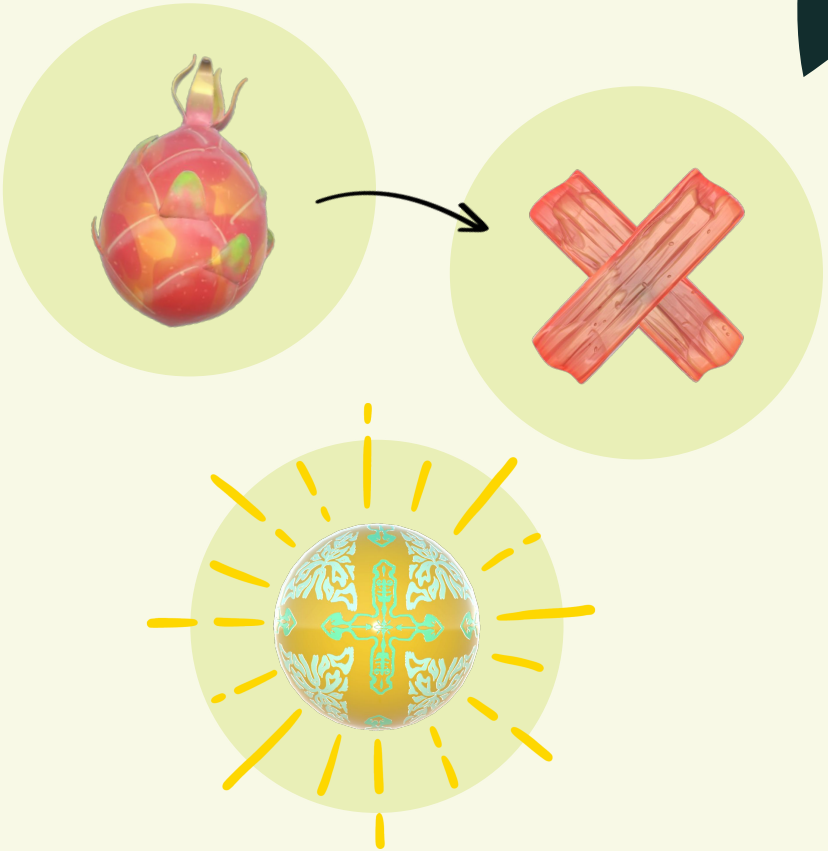
zipline fast lane game zone

Play Zone

Fast Pass

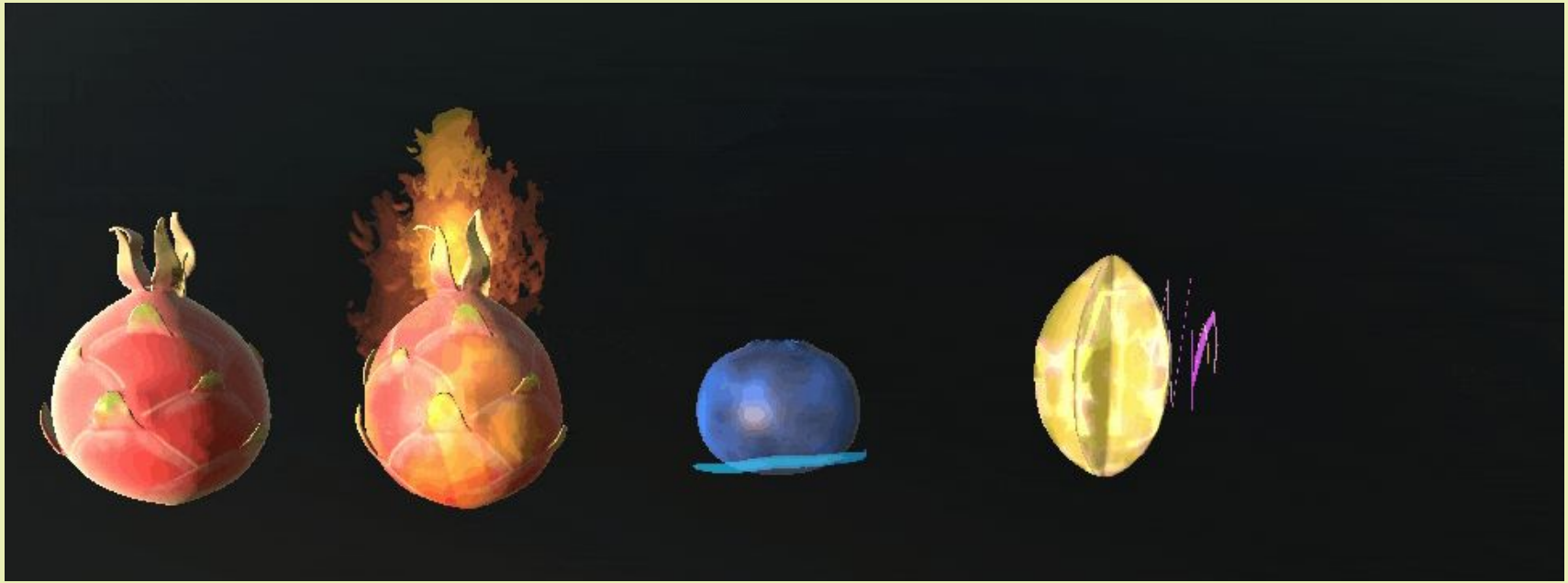
Ground Level Iteration

Added gameplay and goals



Ground Level Iteration

Enhanced visual and audio feedback

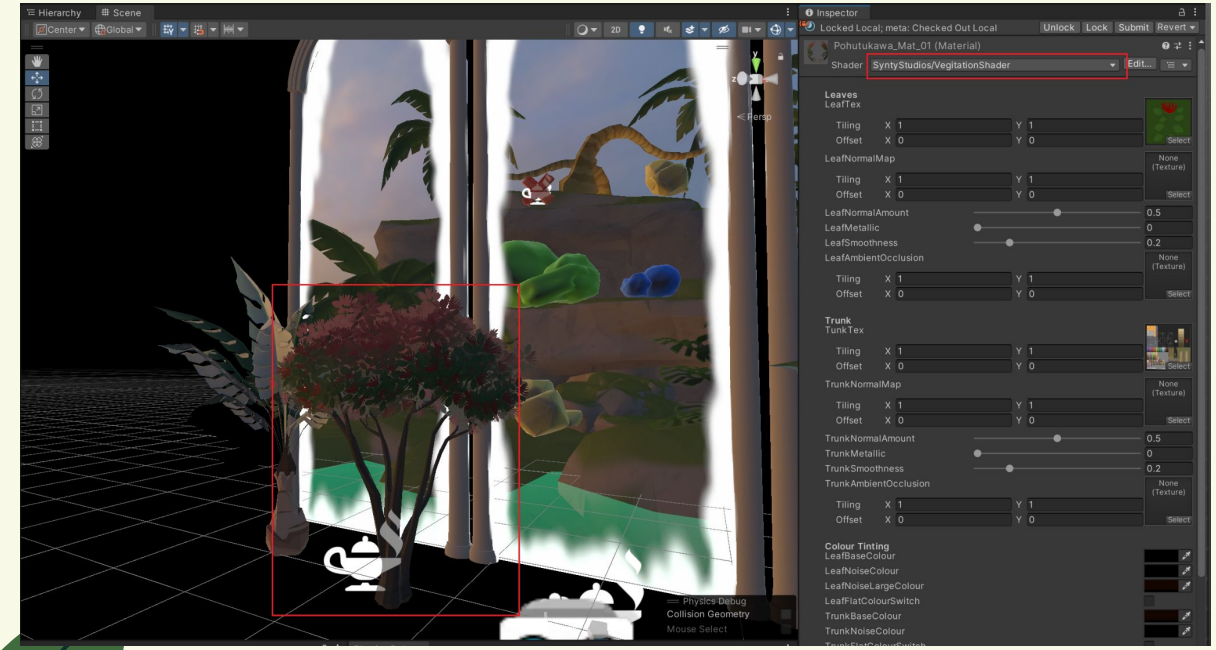


Ground Level Iteration

Encouraged physical movement

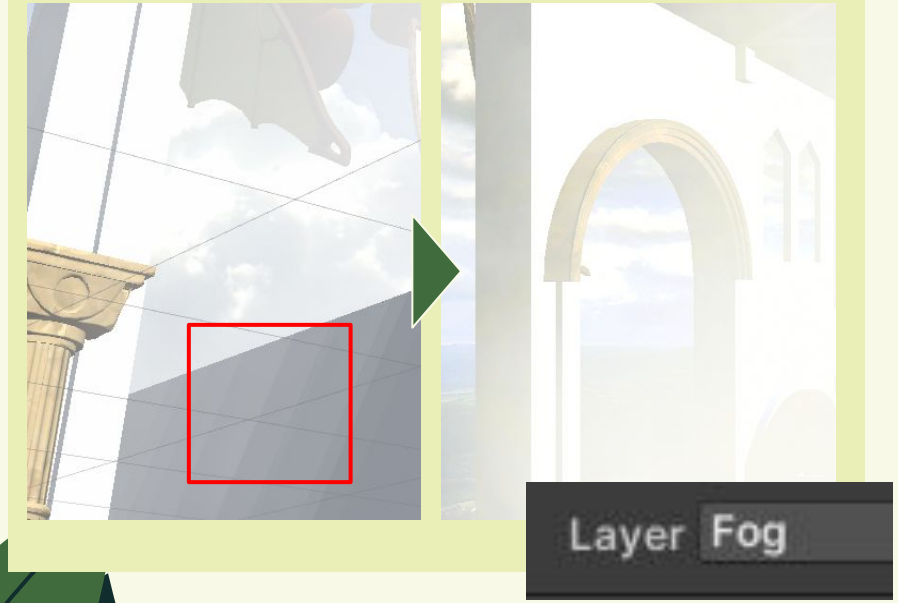
Other Iterated Features

Performance + assets



Other Iterated Features

Performance + assets



Other Iterated Features

Animation

Lessons Learned

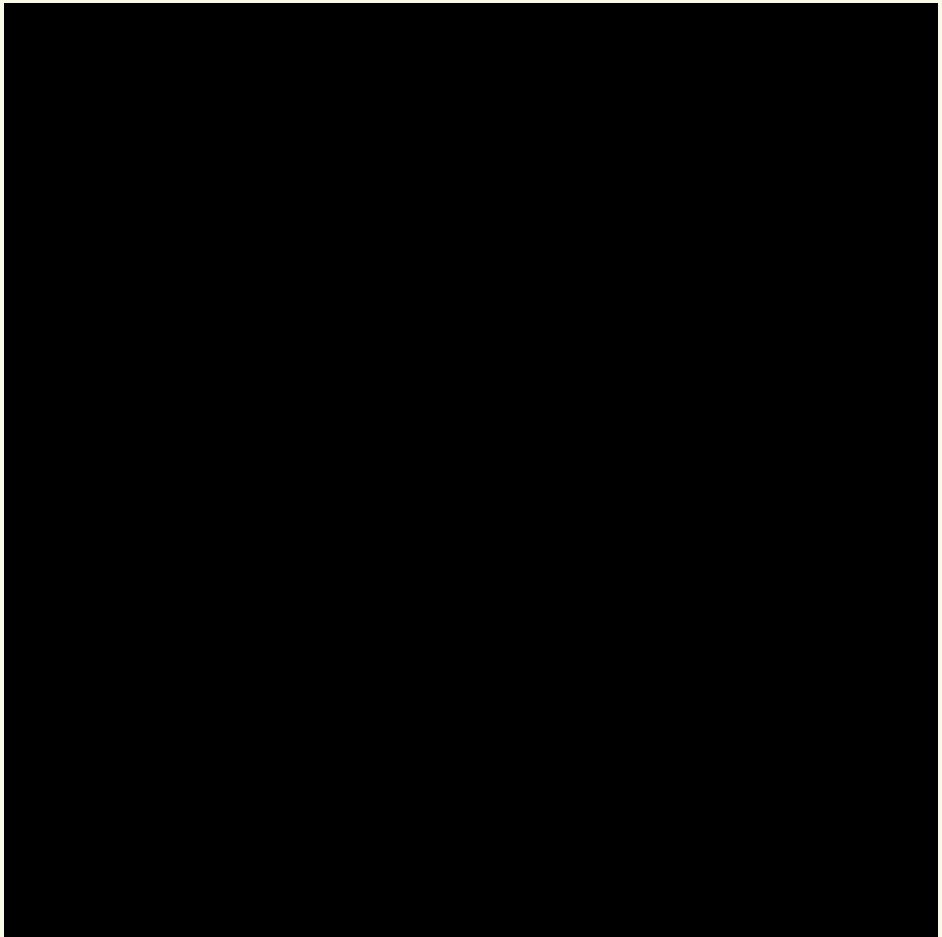
Children loved it! They helped and played with each other.

Not all followed intended gameplay.

Lessons Learned

Mixed Reality Magic Measurements

Lessons Learned



Lessons Learned

Next Steps...

3 prototypes

"How to" videos for staff training

Advice for future dev teams

Thank you!

Q + A

Comments from client & players

Giulia testimonial

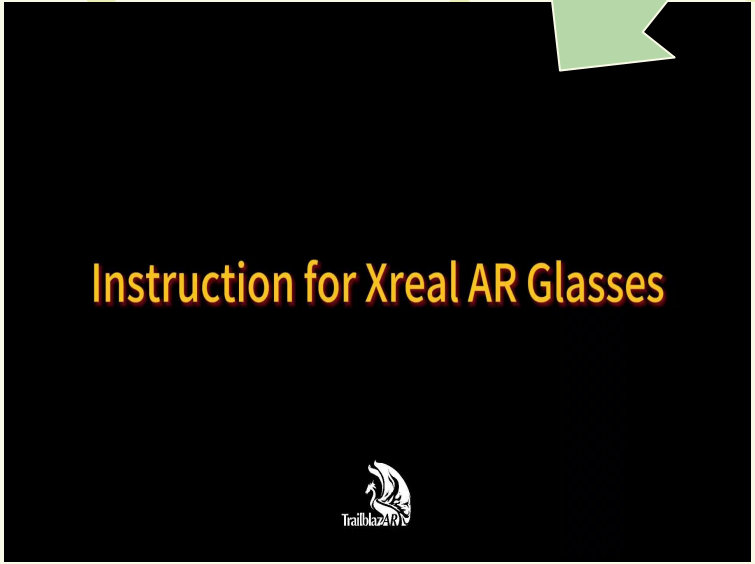
What we learned

VR experience on high rope course with Oculus 3 are dangerous and difficult to make, AR can work but still need to consider:

the budget of devices,quantity,duration,availability
The size of Platforms may be too small for some interaction
If you need to record final video for advertising, how can you record the video?
Possibility of device dropping
Many children who already wear glasses have difficulty wearing AR glasses(XREAL)
People can switch order on rope course, but it takes time, not everyone handle it well, children want to help,which easily ended up to trigger bigger problem which need staff to come over and take time to help . if playtest time in dragon's den is limited, please make sure no other players are on the rope course before playtesting

Playtest with target audience earlier

- Kept testing with correct age group children

- Even if the experience is made for plant space, as long as the needs to align to the whole scene, leave enough time to test i space more,because the construction size is not the same wit construction map, still need minor adjustments
- Have fewer moving visuals when you're climbing(some peopl dizzy)
- More feedback for naive users
- Give XR users a separate playspace or queue(when real set t on rope course,because sometimes experience will slow the p
- Zipline very fast- not able to create enough experience
- Possibility: try to align object on high rope course can be diffic to collect things floating on the air may be easier to make
- The high rope course at the end station is pivot a little bit from previous one, if you have that in design, please consider
- With AR glasses, children want to interact with other children, lead to they got distracted from game

Documentation:
https://docs.google.com/document/d/1sGSYaAUGX9ZaGa0NYCLMhXpCrlRp1ikbBb5GXIfznoA/edit?usp=sharing