

# NEXT BlueGenerati**o**n



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## D3.5 Blue Generation Game

SEA TEACH



militos



innopixel



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# Deliverable Overview

This deliverable is meant to give an overview of the final version of the Blue Generation Game. The following is meant to give a description and reasoning behind changes and new design choices to expand on the work made by the company LudusXR at previous stages in the project.

At this stage, the game is pending release on Android and iOS stores. Furthermore, the location of the web-based game is being changed so that it is accessible from the project website. In addition to this change of location, the database for collecting scores and summarising them in the pathway tool has been moved to a more permanent, EU-based server that the coordinating organisation will have full control of.

Through extensive, internal and external testing the Next Blue Generation Game has undergone various changes to accommodate user feedback. These are related, but not limited to, reducing and refining the amount of text in games, rethinking entire game concepts and adding localisation for all partner languages.

With the final version of the Blue Generation Game, we are finally ready for continent-wide rollout and dissemination efforts can be intensified to ensure maximum outreach.

# Testing feedback

An initial version of the game has been available for a substantial amount of time. Which meant that partner organisations have had time to play the game and find errors before presenting it to the target group. By doing the testing in these two phases we were able to find game-breaking bugs before allowing public testing and thus set a better premise with a more polished product.

After the target group testing had been performed, a long list of feedback was compiled which later was put into a prioritised list to determine which changes were most pressing by taking into consideration whether they were; crucial for gameplay, purely visual, gave players a bad experience and so forth.

An interesting note to add here was the varying degree of feedback from a user experience perspective as the internal testing group had a much higher average age than the target group. This meant we were able to take more factors regarding accessibility into account.

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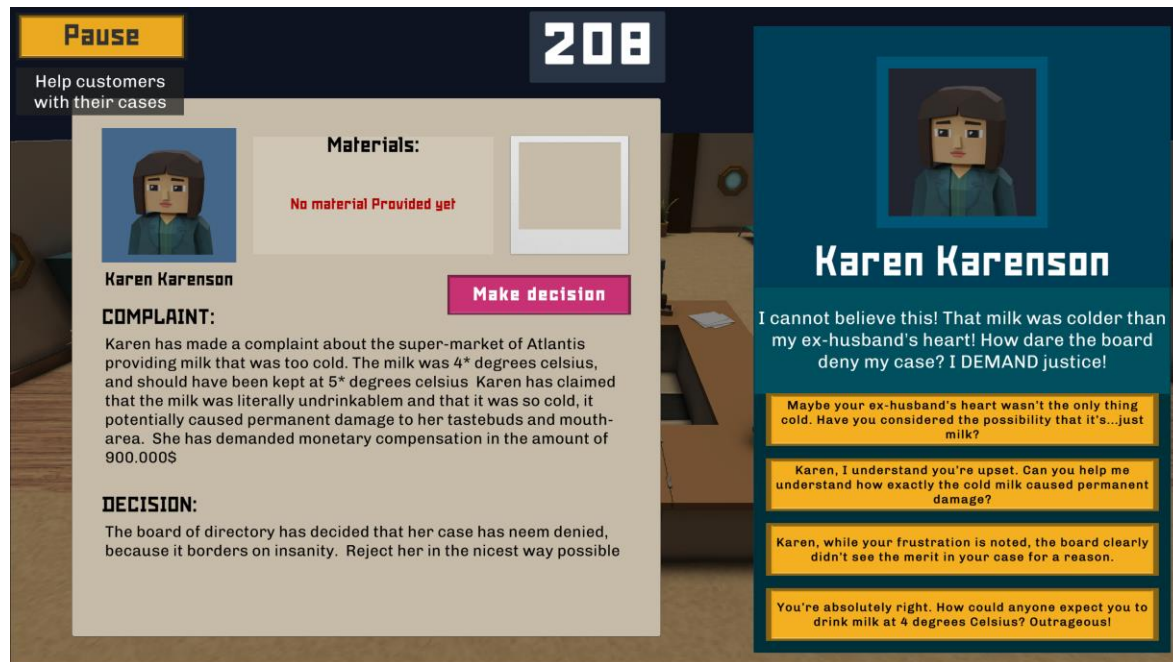
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The most consistent feedback we got were through all the games were; too much text!

Many of the players were expecting to be thrown into to the action but were instead met with a wall of text. In some of the more dialogue-heavy games, we reduced the text by removing unnecessary phrases as well as re-phrasing certain parts.

On the other hand, players also reported unclear instructions and a general lack of understanding of the reasoning behind some of the games.

Therefore, the first challenge was to reduce the amount of text in the game, while balancing context to how the games function.



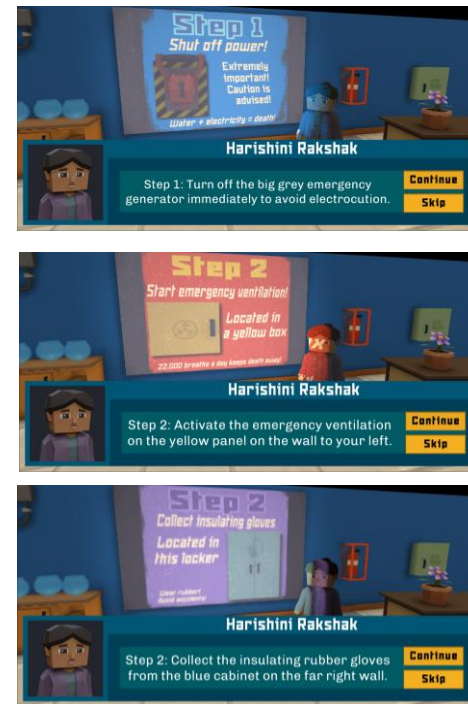
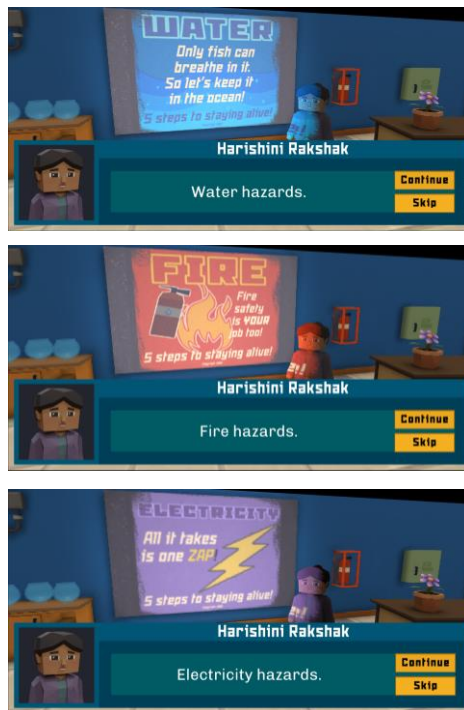
*The game Please, Please Me before text reduction – a lot to read within the time limit!*

# Game Flow

One of the biggest challenges was to rethink the entire flow of the game School's Out.

The purpose here is to measure the willingness to learn, which is done by presenting learning material to the player. The theme is safety training and while important, the player can skip at any time – which they often did otherwise they are forced to watch and read 15 slides before the game presents them with a hazard.

To survive the hazard, they must use their new-found knowledge but having skipped the lecture they are prone to failure. On paper this approach seems like a rational one, but in practice, the game is simply boring and frustrating.



*School's Out required 48 clicks before the actual game would start...*

# Game Flow

The game flow has now been changed so that we tease the players with having to sit through over 100 slides, but the lecture is cut short by a randomised hazard.

The procedures to combat the hazards are still the same but the reel with the correct slides must first be found. By doing this we start the game much earlier and introduce more interactivity.

To add an extra layer, each hazard has been fitted with visual effects that compliment the dangers they pose. Electrical hazards throw deadly sparks, the fire hazard fills the room with smoke, and the water hazard slowly floods the classroom, adding to sense of urgency.



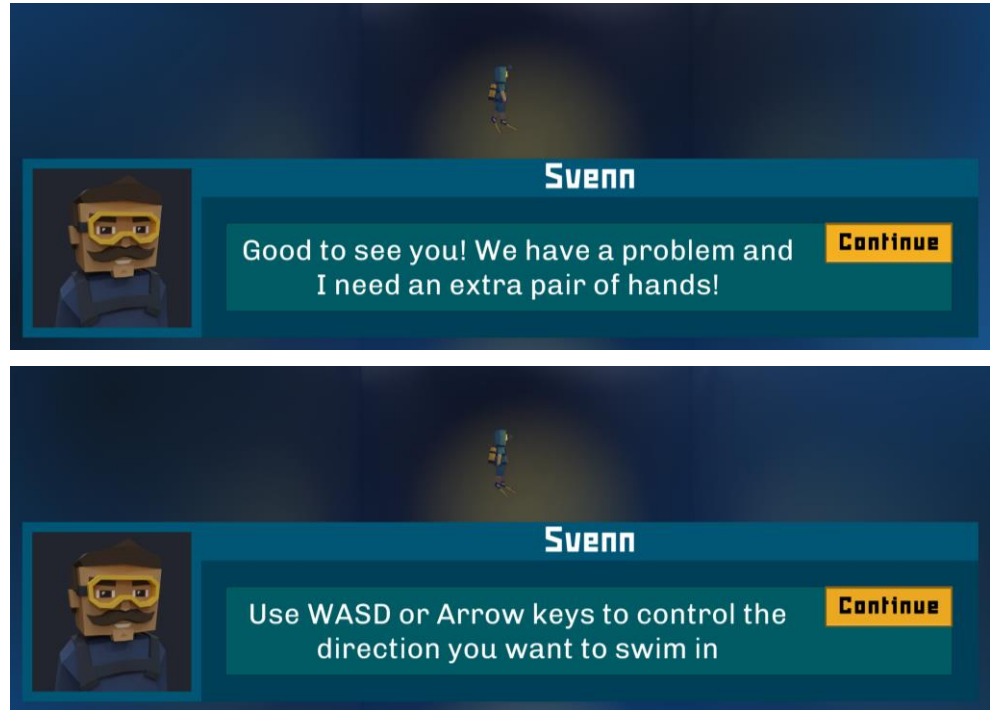
*Players are now more involved and aware of the immediate dangers*

# Instructions

Knowing how to play the game and the reason behind what you are doing is adamant for a meaningful experience.

Many players complained about a lack of context as well as controls not being explained properly.

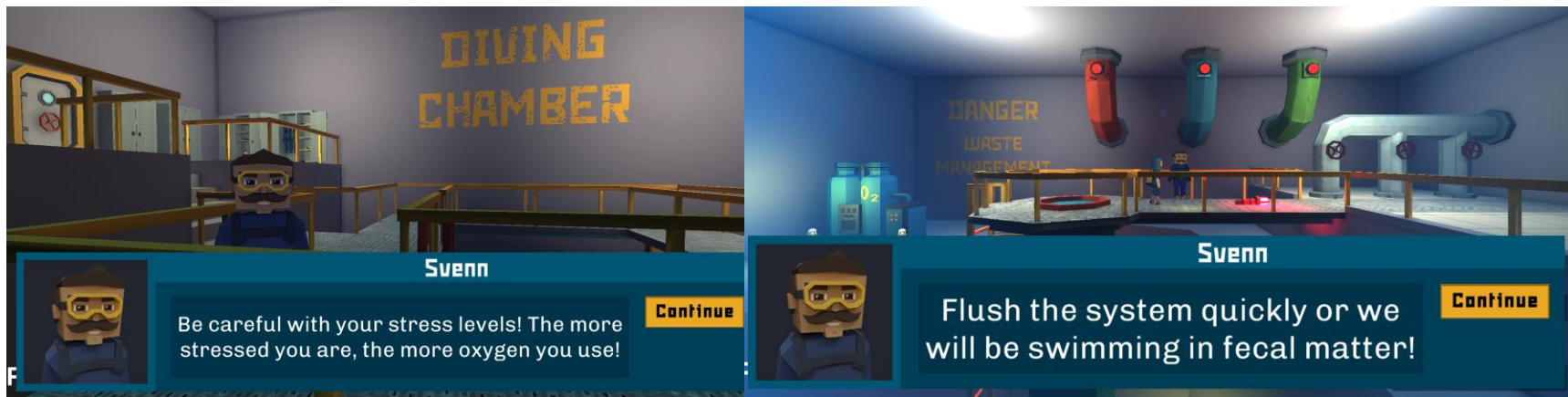
I.e. in the game Holy Diver, you are given instructions by the character Svenn, but he is never actually present. Thus, there is a lack of personal engagement and the sense of helping someone.



*Short, vague and not very personal dialogue*

To adhere to this criticism, we used the in-game characters as guides and mentors in the beginning of each game to set the premise.

This is meant to lower the frustration for players who struggled the most with the different interactions before or couldn't make sense of why they were performing specific tasks in the first place.



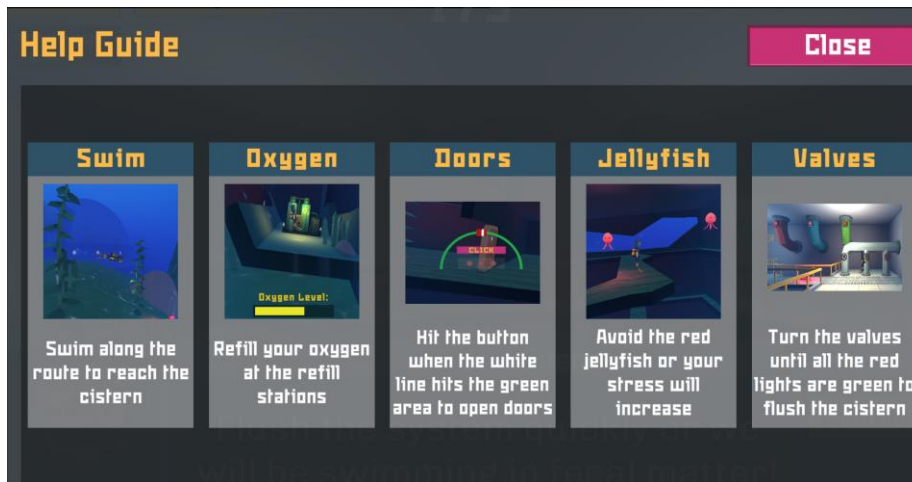
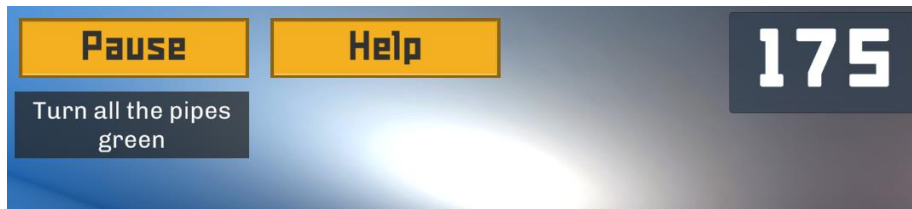
*Svenn is now a recurring mentor, and will guide players*

To further help players understand what to do – and how to do it. An overview of the possible interactions were added to each game. To access this players can simply press the ‘Help’ button at the top left corner of the screen.

When doing this, the game first pauses so that players are not actually receiving an indirect time penalty for seeking help.

The menu then appears and shows a short but precise explanation of the game and what the players will have to do to complete the tasks for the game in question.

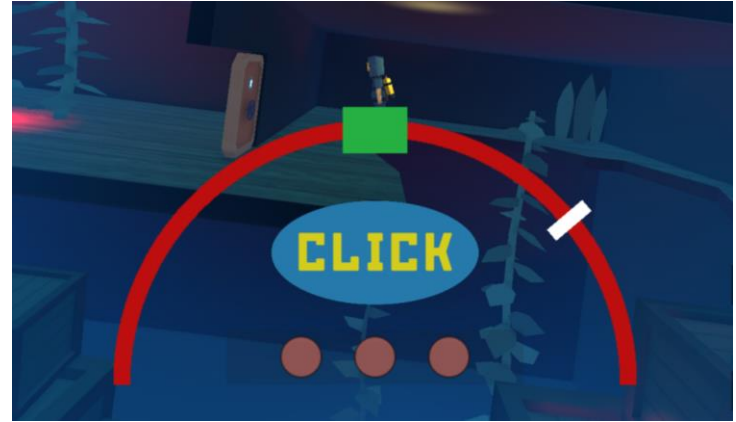
By offering this immediate help the hope is that more players will complete the game and have a better experience with the final product.



*The help section is made specifically for each of the six games*

For the majority of the game's lifetime, it has been exclusively playable through a website as both pc and mobile devices would have access to this.

However, the controls were initially made for testing on pc with keyboard controls and these do not translate over to a touch screen.



To take touch input into account, we removed all the key-activated actions and replaced them with user interface (UI) buttons which players would click. These, however, translates perfectly to a screen tap on mobile devices.

To make character movement possible, we added a virtual on-screen joystick so that players on mobile could navigate via other means than the traditional WASD-keys

We previously talked about how we changed text to be more elaborate for the players to understand what is going on.

To enhance this further, we added a help button in each game with a short and precise overview of the controls and tasks.

In addition to this, there were also had a few visual cues which were either encountering errors, not visually pleasing or simply non-existent.

In A Day at The Races, we have enhanced the visuals effect for when a fight breaks out.

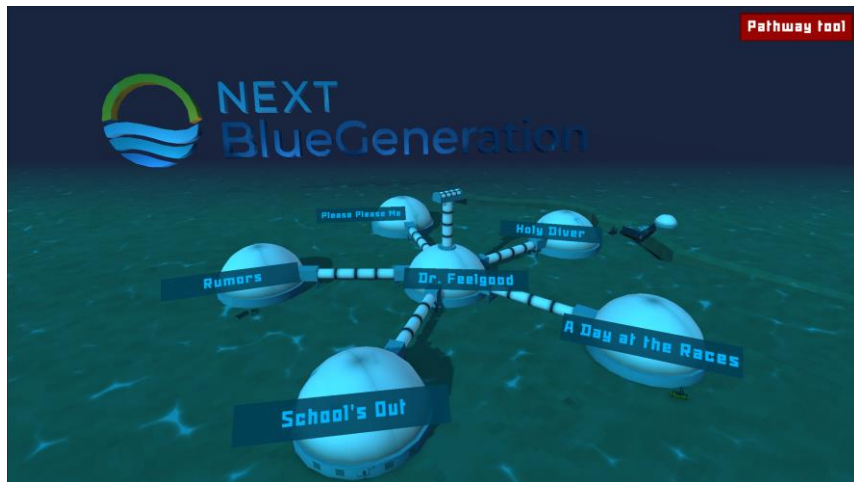
In Rumors, we added police evidence markers at the crime scene as well as mentioning it, to nudge players in the right direction from the beginning.



*The yellow markers will lead the player in the beginning*

# Main Menu

The game's main menu received a graphical overhaul to make it lighter and more dynamic. This includes a brighter colour scheme, animated wildlife, more seabed props and new lighting



Before



After

In this last phase of development, is also where localisation was added into the game's code. The first step was to implement as system that would handle a language selection input and from that, selection the correct language from a specified file.

The second step was to finalise the English version of all the in-game text. This was done simultaneously while re-writing and shortening a lot of the existing text.

The last, but certainly the largest step was to catalogue every single line of text into a spreadsheet, have partner organisations translate them into their local language and the re-import the translations into the game engine as a language profile.

After all this was achieved, players now have the option to play the game in all the participating countries languages.



*Apart from these, English and Danish are also available!*

Every game has "ending screen", this is a picture of a certain mood which is dependant on how the players perform. We encountered an error where this image wouldn't display properly.

A few bugs relating to the UI were also fixed. One specifically being a non-existing character limit when typing a character name!

One game was missing collision detection in the outer bounds which allowed players to bypass entire sections of the level.

Lighting was also increased in many games that otherwise looked very dark on many screens.



# Link to the game

<https://www.game.nextbluegeneration.eu>

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→ [www.nextbluegeneration.eu](http://www.nextbluegeneration.eu)

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## Thank you



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