

Case Study

“Capyhoot” Group Project



CapYHoot!

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Project Overview

Client/Brand

The client would be the school (Vanier)

Goals & Objectives

The goal is for Vanier college, specifically the Capability program, to have an interactive Quiz game where they can test their own skills in soft skills, based on the grids.

Role

My role in this project was to create the game code.

Timeline

In the span of a week, we went from the first prototype on Tuesday to having the finished product on Friday.

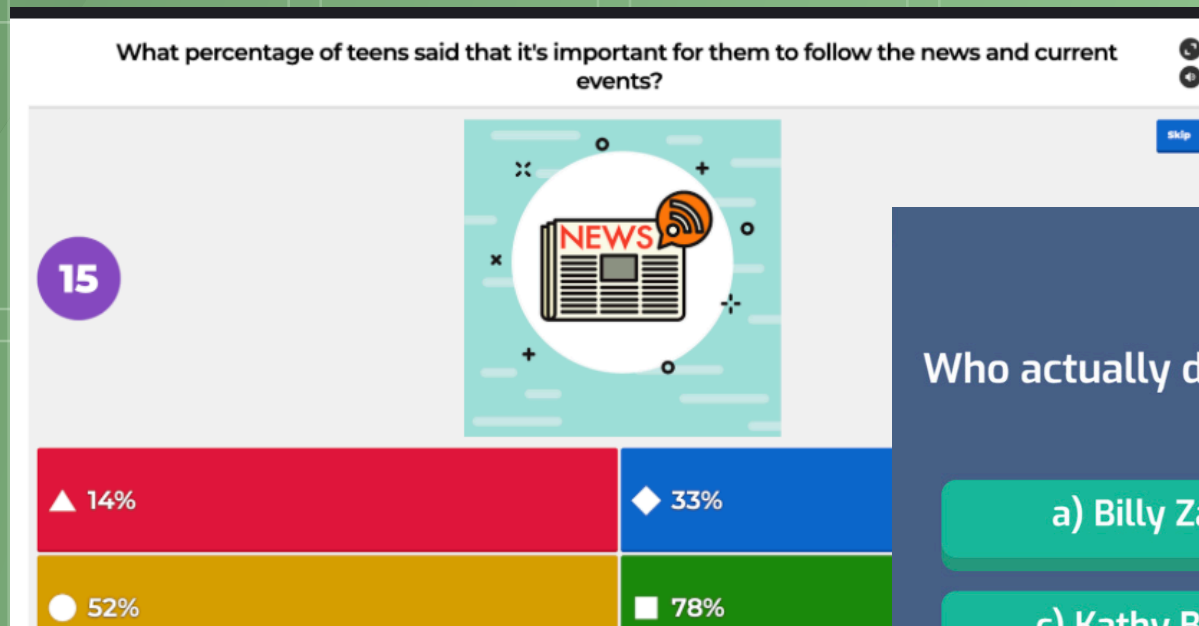
Problem Statement

The challenge was to design a fun, interactive website where students could also learn about the competency grids and soft skills.

Target Audience

Students

Research & Inspiration: Kahoot and other quiz games.



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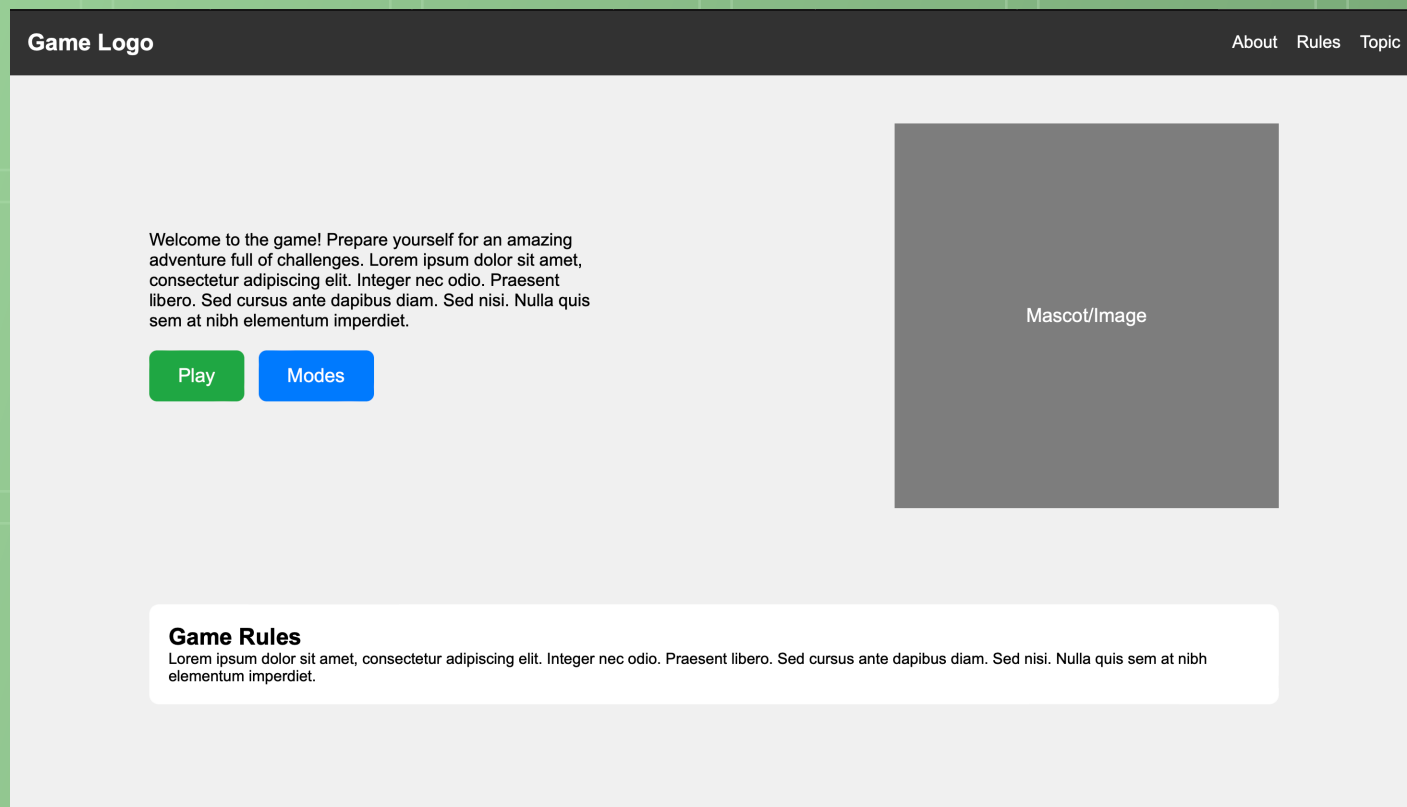
Who actually drew the sketch of Rose in Titanic?

- a) Billy Zane
- b) Leonardo DiCaprio
- c) Kathy Bates
- d) James Cameron

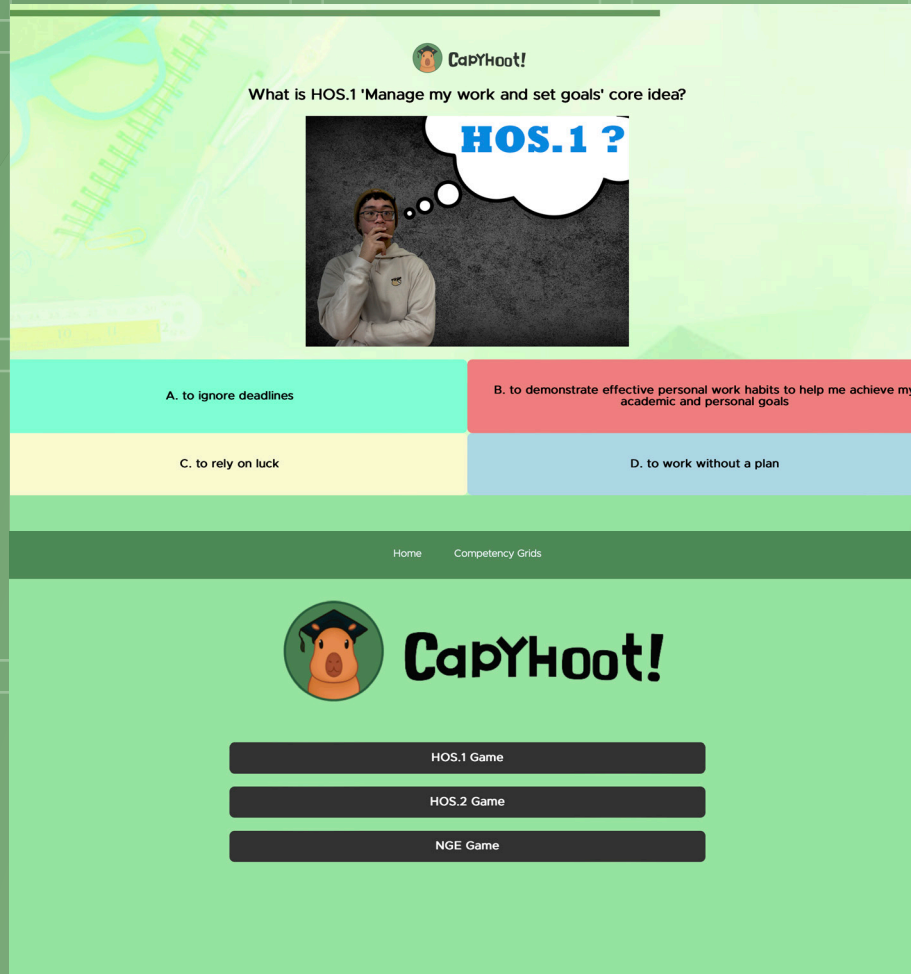
Player1 Player2

Design Process

Prototype page



Final Design



Conclusion

The project was a success. Everyone in the group contributed to their parts, making the logo, the images, and the content for the website.

I took the most important part, which was actually putting everything together into a real app that people can go and use.

Link to final Website:

<https://felipe58.412micromedia.com/Becoming2/Capyhoot/gamePage1.html>