

LEARN MUSIC ON FACE IN THE SPACE

Introduction

Face in the Space is an educational game platform designed to teach music fundamentals using engaging mini-games, developed using Agile methodology. Cycle 3 focused on refining UI, completing two mini-games, integrating syllabus materials, and improving usability through feedback and testing.

Key Features

- Dashboard design
- Avatar Customisation
- Game-Based Learning
- Progression System
- Educational Integration

Platform & Tools

- Engine: Unity (used for game and UI development)
 - UI Testing Mode: Unity Play Mode
- Game Deployment: Deployed on itch.io, ensuring browser compatibility

Testing & Feedback

Usability Testing: Think-aloud with 5 team members

Functional Testing: All core systems passed; minor audio bugs noted

Client Feedback Integrated:

- Unified space theme
- Simplified avatar navigation
- Clearer learning outcomes

Design Principles

Visibility: Animated icons
Clear feedback

- Affordance: Intuitive UI elements

Consistency: Uniform space themed visuals

Feedback: Sound effects
Progress bars



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