



## Business case

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Community & UN SDG(s):	Teenagers/Young Adults + SDG 15 Life on Land
Date:	Oct 18, 2023

<b>Proposed Project</b>	As the Light Grows
<b>Date Produced</b>	Oct 18, 2023
<b>Background</b>	<p>A short side-scrolling game meant to make the player think about the consequences of light pollution in the real world.</p> <p>The player plays as a “shadow creature” that must avoid the light. As the levels progress, the area in which the levels take place gets more and more populated (village -&gt; city) which will be a challenge for the player.</p> <p>Each level will also depict one or a few of the real consequences light pollution has on animals, and upon completion of each level, there will be a short info graphic/slide explaining the situation that the player witnessed. (ex. Lights attracting bugs to where they shouldn't be)</p>
<b>Business Need/ Opportunity</b>	This game is meant to promote awareness about light pollution and its effects on animals, as it is often overlooked.
<b>Options</b>	<ul style="list-style-type: none"> <li>- Do nothing</li> <li>- Perform the project using Godot for the game engine</li> <li>- Perform the project using some other game engine (Unreal Engine, Unity)</li> </ul>

### Cost-Benefit Analysis

#### Do Nothing

Costs:	Benefits:
<ul style="list-style-type: none"> <li>- The game doesn't get made and light pollution remains relatively not talked about</li> </ul>	

#### Perform the project using Godot for the game engine

Costs:	Benefits:
<ul style="list-style-type: none"> <li>- I'm no expert when it comes to using Godot, so some time will be lost to learning it</li> </ul>	<ul style="list-style-type: none"> <li>- I have already started to learn a bit about how to use Godot</li> <li>- Godot has some good tutorials</li> <li>- The game will provide a good educational tool for light pollution's effects on animals</li> <li>- The game will promote conversations about light pollution</li> </ul>

#### Perform the project using some other game engine (Unreal Engine, Unity)

Costs:	Benefits:
<ul style="list-style-type: none"> <li>- I don't really know much about how to use Unreal or Unity – lots of time loss, reduced quality</li> </ul>	<ul style="list-style-type: none"> <li>- Unreal Engine and Unity both have tutorials available</li> <li>- The game will provide a good educational tool for light pollution's effects on animals</li> <li>- The game will promote conversations about light</li> </ul>



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pollution

### Recommendation

Perform the project using Godot for the game engine.