

Charlie Bunting



Meet The Human!

Howdy! Call me Charlie!

A designer who priortizes communication for people and details for projects. I am at my happiest when I am able to dig my hands and mind into a project and truly understand the inner workings. I expertise in a little of everything as a jack of all, and prefer iterations to repeatitions. I specialize in user experience and storytelling, finding the meaning behind the words, screen, product.



Echoes of Light

Client:

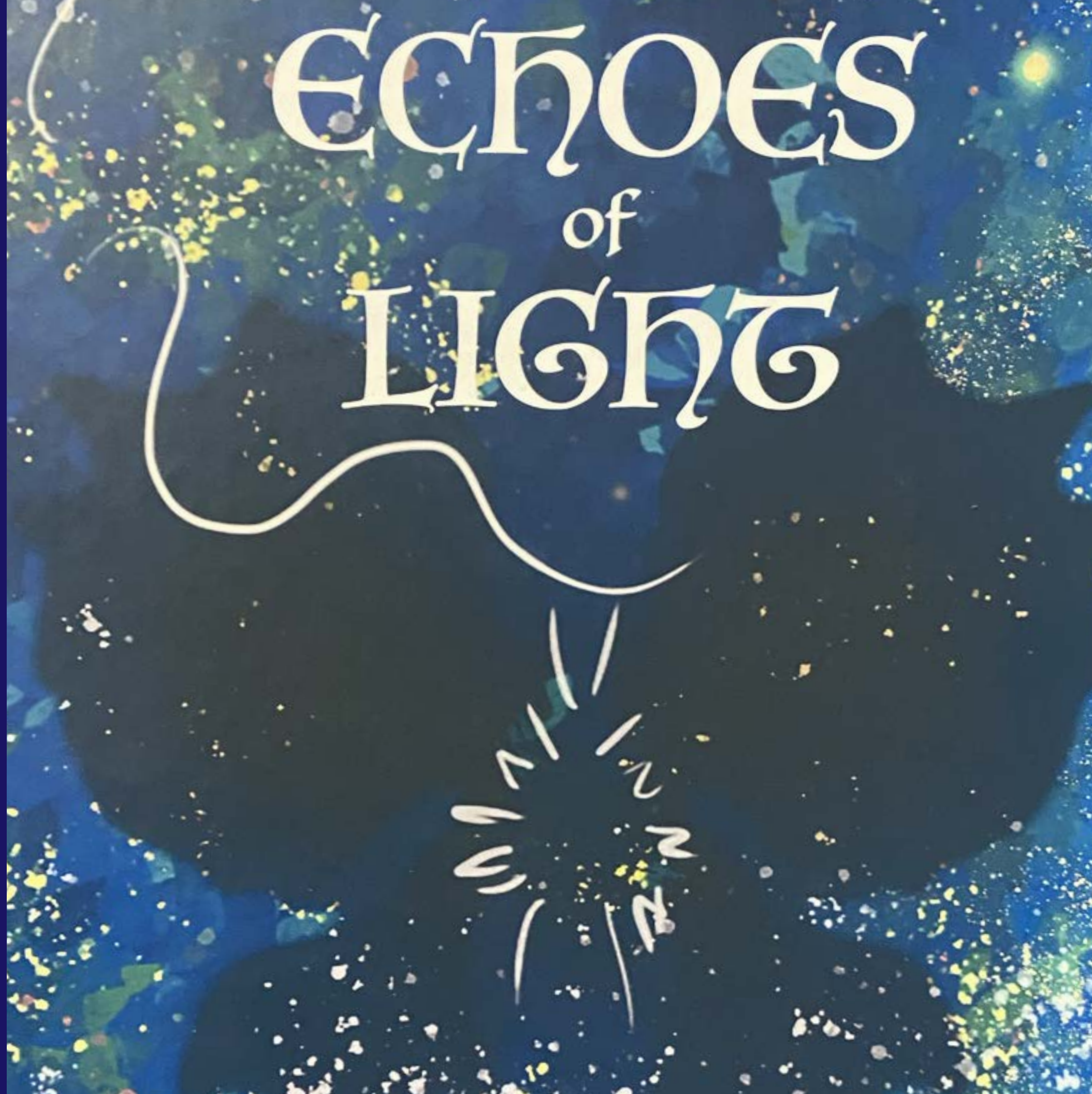
Kickstarter

Tools:

Adobe Creative Suite, Figma, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Milanote, printed by *Print & Play Games* company, cardboard, paper, pencil, and ink.

Project Summary:

“*Echoes of Light*” is a 3-4 co-op player board game made by a team of 2. Players work together to light all lanterns on the game board, facing challenges from the environment and each other along the way. Players compete to light the most lanterns before time runs out.



Begin

Methods:

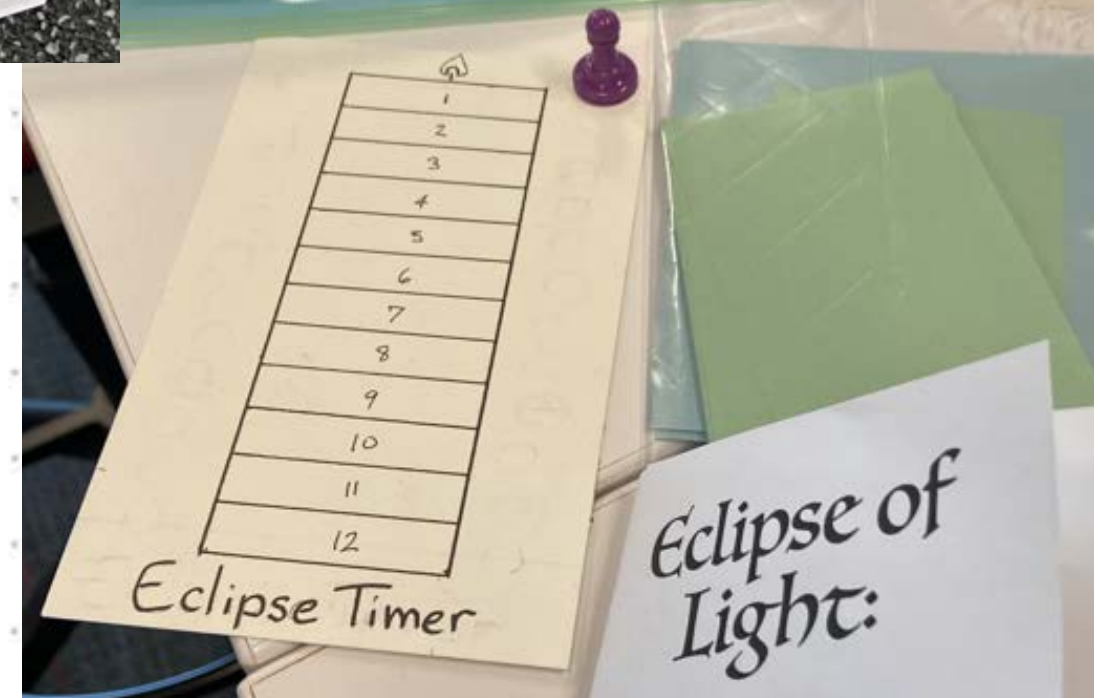
- Human Focused Design
- Competitive Audit of 75+ game titles & analysis of corresponding mechanics.
- Mood board & Style Tile

10 weeks to create, design and produce a fully playable board game with a box.

Starting:

Study of the overlap of successful mechanics, human feedback, and achievable creation based on skills and resources. Tasks were divided, where I took lead on mechanics and second on the art. From there began the path to create a modular board where the players would interact with the game pieces through cards and dice.

Goal: Design, create, test, and produce a fully functional board game.



Process

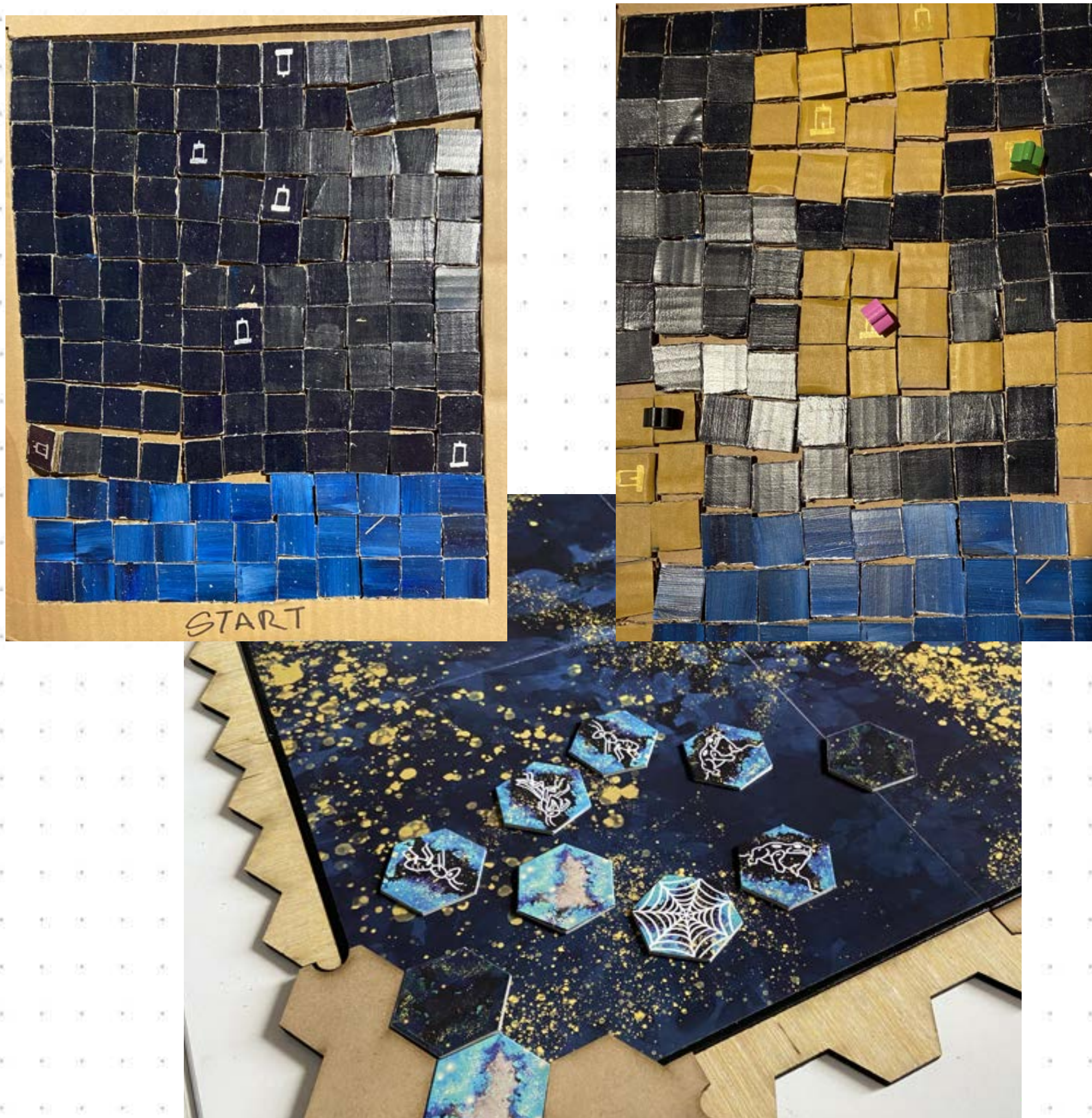
Iterations:

Wireframes, prototypes, user interviews, playtests,

1. Flat cardboard, stickers to test a path mechanic, index card playing cards
2. Modular cardboard, flip-able tiles, testing designs for the playing cards

I organized weekly playtests and after each session would revise the rules accordingly. The rules went through multiple iterations in a week, changing the most from beginning to end.

- Designed and built paper prototypes of the game's core systems, including the board layout and card effects
- Ran regularly scheduled playtests with both repeat and new players to get a variety of feedback, including blind playtests
- Iterated and expanded on mechanics by adding more gameplay options and variance with new card types
- Directed teammate on art style and overall look
- Later in development, focused on refining gameplay balance while maintaining game feel



Success

Echoes of Light is board game that relies on cooperation and competition of the players. In a hexagonal tile grid players work together to navigate the board with hidden enemies and tackle new obstacles every round. Playing creatures that are part moth, part cat, they compete to collect crystal shards and light lanterns before time runs out. If time runs out before all lanterns are lite, then everyone loses! Once all lanterns are lite, tally points and see who has come out on top! What will you risk to win, in a game of strategy, gathering, and exploration?



Funguide

Type:

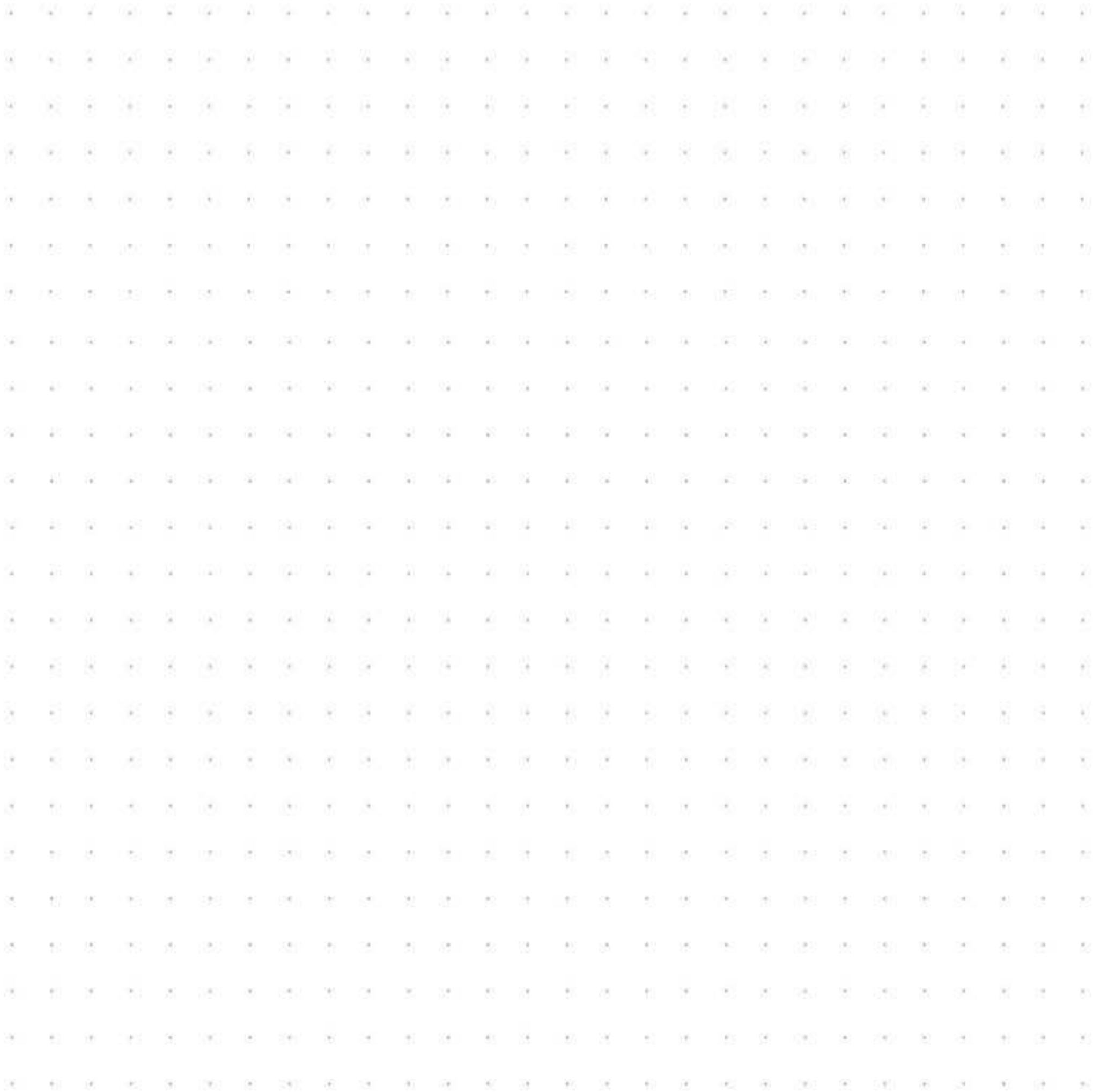
Final Project

Tools:

Figma, Milanote, paper, pencil, and ink.

Project Summary:

Funguide is the modeled idea of a mushroom identification app. Features include a photo library with a picture carousel, photo cards style articles of information, and a tagging system.



Begin

Methods:

- User Flow, Personas, Design Brief, Jacob's Law, Fitt's Law
- Design a mushroom identification app, with a library of pictures, camera, and information on each mushroom for users to be able to verify their observations.

Starting:

- Heuristic Marking, Gorilla Testing, Interview, Usability Testing

Grayscale drafting to test layout, composition, and setting parameters to make the project achievable. A style guide to set color palettes, typography, and tone. As team leader, I begin dividing tasks and objectives.



Process

Iterations:

Research: Find and gather information on 25 different mushrooms. Gather 5 pictures of each for total of 125 photos

Greyscale Wireframes: Finalize layout, begin creating assets like a photo carousel and identification features, start using typography to organize and standardize the information.

Drafts: Test usability of features, receive feedback and revise project accordingly. This included a redesign of the tagging system, picture cards.

ing was done via presentation screenshots of Funguide that were pulled up on a e and shown for approximately 5 seconds to testing user (designer would mentally t off the time). This was done for 5 rounds with a different mushroom each round.

ie beginning the test, designer briefed tester on functionality of test. "I will show i picture for 5 seconds and then I will take it away. What I want is for you to tell me information you were able to gain in that amount of time. There is no right or g answers, I am literally testing how effectively information is conveyed." rooms used, in order, "Jelly Tooth Mushroom" "Black Trumpet of Death" "Fairy Ring room" "False Beefsteak" "Fly Agaric"

st Test
User had trouble identifying the picture, referring to the subject matter as "flowers" rather than "mushrooms". Got a vague impression of the common name "Black _ of _". During the second round user was able to remember the mushroom name "Fairy Ring" but not a description. During the third round, the user identified the bright red "button" but could not read what it said and noted another button that read "look". The final testing was in a similar fashion. User noted the discrepancy of the coloring in the tags with distaste.

cond Test
User was able to easily identify sections of "name" "description" as well as overall appearance of the mushroom. In the second round, user also understood the same information with the addition of "gourmet" tag. This trend followed where in following tests user was focused on the tags, noting "edible", "unsafe" respectively along with additional notes on the mushroom's appearance.

ird Test
User thought the text was "tiny" but enjoyed the aesthetic Polaroid. Was able to infer the name of the mushroom and the colors. In the second test user focus on the tags, noting "lookalike" + "gourmet" and the Description header. In the following iterations user focused on the mushroom's general appearance and while noting the tags, was not able to recall the words only the colors. This included the red tag, which was not legible.

urth Test
User was easily able to recall 4/5 mushroom common names and after the first test was able to absorb information through the tags and through the visible description. Noted differences in the mushrooms "description" information. At the end, user also commented that the font was a good size and legible + readable and the tagging systems used good colors to convey safety vs lethality. The sub-header's are clearly understood to provide additional information of a mushroom's aspects.

this series of testing, it can be inferred to analyze if the "body" text is working with the n or if the sub-headers and divisions pull attention away from the information. Users liked laroid format of the photo, yet the tags functionality was hit or miss. Users frequently not standing the system on the first round but learning how to use it by the last round in most i. The colors are layout feel good and logical.



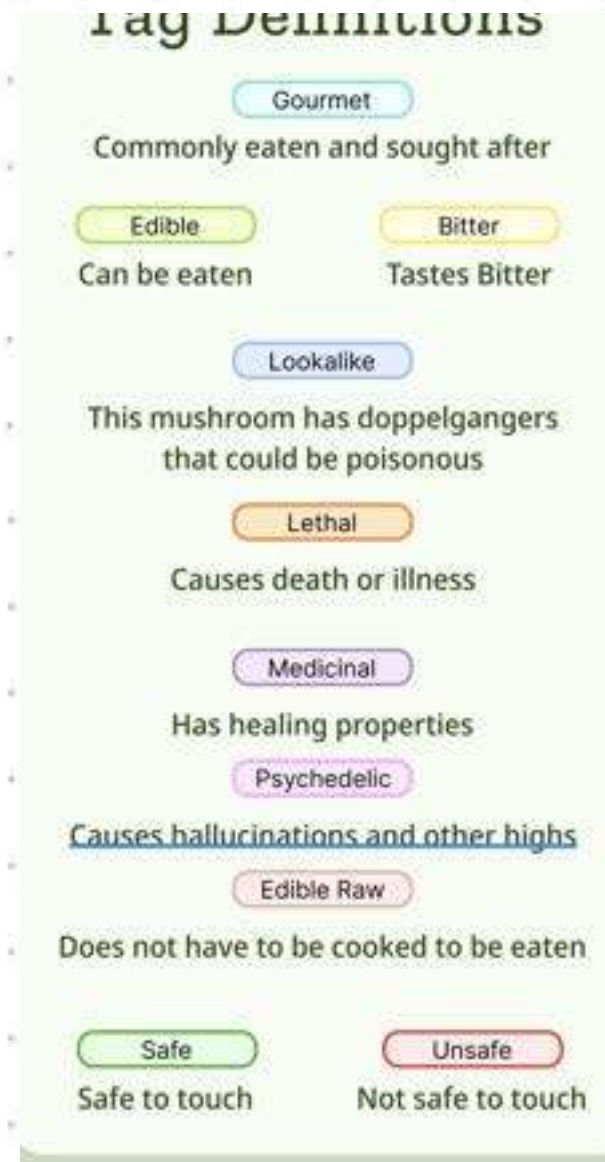
Amanita Muscaria
Fly Agaric

Lookalike

Unsafe

Success

Funguide (Fun-guide, wordplay on “Fungai”), is a mushroom identification app. Leading a team of students, the final product has over 100 pictures to guide users identifying the mushrooms they find. The app is built with 25 varieties, each with a photocard, article, tagging system, and picture carousel. There is a panic button to instruct users to contact poison control if necessary, space for camera and AI integration, and further growth.



Analog Production

Type

Final Project

Tools:

Adobe Creative Suite, Adobe Illustrator, Laser Cutter,
Balsam wood, needle, thread, paper, pencil, and ink.

Project Summary:

Design and produce 3 sketchbooks to demonstrate your
knowledge, skill, and understanding of production design.

Begin

Methods:

2 weeks to outline and produce a final project that would demonstrate my understanding of production design based on my skills.

Starting:

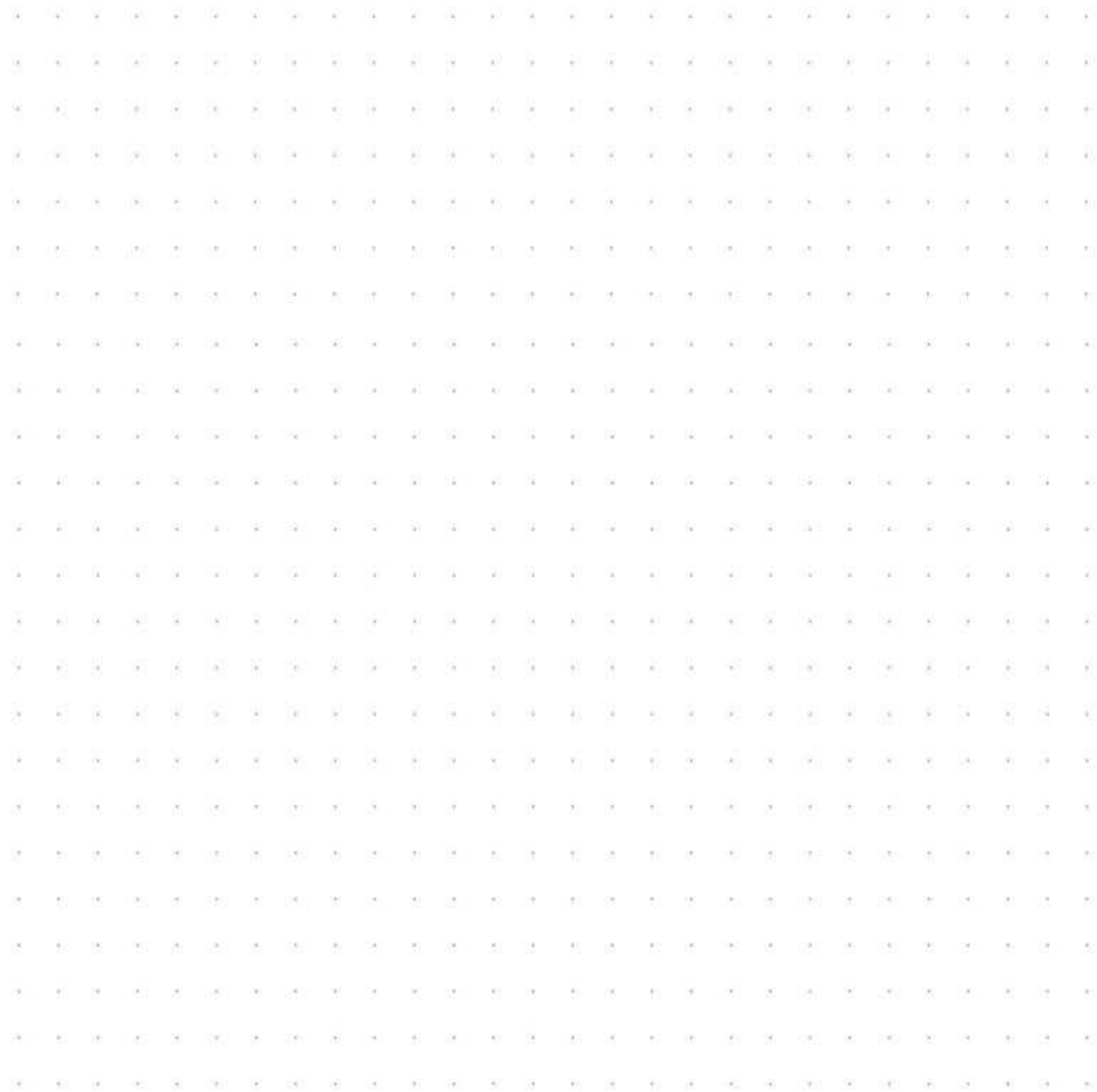
With such a short time to pitch, begin, and finish my project I relied on skills I could use outside of the competition for lab space; and skills that I felt very confident in producing quality results. Laser cutting the covers would get me in and out of the lab space quick, as the rest of the time would be spent without needing lab space or instructor's time.

Goal: In 2 weeks, design and produce 3 sketchbooks.

Process

Iterations:

Outline of the specifications of the sketchbooks, stitch, paper, size. Simultaneously, I design the cover and collect materials. Make more than I need, no time to go back and re-do any work.



Success

The covers are wood; laser cut, and the design laser engraved. The pages are bound with thread. Final dimensions are (6x4x1.5) inches with 20 sheets, 110lb (300 g/m²) pages.



THANK YOU

Charlie

Designer

Game Design

User Experience

Bookbinding

Illustration

Zines

Graphic Design

Character Design

Production Design

Animation

Logo Design

3D Model & Sculpting

Let's Connect