Team Details :

a. **Team name:** AstroNex
b. **Team leader name:** Ahamad Ali
c. **Problem Statement:** How to engage players in learning about climate change and environmental issues through a game, utilizing GLOBE Program protocols.

Title: Globe Protocol Games

Description: GLOBE Protocol Games is a fun and educational adventure where players explore real-life environmental problems like growing cities, polluted water, and droughts. By following simple GLOBE Program guidelines, players can study their local or global environment, collect information, and make important choices that affect the climate and the world around them. The game teaches scientific ideas in an easy and engaging way, helping players understand how their actions can make a difference in protecting the Earth. It's a great way to learn and have fun while tackling environmental challenges.

Opportunities:

Uniqueness: Unlike other climate-based games, this focuses on local investigation using GLOBE protocols.

Problem-Solving: Helps players understand their impact on climate while learning about global environmental topics.

USP: Combines real-world data collection with interactive gaming to educate and raise awareness.

Features:

- **Educational Gameplay**: Designed to teach players about the interconnectedness of environmental factors and the importance of sustainable decision-making.
- **Endgame Insights:** Detailed feedback at the end of the game based on the player's performance, including specific suggestions on the weakest environmental parameter.
- **Effort Management:** Players must manage finite resources (effort points) while balancing environmental sustainability.
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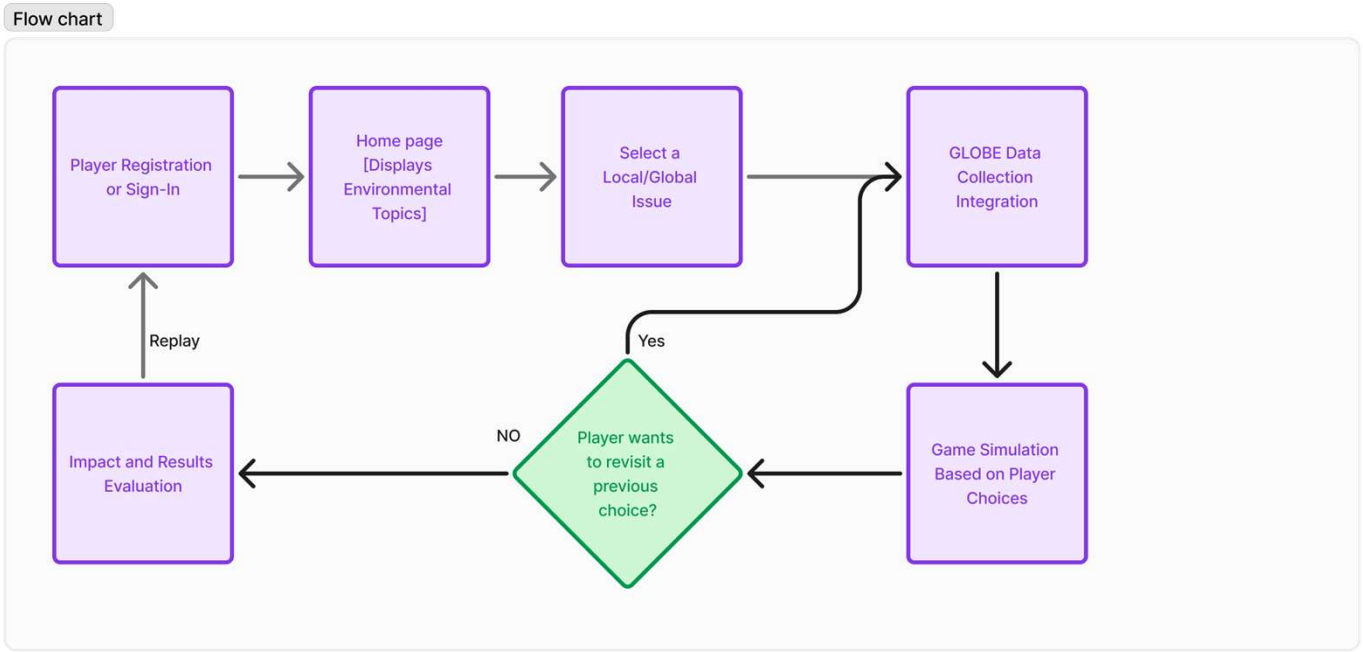
Technologies:

Frameworks: Vaite
Styling: CSS, Bootstrap
Platform: Web
Deployment: Vercel

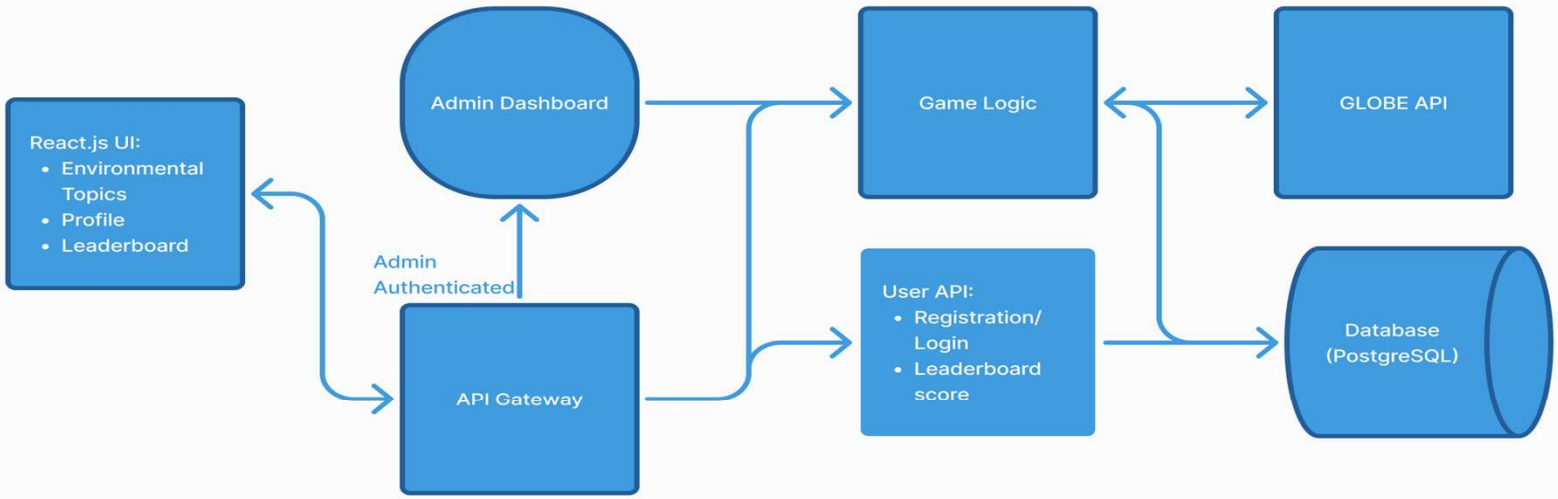
Process Flow Diagram:

Overview of Game Flow:



Architecture Diagram:

Flow chart



Prototype Performance report/Benchmarking

- An educational game inspired by **GLOBE protocols** to engage players in real-world environmental challenges such as **urbanization, water pollution, Air Pollution** and **Land Pollution**. The game aims to raise awareness while providing an interactive learning experience..

- **Improvements:** Identify areas for enhancement, such as better feature selection and analysis of choices using Machine Learning and Cloud Computing.

Future Enhancements:

- Expansion to cover more **global environmental** issues.
- Adding **multi-player features** for collaborative learning.
- Deeper integration with GLOBE protocols for enhanced data use.
- **Database Integration**: Implement a database to store and manage user data, performance metrics, and project records efficiently.
- **Leaderboard System**: Introduce a dynamic leaderboard to rank users based on their performance and engagement.
- Leveraging **Machine Learning** and **Cloud Analytics** to provide a more efficient learning experience.
- Using **Generative AI** to generate real time scenarios based on current affairs.

Provide links to your:

1. GitHub Public Repository:- [2213393AH/nasa-spaceapp-2024-submission (github.com)]
2. Final Product Link:- https://nasa-space-jade.vercel.app/

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https://nasa-space-jade.vercel.app/

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DIY Raspberry Pi 1000 turns a Raspberry Pi 5 into a PC-in-a-keyboard

#hardware #raspberry pi

Aug 09 • 2m read time

22 2

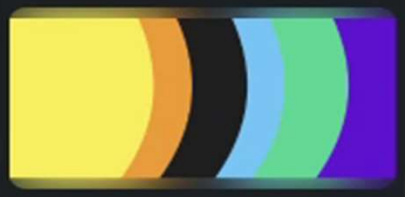
wukko on X: "earlier today i noticed very elevated traffic to cobalt api that looked ...

#security #cyber

Yesterday • 1m read time

1

Why struggle with S3? Discover the easiest storage API in 5 minutes.

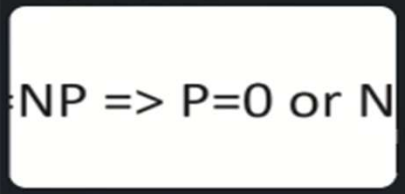


Promoted by Carbon

What P vs NP is actually about

#deep learning #algorithms

Today • 21m read time



The 5 HIGHEST PAYING coding niches that you can get into

#ai #machine learning +3

Today • 1m watch time

Zen 5 And AI Doom w/ Casey Muratori

#ai #hardware #gaming +1

Sep 06 • 1h 49m watch time

Design a Robust School Bus Tracker System

#webdev #career +3

Jul 25 • 22m read time

Stop Poking Me!

#gaming

Oct 04 • 2m read time

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Thank You