



Our Body

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1. Contribution/project goal

Our goal in the project is for people to document body processes in an accessible and experiential way. We have created learning in a fascinating and different way from existing games.

The game is varied and includes different body parts so that we can understand the overall way the body works.

2. Introduction

In order to realize the vision of the game we researched the human body with the help of various articles and enlisted the help of professionals.

We wrote an initiated document and a requirements document in order to be focused on the goal and the way of realization. We created the game in Unity software. In the course we learned how to use the software and enriched the knowledge during the construction of the game.

3. Methods/algorithms/Alternatives or Design Considerations

We have divided the levels in the game into different areas of the body, so that we can focus on each part on its own both in terms of designing the stages of the game and in terms of going into details. And so the player will be able to learn about the various organs in the body in the best way.

We used algorithms and functions that we learned during the course "Computer Games" such as: player movement, collisions, keyboard use, etc ..

4. Selected Approach

We chose to focus on the game experience rather than verbal explanations of every detail of the body, because we wanted the game to attract a wide audience and make players learn from the knowledge that exists in the game and from it will come the desire to learn more.

5. Solution Description (Algorithms, Modulation, Patterns, Infrastructure, UI, Functionality)



We researched a particular organ in the body



From the information we chose what to focus on at the stage



We thought about how to convey the information in an experiential way



A finished game that contains content about the organs of the body



We built the stage and looked for a suitable video to illustrate where the stage is focused and put the player in the mood



We were looking for suitable objects in the UNITY software that would look as similar as possible to reality

