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STUDENT ID: 0331945

FOUNDATION: FID | FIA | FIS | FNBE

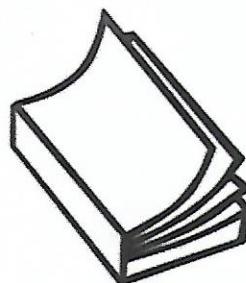
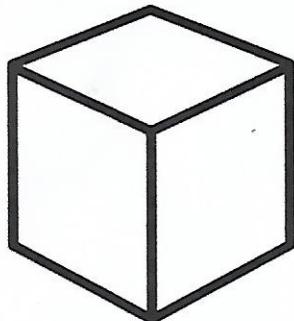
TUTORIAL LECTURER: MR CHARLES | DELLIYA | MR CHUN WEI

PRODUCT NAME:

GROUP NAME & MEMBERS NAME (IF GROUP WORK):

1. Tan Hui Yue (Noel)
2. Kenneth
3. Lee Phing Tong (Aaron)
4. Chua Chin Yi (Henry)
5. Shafiq
6. Asyarah

IDEA JOURNAL 1 / 2 / 3

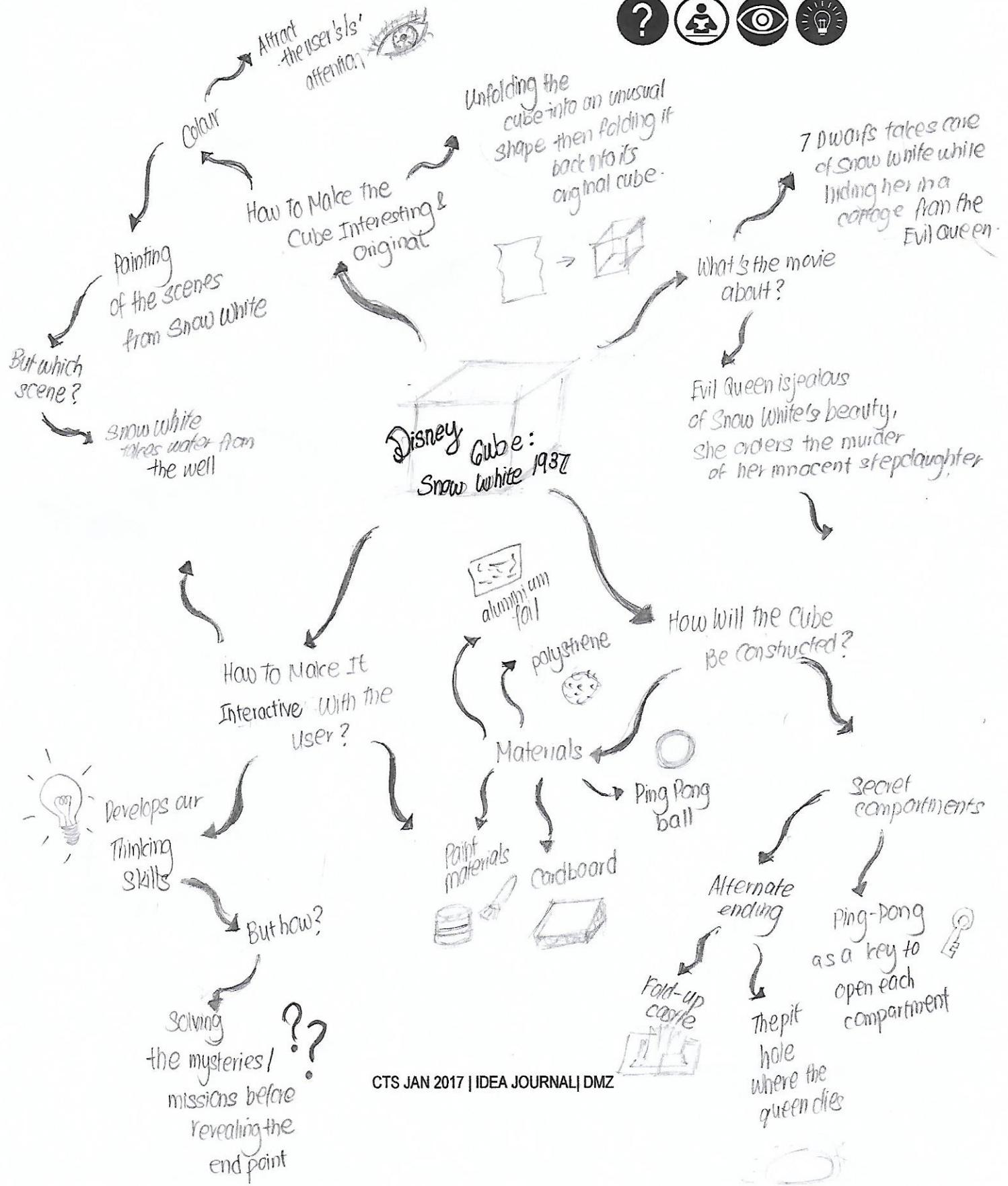


01. ASK! What are you supposed to make?

(Do ask questions and find the answers. Make mind maps and categories your findings. 1-3 pages. Hand drawn and write but may include some digital images)

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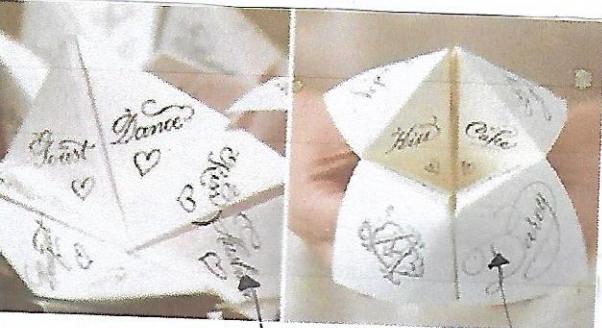
02. Examples of ideas and related info that inspire you and relatable to the assignments. (Why & how these examples inspire you? Justify and elaborate on each examples. Identify the interesting components. Give a conclusion for each of the examples – why and what makes it interesting – and how it could help your final product. 1-3 pages *provide images* or links

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Idea 1: Origami Fortune Teller



it has numbers and words hidden in each part of the origami

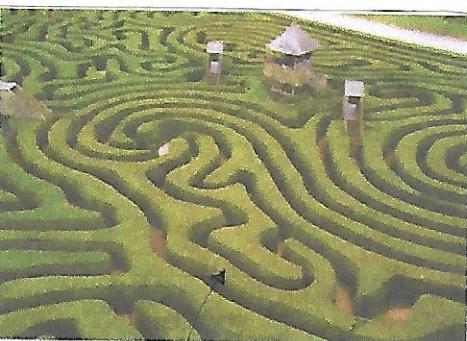
This example idea inspires me because it makes me curious to know what will be revealed until I have reached to the finishing point. It creates a mystery to know what is hidden inside. It could help with my final product by hiding the possible answers! the design of the origami makes it interesting to the user.



pop-up objects makes it surprising.

I feel that this example idea might help with the finishing point of the Disney cube. This inspires me because it shows a surprise to me for completing the whole game. I would feel grateful that I accomplish it to see an unexpected finish. The first example can be missions to lead to this example for the finish point.

Idea 3: Maze



The structure makes it look challenging and confusing.

This example inspires me by its structure and layout of the maze. It makes me confused at first, but this helps to build determination to complete the journey. Therefore, it could help by creating a starting point outside the cube and include certain, hidden dangers to prevent the user from achieving easily.

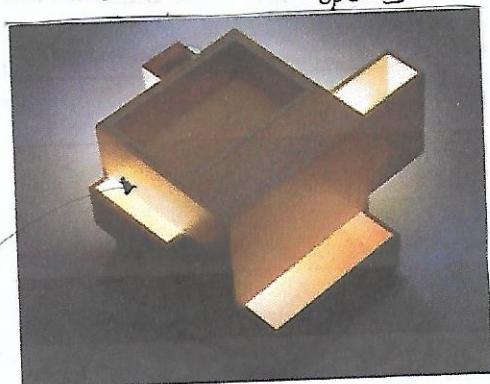
Idea 4: Telescope



This example inspires me because it looks unique to place something to give me a sneak peek of what's going to be inside. It makes me feel anticipated to know what is in the cube.

this could be a good idea for a sneak peek of what is inside the cube.

Idea 6: Arrangement of opening the cube.



This might be a good idea for the arrangement

This example idea inspires me as it looks ordinary and unique.

The shapes and sizes are different from each other. The games can be placed inside the boxes.

Therefore, it makes me feel interested and attracted to the cube.

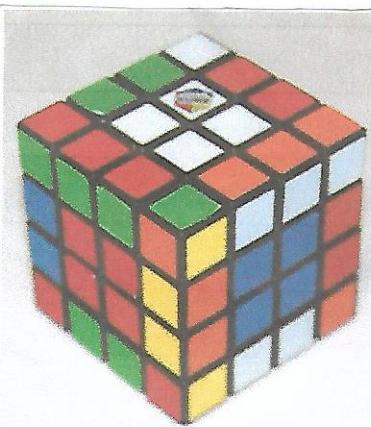
Idea 5: What's In The Box?



this could be part of solving one of the game inside the cube.

This example idea inspires me as it gives you chills and confused of what would be inside. The objects in the box are hidden inside and can only be touched, smell, hear or seen at a close up view. This makes it interesting because it tricks the user about the texture or movement of the object inside.

Idea 7: Key to open the box



These things can be combined to be the key.

This example idea inspires me as it looks more unique than just an ordinary key to open the cube. The colour of the rubik's cube attracts me. It is interesting because the rubik's cube can be turn 360 degrees. Therefore, the user needs to figure out which way to turn in order to unlock the cube.

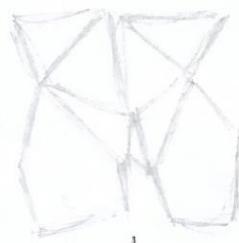
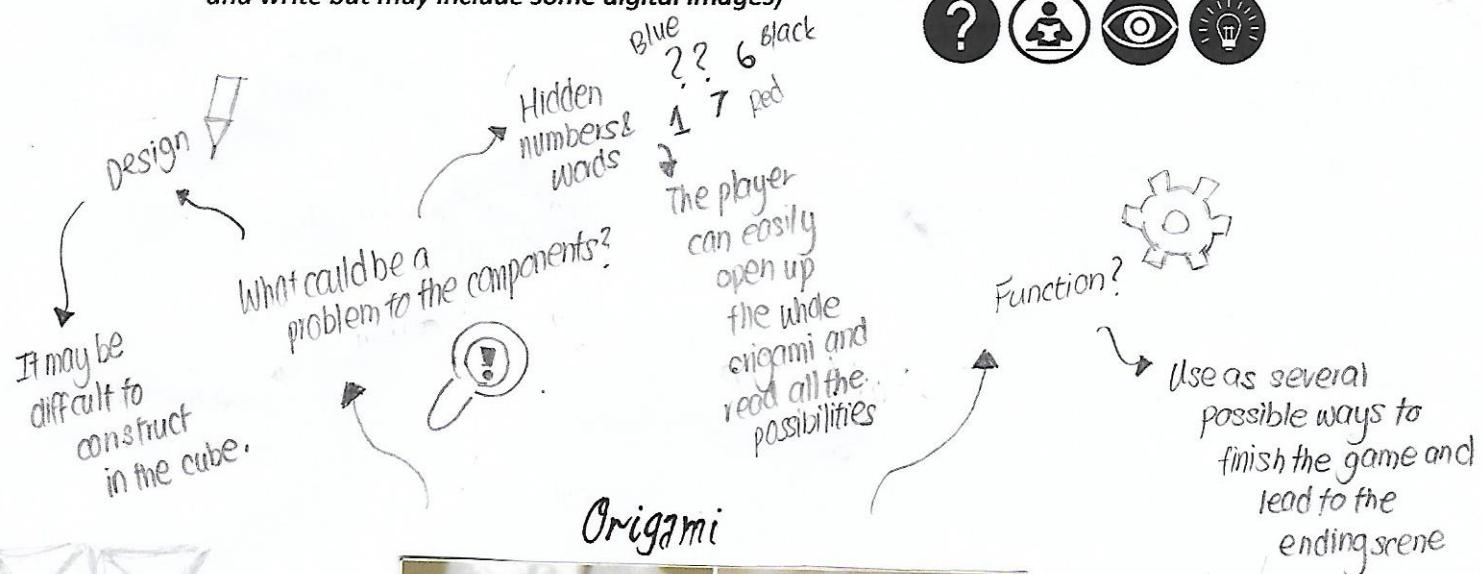
03. What are the 3- 5 ideas that interest you most?

Describe and elaborate your ideas here.

(Make mind maps on each ideas that came up. Consider and elaborate on each ideas. 1-5 pages. Hand drawn and write but may include some digital images)

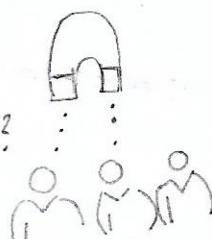
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Fortune Teller

why would this be attractive to the players?



Revealing each parts looks anticipating as they do not know what will be inside.

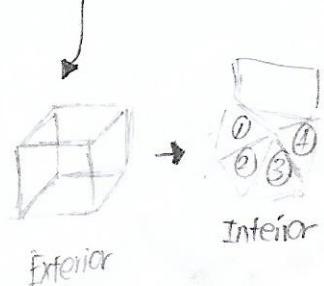


If lets the player to choose a storyline & an ending of his/her choice

How can it be Related to the Disney Cube?



Design



Especially when the player
is almost at the last
stage before
the finishing
point

The fold-up
card needs to be
automatically open up

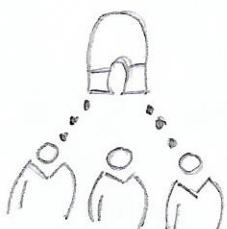
What could be a
problem to the compartments?



Fold ~ Up



card



Why would this
attract to the players?

It makes the players
feel grateful for having
to finish the game and
have an unexpected
surprise ending.

What?

How Is It Related
to the Cube?



It can be
used to surprise
the player



If it can be
at the finishing
point of the
whole cube



When reveals
the ending that
the player
decides
throughout the
game,

Hard for the players to pick the objects that are needed to complete the game stage.

It may be difficult to place the hidden objects made with the same materials.

Enable players to use all five of their senses.

What could be a problem to the components?



Function?

The player needs to guess what is hiding inside the game

What's In The



Box?

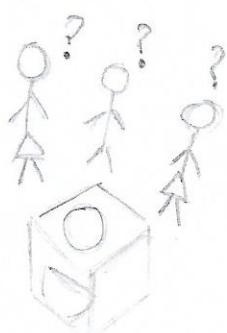
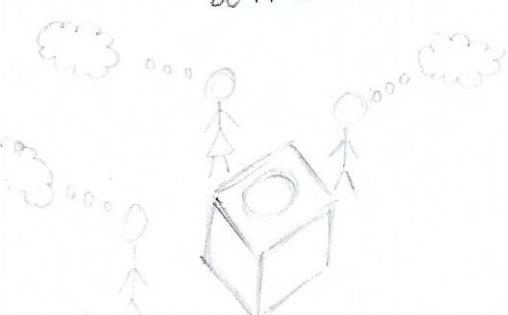
Why would this be attractive to the players?

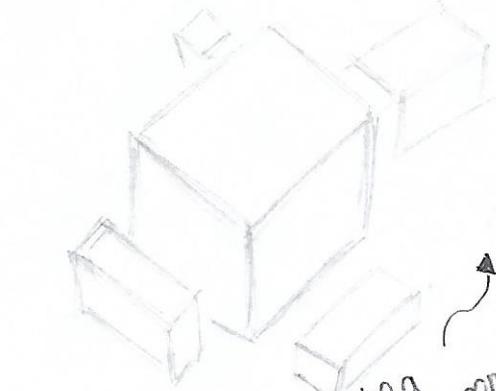
How can it be related to the cube?

It makes the players think what can be in the box.

It makes the players confuse and wanting to guess what's in the box.

The player can try to find the characters in the mystery box





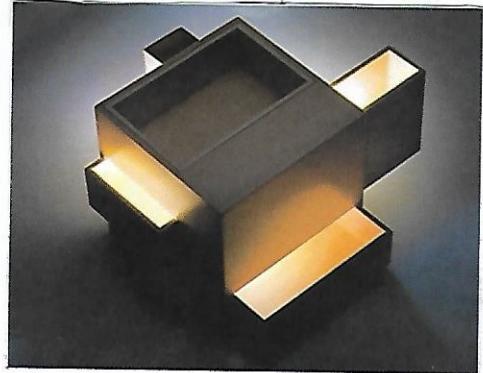
Assembling the compartments
into a cube

Measuring
the sizes of the
compartments

What could be a
problem to the components?



Arrangement of



opening the cube

Makes it
confusing for
the players to
know where it
starts & ends



Why would this be
attractive to the players?

Makes the players
curious of what would
be inside the
compartments



It can be
also part of
a game

Reflection

How can it be
related to the Disney
cube?



For every compartments,
there can be one game
in each.

fold up
finish



origami
fortune
teller

mystery
box



End

04. Refine your selected final ideas. Explain how you make your final decisions etc.

(Sketch up the final product. Write why you choose to make what you are making. What are the "DETAILS" that makes it interesting or working. What is/are your main consideration or aim of your final product ideas. 1-3 pages)

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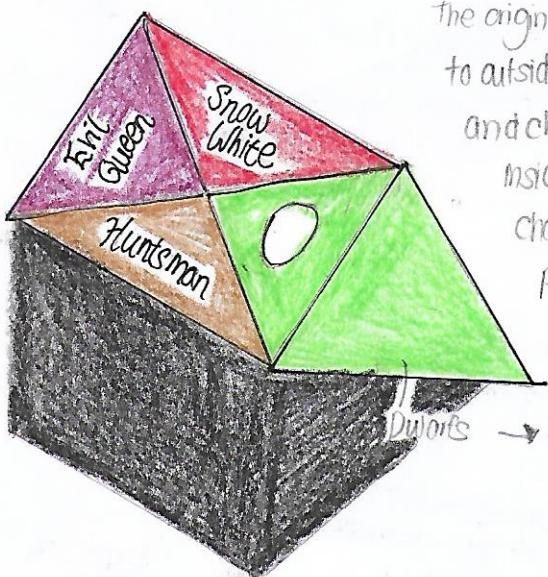
Final Product Idea ~ Revealing the inner personality of the characters

Aim :

1. To be able to interact with cube and with our group members.
2. To develop our thinking skills through playing the game.
3. To improve our concentrations in our studies.
4. Think of tactics / strategies to help us win the game first.

Layout :

1st game - Origami fortune teller

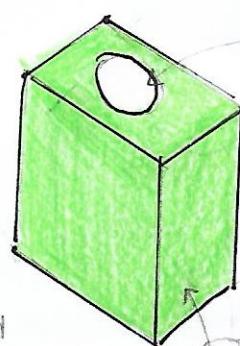


I choose to make this as the first game because it makes the players decide carefully in order to win.

The original one opens from inside to outside. I refined the idea and changed it to outside to inside. It reveals every character's inner personality.

If the player chooses the dwarfs, it leads to the second game.

CTS JAN 2017 | IDEA JOURNAL | DMZ



(A)
Seven
Dwarfs

Colours of
the aluminium
foil

Blue colour = diamond
Gold colour = gold
Black colour = black

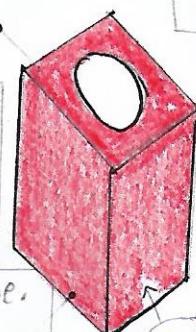
There will be a time limit of 20 seconds for this 2nd game.

hole for the player's hand to enter & grab as many diamonds/gold/coal they can

Aluminium foil (as diamond, gold, coal)

Aim: get as many diamonds to go to the next game.

(B) Snow White

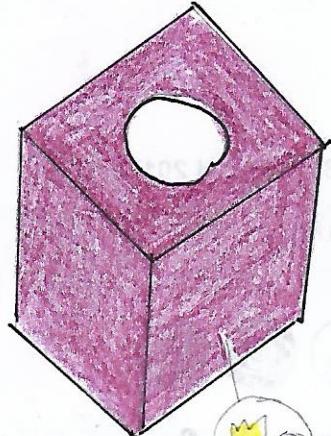


Aim: get as many green apples to go to the next game.

Ping Pong balls (as apples)

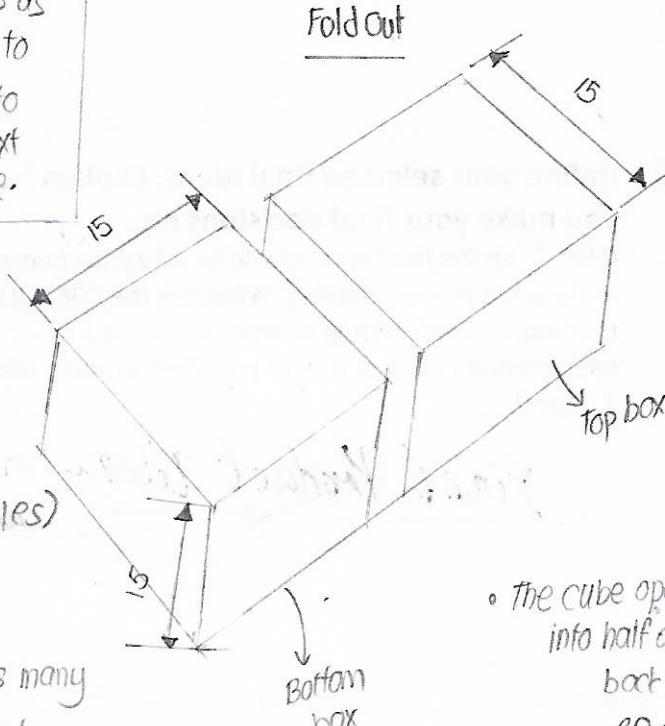
The ping pong balls will only be in 2 colours: red and green.

C) Evil Queen



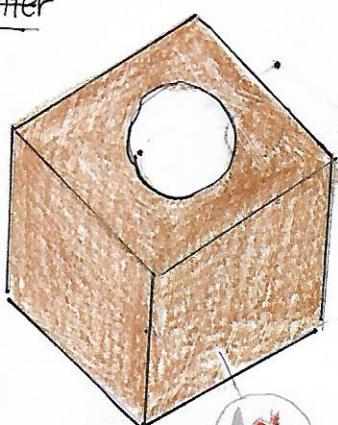
Aim: get as many poison bottles as possible to advance to the next game.

Overall layout of the cube



- The cube opens up into half and closes back into a 30x30x30 cm cube.

D) Huntsman The Hunter

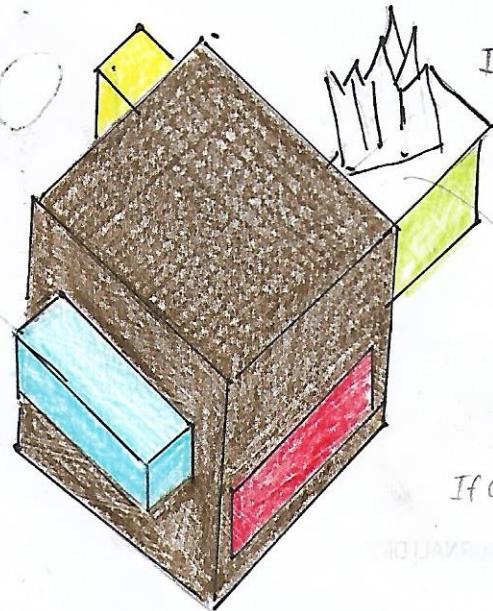


Aim: get as many boar's heart

This would be easier to layout the games and attract for the players.

cardboard
(knife & boar's heart)

3rd game - Choose the right slot to the finishing point



The Aim of The Whole Cube

It's not only about who completes the game first, it's also about who is better at making clever decisions.

One of the slot reveals a fold-up castle.

If one of the players choose the correct fold-up castle, he/she wins the game!

05. In less than 100 words describe your final product and CTS | MARCH 2017 | IDJ:
the briefly about the idea development

My Final Product Description & Idea Development

My Disney cube has a storyline taken from a movie called Snow White 1937. In the movie, Snow White 1937, I pick out some of the characters: Snow White, the Evil Queen, the Seven Dwarfs and the huntsman. My idea is to create a storyline based on these characters. The measurement of the cube is ~~30x30x30 cm~~. My cube consist of three games. The first one is to choose which character the player wants to start with. The second one is each player needs to complete each of their given missions. The last one is each players needs to choose a slot with the fold-up castle in it. The one who guesses it right wins. Each of my game idea is developed from simple, existing ideas. The cube will be opened up to a rectangular shape and fold back to a cube. This makes it unique and easy to layout the games.

Provide a picture / sketch of the final product:

