COMP 395

Simulation Design

# Project 2 - Serious Game

Worth 25% of your final mark

# Instructions:

In groups of 3-4, develop a Serious Game of your choice. Your serious game must teach the user knowledge of a skill. Remember that in serious games, the focus of the game is on learning and not entertainment. Interaction by the user must be evoke knowledge acquisition. Keep your serious game focused,

Examples of Serious Games

* Teaching players how to drive (Traffic law)
  + How to execute a 4-way stop
  + How to make a right-handed turn
  + How to read traffic signals correctly.
  + Etc
* Fire safety game
* Teaching the importance of picking up litter
* Exercise games

# Part 1 - Serious Game Pitch (5%)

Create a 5 - 10 minute presentation outlining the serious game your group will develop. Describe what your serious game is and what you want to teach to the player. Touch upon technical information such as any algorithms you may use to implement your serious games, structure of your program (UML), etc.

### Submission:

* Presentation material
* Visuals used in presentation
* Planning documents

**Due: Week 9**

# Part 2 - Pre-final Presentation (5%)

Create a 5 - 10 minute presentation showcasing your work on the serious game at this point. **You must have a runnable build for this presentation**. Describe the implementation of the components within your serious game and justify your implementation. Describe any challenges faced during development. Mention any remaining features that will be implemented over the final week of development.

### Submission:

* Presentation material
* Video demonstration of your build (can host on YouTube and provide a link).
* Link to GitHub repository.

**Due: Week 13**

# Part 3 - Serious Gamescon 2017 (15%)

Upon entering the (Thursday) class, divide yourselves evenly throughout the classroom and have at least 1 instance of your serious game running on a machine (more instances are better). Have a least 1 member of your group present at the serious game at all times.

We will be holding **“Serious Gamescon 2017”** whereby each group will host a booth showcasing their serious games. You are encouraged to visit other booths and try/observe each other’s serious games. Each group will receive an evaluation sheet for the other groups which must be filled out and submitted.

### Submission:

* Link to Github repository
* Zip of your serious game (TESTED PRIOR TO SUBMISSION)
* Development documentation
* Evaluation (1 per group)

**Due: Week 14**