THEME

To design a progressive web app to make classes interactive

Team members:-Rohan, Akhilesh and Khalid

-----------Rules-------------

At the beginning of the academic year the user gets to choose his avatar and all start off with 0 Exp ,0 coins.

Once they are in the world on their top right corner of the screen, they can see a daily tasks option along with their respective timetable.

During class timings there are going to be rain of fire(which is similar to the outside safe zone area in PUBG) which are going to drain the players health… so only escape from the poison rain is Sensei Class portal which is going to lead them to their class, which they need to access volunteering.(Here we haven’t forcefully redirected the player in their class as this would just would make them eventually lose interest, and the feeling of having a choice will make it more engage

ng to the students)

Inside the virtual class according to the time table the respective teacher teaches the students and In between classes there will be quizzes at random and students gain experience points and bonus coins for each right answer, so students need to pay attention in class and not just join the class for name’s sake…

Player also gains experience points as they interact in class hours (i.e is ask doubts or answer question).This there by increases interaction of students in class instead of the teacher looping on the words “Please unmute and speak”.

For Each class a user doesn’t log in(attend) he will lose some coins, but for a genuine reason the user can file a request for absence which will be sent to their class teacher and if approved the users account will be frozen… i.e., no coins will be deducted.

Coins and exp will also be provided for completion of homework, scoring in tests, finishing tests, winning events (academical or sports), quizzes etc.…

Assignments and Quizzes will be conducted in form of mini quests that need to be completed and as mentioned above exp and coins will be earned and more over the best student in a certain quest will earn a badge/medal/trophy (which would come in handy while facing the dragon lord at the end)

There will be the Wizard’s Library that would give the players access to all the kinds of books and notes they’ll need. While reading though stuff the focus mode would be active i.e all other activities within the game would not be visible to that player. Within the Wizard’s Library there would also be a Telepathic guide where a respective student can broadcast a message for help (if they have a certain doubt in a subject or topic), this help request along with the doubt/question would be popped up in the window of all active users. The player can either choose to help or ignore the request. If the seeker is satisfied i.e his/her doubt is cleared they can rate the player and the helper shall gain helper points (which will increase the length of the player’s health bar) and also gain some exp accordingly.

Players can buy their weapons from the blacksmith which costs coins which can be earned along the way

These coins can be used to buy Skins, weapons etc…

In order to finish quests in the dungeon the players need a good average exp off all students in the class (This would promote students to help out one another to ensure collective progress) .

It will also have a personized chat box where the student can speak to other classmates.

The dungeon is a maze filled with monsters and traps everywhere, every battle with a monster will be automated and the result of the battle will be based on players health, exp and attack points of his/her weapon…

Each class compete with one another within the dungeon in order to defeat the Dragon Lord to claim their victory

Defeating the Dragon Lord is the last and hardest task which require many weapons with high attack points, shields and high exp…