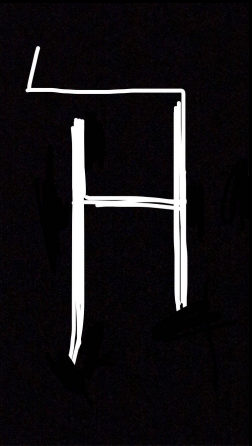# Haze of Hodur

Wenyu, Hanfang, Nica, Yuxin

The Problem we want to address and tackle:

People with visual impairment are often excluded from ´video´ games
-tiny amount of mobile games available
-little awareness of sighted people
-online games are often not inclusive enough for people with different abilities

So what we did:
-make it possible to experience a demo of a game without the need of eyesight
-let people with visual impairment give us feedback

Proposed Solution

A game only with sounds that can be interacted with different gestures.

Web-based, cross-platform, free

https://agile-peak-94217.herokuapp.com/

Customers & Users

Pain

- Although many game makers are trying to introduce accessibility modes for their games, there are not enough video games which are especially designed for visually impaired people.
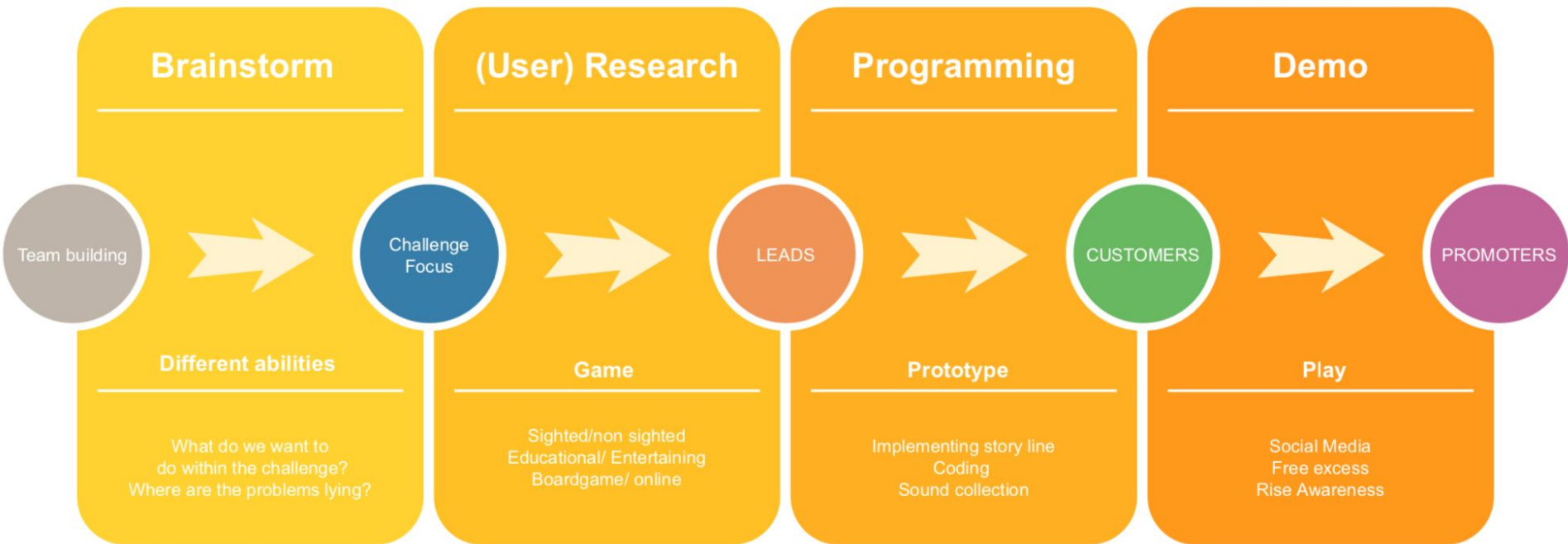- There is a need for inclusive games.

Gain

- Visually impaired people/gamers can also enjoy the entertainment of video games.
- Able people can also experience a different way of playing video games.

A promising market

- New game opportunity - a mix of a podcast, audiobook, game

- This project is open source but the market of games and new views is large

- Can be implemented as a healthier game due to less screen time

Competition ——What's unique about our game?

- Existing games made especially for visually impaired players, such as A Blind Legend, Lost and Hound, Blind Escape and so on, are mostly simulation games related to searching for things.
- We want to broaden the variety of audio games, so we try to design a role-playing adventure game with audio guides.
- Our game is completely free, cross-platform and open source, so anyone can easily play it online.

Brainstorm

Team building

Different abilities

What do we want to
do within the challenge?
Where are the problems lying?

(User) Research

Challenge
Focus

Game

Sighted/non sighted
Educational/ Entertaining
Boardgame/ online

Programming

LEADS

Prototype

Implementing story line
Coding
Sound collection

Demo

CUSTOMERS

Play

Social Media
Free excess
Rise Awareness

PROMOTERS

What we have done?

- Finished the soundtracks recording and editing

- Finished the level design/coding/debugging

- Filmed the demo to show the gameplay

- Let people play our game

- Provide a demo on YouTube

DEMO

Next steps

- Post our game on websites on facebook, so that we can raise people's awareness, to create more games for visually impaired people.

- Contact different game companies and pitch our game idea to them

- Let people play our 30 minutes long game and keep working on it

Where we documented everything

- Notion and the Learning Planet Institute Website

- We use a Website to create a public access to our 30 minutes long game

- We worked together by using Google Docs & Atlassian

Link to the game:

https://agile-peak-94217.herokuapp.com/

github page:

currently only work on PC (with keyboard control)

Thank you for your attention!