

Group Name: Pro – Gamers

Members:

Remie Antoniette Juan – Leader

Gian Luis Franco – Member

Alfriezrysen Godilon – Member

Joshua Manuel Muceros - Member

App Name: Paths of Change

Project Description:

Paths of Change is an interactive visual novel that takes place in a school/college setting following the stories of 4 various characters with their own problems relating to a certain SDG. The app focuses on spreading awareness of different problems with the use of an array of colorful characters explaining issues of real-life problems. With the use of the cast, the application aims towards any audience playing the game. Paths of Change's coding is solely based on Renpy, a visual novel compiler used to create games with the use of Python. Renpy is easy to use and compile for the game as it allows the programmers to access different variables such as character images, backgrounds, stages, events, etc. with ease.

Programming Language Used:

- Python

Programming Tools:

- IDE – Visual Studio Code
- Python Compiler – RenPy
- Code Repository – Github

Features of the Solutions:

In the game our characters are the representations of our solutions for each SDG problem. These characters experience real life problems, having both solutions and consequences depending on which path you take. The game features a route system which allows the player complete freedom on which route to take depending on which character they choose, facing a certain SDG and how these characters handle each obstacle. Depending on which character they choose, the player will approach a different solution:

Josh: Choosing Josh's route, the player is introduced to this character as an ally to those of minorities. Josh's route consists of him guiding the players to help fight the prejudice most of the minorities face in school. Many students have been bullied due to being 'different' and it is Josh's job to help them fight these stereotypical comments against them. Following Josh's route reveals how he has a strong passion for defending those who get shunned away for being different. Throughout his route, the players will help Josh defend students and fight for the right of equality on campus.

Gian: Following the player meeting this certain character that faces the SDG problem of Climate Action. The character emphasizes the importance of each small action one could do to help reduce negative climate changes, from recycling to influencing others, these actions being an implementation of the solutions. In the game "Gian" recycles wasted materials, attend community meetings regarding climate action, and more which influences the players thought process and actions throughout their gameplay.

Alf: The character has an issue pertaining to their health due to their lifestyle and eating habits, representing the SGD of Health and Wellbeing. The thing with the character is that they are indifferent to what they consume on a daily basis and that they neither work out nor go out as much, resulting in their bad complexion, build, and them being sickly. In the game, the player will help the character live life in a healthy, balanced manner, showing players how living healthily changes one's health predicament and present.

Remie: Remie's route is supposed to help the player decide whether to continue their college life or find a part time job and take a gap year instead. Remie represents the SDG decent work and economic growth. As the story progresses Remie would be helping the player, or the user decides whether to continue their college life or take a part time job as stated. Remie would be providing the player

with valuable information that will help their decision. Furthermore, as the story progresses the player would learn the pros and cons of possible decisions or solutions to their problems.