Sustainify

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Project Reintroduction

- Cookie-clicker game
  - Repeatedly click to gain points
  - Buy things that passively generate points
- Focuses on educating the players around the following SDGs:

Existing Digital Habitats / CoPs

- Platforms
  - NASA Climate Kids
    - Games, Readings, and Videos
  - Games4sustainability.org
    - Platform specifically for games built around the SDGs
- Stand-alone Tools
  - Windfall
  - My 2050
- What makes my game unique?
  - Only cookie clicker game that aims to educate players on these SDG topics
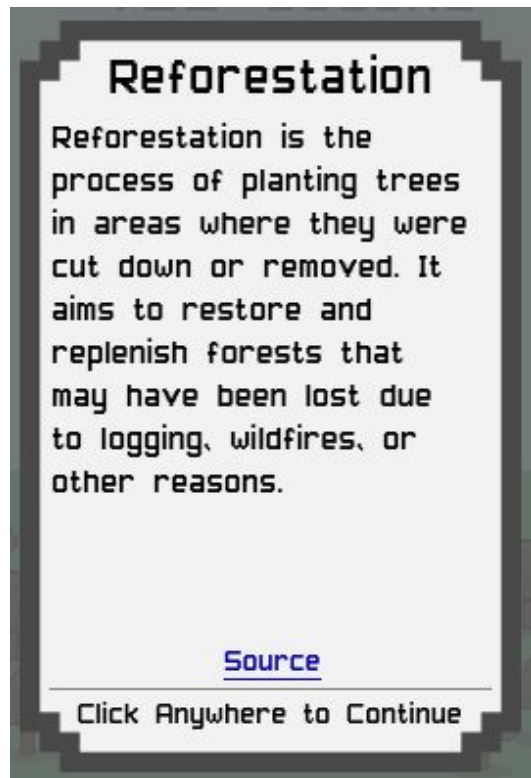

My 2050

Community Orientations

- Content
- Open Ended Conversation
- Individual Participation
  - Variant: Individual Development

Demo

Class Concepts

- Rhizomatic Learning
    - Players can choose which educational popups they'd like to see (non-linear approach)
    - Recurring popups help to gradually build up the players knowledge on the topic
- Addressing Disinformation
    - Adding the source of information to each educational popup
    - Encourages a healthy skepticism

Reforestation

Reforestation is the process of planting trees in areas where they were cut down or removed. It aims to restore and replenish forests that may have been lost due to logging, wildfires, or other reasons.

Source

Click Anywhere to Continue

Future Work

- Hosting the game on a website
- Adding more generators (i.e. Nuclear Power, Hydro Power)
- Ability to save game progress (likely through the use of browser cookies)
- User Testing

Reflection

- How did I feel about the project?
  - Good, not as much as I would have liked to have gotten done but as a proof of concept the current MVP satisfies that
- What was I most proud of?
  - Learned quite a lot about Godot
- How will I used what I learned in this project going forward?
  - Game Development class next semester
  - Possibly after graduation?

Q/A