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| **PROGRESS JOURNAL** |

**Preparation and Action**

When creating a concept idea for this brief I always wanted to create some kind of a kid’s game but was not sure what portable game would be interesting and fun to play.

I did research on different types of games such as video games, physical games played at fun fairs and new digital mobile app games.

Some research mentioned that up to 91% of kids play video games and now of days most children have mobile phones, so this was the direction I wanted to go. Creating a fun and friendly spy game on a mobile app.

I enjoy playing video games on my mobile phone and so do all my friends and when I asked them about this type of new spy game to be launched on mobile apps, they were excited to play it.

I wanted this spy game to be interesting, exciting, colourful, fun to play and be friendly and easy for any child to play without getting bored.

To make this different that other mobile app games, I had the idea of making this game interactive and linked to a physical game. The children will be able to play the game on the mobile phone and use their spy skills to search for secret codes. This will be like a treasure hunt but using the incognito theme and making this into a spy and search game.

**Research and Development**

I started to research different games available on mobile apps and which ones looked interesting and good to play. I played a few and found out that some were too difficult to understand and play.

I also looked for spy games available on the internet and found a few but these were paid for to play games. Others are video games, but these also have to be paid for and you need a video game station to play these.

I decided the mobile app games are easier to download and to play without any costs involved. This would be the best option for kids to play without any problems.

I began to do research on different kinds of mobile app games available today on Google Play and Apple store. There are different app games which are educational and used in schools.

I started to gather some ideas of spy game designs and researched a few spy movies to get some spy ideas and inspiration for my own mobile app game. I wanted this game to be combined with a physical game so children can enjoy playing around the festival instead of just looking at a mobile screen.

**Problem Solving**

My main problem was trying to think of the idea of the spy game. I didn’t want to just copy other games, but I wanted something different.

I had the chance to speak to my friends on the phone while I was in lockdown and chat about my Final Major Project and ask for some ideas.

They gave me some bad and good ideas but also gave me the inspiration to create different spy characters and make the game for children up to 16yrs old.

My other problem was trying to convert my ideas into a design concept by using design techniques and design software.

I started to learn the basics of using Photoshop by following tutorials on YouTube but it was still very difficult, so I got some help from a friend who knew how to use Photoshop properly. He showed me the basics and helped how to create different layers.

Once I got the hang of it, then it was easier for me to start developing my ideas in a design concept to create the mobile app game screens.

**Self Evaluation & Progress**

The first stage of thinking of the idea for this brief by using the theme incognito was the hardest and took the longest time. It was only after playing a video game on my mobile that I realised and thought of making a mobile app spy game.

Creating the mind map really helped me which gave me more ideas and from there I started to make some progress by sketching down my ideas.

My sketches are not that good, but I tried to draw or write down my ideas with small sketches and notes just to remember the ideas to progress them further.

I started to do a lot of research online on different spy games and mobile app games and then save my searches and copy and paste designs with notes. The research helped me to create the story board and put my ideas down for the complete game design on a stage by stage basis but some areas still needed to be better.

I did not know how to link the mobile app game with the physical game so I did some research on festival games and outdoor kids activities. Kids enjoy playing outside and never get bored with different physical activities in parks, fun fairs, festivals and carnivals.

I asked my younger cousins about what kind of physical game they would play outside and they told me about treasure hunts, mazes and mystery games which give a prize at the end. This gave me the idea about creating the interactive game with a physical spy search game that kids will play in the festival.

Unfortunately, I was tested positive for coronavirus in the beginning of March which slowed my progress right down. I got very sick and could not continue my work for over a month. Due to this I lost my focus and got behind with this project work. The teachers were all aware of my situation.

I had a lot of time to myself while in isolation so I continued to play my video games on my mobile phone and think about the creation and concept of this spy game. I did not have enough energy to draw all my ideas on paper but I tried to save my ideas in my head. This continued everyday while I was coping with my coronavirus illness.

During my final stage of recovery, I became more focused on my project and started to create the screen designs for my mobile app spy game.

I had some help on photoshop with basic learning and putting layers together and creating some basic app screens and from there I started to build on the design ideas.

With the help of my friend, I created different characters and different game levels for the missions and things started to get back on track with progress and development.

I started work even harder and faster to get everything finished on time and by the due date. I started to enjoy working on the project a lot more because I started to see the final development on my idea taking shape.

I had a lot of fun designing the screens because it gave me a chance to learn the software at the same time. This concept design idea has pushed my limits to the max but I’ve learnt so much from it at the same time.

I personally think my design idea is very good and would definitely be enjoyed by the children who like playing spy games and like the outdoor activity.