

# ZONE IN

For me, Zone In was more than just a passion project - maybe calling it that sounds like an overstatement, but it's definitely the case. When I was dealing with Project X, I was thinking about creating a new website or something similar to the existing ones, but I wasn't quite sure what exactly at first. I talked to Dirk, Paul, and Stan before Project X was launched. Stan showed me a game that had a 3D car which you could drive and make it crash apart from other things.

Right after our chat with Stan, the idea of building a game on the web flashed across my mind. I wasn't sure at that time though - what if I had no ability to realize such an idea? I knew that I was not really good at 3D modeling (still...), and I had never used any game engine before. After I did some research, I found that I could build a game with JavaScript only. However, up to now, I was in need of a game's concept or a game's plot.

In the process of coming up with new ideas for the game, I got sidetracked chasing other things, and then suddenly I got it: how about designing a game specifically for those who have ADHD - that is to say, the game that targets the individuals who find it hard to concentrate and are overly distracted?

At the very beginning of my game design, I sketched some of the concepts to simply express the idea, and the released version turned out to be close to those first sketches. I wrote the project plan and asked Stan to be my assessor as I sent it to him. Next, I made a Figma prototype though I did not conduct user testing. It was primarily for me to help visualize the idea. Well, ideally, I should have created an interactive Figma prototype at first, but ironically, if I made a more detailed prototype I wouldn't have had enough time to code the game and I wouldn't have started coding, which I really wanted to do, so honestly, I just skipped that part.

In the meantime, I was doing a research on ADHD and JavaScript, concentrating on the creation of 2D games. In the later stages of the project, I also researched some additional topics such as how to add background music, sound effects (like button clicks), and how to implement keyboard shortcuts using JavaScript. I have read many articles and blogs and watched a lot of YouTube videos.

I then tested the users with my classmates, other students in the oil, and even some teachers. I had surprisingly more responses and positive comments than I expected. I was genuinely content with the feedback and did my best to include as much as possible. Though I wasn't able to apply everything or follow every idea, I am really pleased with the final outcome. Maybe it is not fully targeted at ADHD, but it does help people focus while playing - which was my main goal.