RMIT Hackathon 2025

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Group: **Aquaholics in Paris**

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1. Overview

"Aquaholics in Paris" is a 2D narrative-driven browser game built with **Phaser 3**, using only programmatic graphics (no image assets).
The game explores themes of conflict resolution and social awareness through simple mechanics like **movement, interaction, and rock-paper-scissors (RPS) battles**. It integrates moral lessons into gameplay progression.

2. Technical Stack

- **Engine:** Phaser 3.60.0
- **Language:** JavaScript (ES6 modules)
- **Runtime:** Browser with HTML5 Canvas
- **Styling:** `style.css` for layout, fonts, and in-game container.

3. Core Files

File	Purpose
`phaser_main.js`	Defines `MainScene`, the core gameplay: player movement, NPC logic, RPS minigame, health system, and multiple endings phaser_main
`story_scene.js`	mplements `StoryScene`, a linear story mode emphasizing ethical and emotional decisions; includes fade transitions, dialogue, and reflection nessages story_scene
`style.css`	Provides minimal page styling for centering the game canvas, text alignment, and intro screen animations.

4. Gameplay Mechanics

- **Player Controls:** Arrow keys (move/jump) and Spacebar (interact).
- **NPC Interactions:** Triggered by proximity; each NPC has traits (`friendly`, `rude`, `shy`).
- **Conflict Resolution:**
    - Players engage in an **RPS minigame**.
    - Outcomes affect `health`, `frustration`, and `personality` attributes.
    - Repeated wins or aggression can trigger climactic scenes (apology or escalation).
- **Endings:**
    - *Reconcile Ending* – player apologizes; peace restored.
    - *Beaten Ending* – conflict escalates; player incapacitated, message about violence consequences.
- **StoryScene Variation:** Focuses on *moral lessons* instead of physical conflict, delivering messages such as *"School bullying is a serious issue."*

5. AI / System Logic

While not machine-learning AI, the project uses:

- **Rule-based NPC behaviors:** dynamic attributes like `frustration` and `retaliation`.
- **Procedural emotion states:** friendly vs. hostile reactions.
- **Adaptive event triggers:** escalating dialogues or RPS results leading to narrative shifts.

6. Art & Sound

All visuals are drawn via **Phaser Graphics API**, producing:

- Geometric shapes for characters and health bars.
- Parallax clouds for environmental depth.
- Color codes represent mood (e.g., blue = calm, red = aggression).

No sound engine is integrated, but placeholders exist for future SFX.

7. Educational and Ethical Focus

The game is designed as a **social awareness simulation**:

- Encourages **non-violent problem solving**.
- Demonstrates how impulsive decisions escalate conflict.
- Provides **ethical reflections** after each major event.

8. Future Development

Potential extensions:

1. Add dialogue voice-overs or localization.
2. Include real environmental storytelling for the “Aquaholics” theme.
3. Introduce branching dialogue trees powered by GPT or Gemini APIs.
4. Add a scoring system for empathy or cooperation.

9. Conclusion

“Aquaholics in Paris” blends minimalist art, narrative ethics, and reactive gameplay to create a reflective learning experience.

It effectively demonstrates **Phaser 3 mastery**, clean modular design, and alignment with **hackathon ethics-oriented objectives**.