

GDC Competition – Storyline – Report Form

ESCAPE TO FREEDOM

Aim

The development of the project aimed to introduce the Gamification of the United Nations (UN) Sustainable Development Goals (SDG) in accordance with the game category selected for the GDC competition, which was Advanced Track: Earth.

SYRIA

PART 1

Syria has been bombed and left thousands of people without homes; many died. Thousands seek to flee to Europe where there are better living conditions and more opportunities. People are risking it all even though, there is a chance of never making it to Europe and being deported back to their country if they get caught.

If you were fleeing Syria for Europe, what choices would you make for yourself?

PART 2

CHOOSE YOUR CHARACTER

PART 3

Player has been collecting Jewellery their whole life. They sold all the Jewellery they had been collecting over the years for a fraction of its price to fund their escape from Syria. They brought that money with them and a backpack that contained a shirt, a couple of pieces of bread, and some water.

PART 4

The journey to Europe through Egypt will happen by sea

EGYPT

PART 1

After a 12-hour trip from Syria to EGYPT, you have finally arrived in Cairo and encountered your friend, who will be a guide to your escape to the following country. However, as a favor in return,

the player has to do specific tasks. Their first task is to find the hidden treasure in the pyramid. The Player heads to the pyramid after accepting the tasks.

PART 3

After managing to enter the pyramid the player encounters a maze. Their job is to complete the maze before the time limit runs out. (Time is your obstacle)

Winning condition: getting into the pyramid, completing the maze, getting the treasure.

Losing condition: getting into the pyramid but not being able to complete the maze in time and get the treasure (you will go back to Egypt part 1-the level repeats)

PART 4

After collecting the treasure, the player heads back to their friend. The friend tells the player that the treasure is worth a lot. There's a dilemma between running away with the treasure or giving the treasure to Asim. Two options:

Option 1: Give the treasure to the friend (proceeds to Part 5)

Option 2: Loses and goes back to the start of the Egypt scene (Egypt part 1)

PART 5

The friend instructs you to go and look for his friend Hassan who is near the marketplace hiding in a house. The friend left a safe box with Hassan for safekeeping, he describes it to the player. Hassan has 3 safe boxes up in the attic, however. All the safe boxes look different. The user has to examine and select the correct safe box that the friend described before. You try exit the building with the safe box.

Losing condition: Choose the wrong safe box, Hassan realizes that the user is trying to steal one of his own safe boxes. He calls the police and calls the player out for trying to steal his own safe box. (Level restarts, go back to Egypt Part 1)

Winning condition: Choose the correct box and bring it back to your friend (go to p7)

PART 6

The player has completed all the tasks in Egypt and is on to the next country.

LIBYA

PART 1

This level is the final level before getting to Italy so the player has to manage to get things done on his/her own.

The Player arrives in Libya after an unexpected malfunction of the boat. The boat captain explains that there is a small hole in the side of the boat, which isn't very big, but it can become severe and significant as it can endanger their lives. There could be a possibility of sinking. They were fortunate to be close to Libya when the captain found out.

PART 2

The captain gives the user a list of items that the boat needs in order to be fixed.

[There will be multiple NPC's. Each NPC will have a trading option, the player will have to trade items in order to complete the list that the captain gave him].

PART 3

The captain of the boat was doing something, and he injured himself. The player has to get them to Italy. The player has to navigate the boat and avoid turbulent waters. The turbulent waters will lead to boat wreckage if the player is not careful. Correct navigation will lead to Italy. With each approaching step in navigation, the boat goes faster. (Payer has 3 lives)

Winning condition: Manage to dodge rocks and make it to Italy.

Losing condition: Hit three rocks and crash your boat.

ITALY

The Player has successfully managed to make it to Italy.