



Game

HealthPuzzle Maze

Healthcare Gamification

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Problem

Physical inactivity is one of the leading risk factors for noncommunicable diseases (NCDs) and death worldwide. It increases the risk of cancer, heart disease, stroke and diabetes by 20–30%. It is estimated that four to five million deaths per year could be averted if the global population was more active.

Problem

- **Lack of Physical Activity:** Sedentary lifestyles have become increasingly common in modern society due to factors such as desk jobs, long commutes, and screen-based entertainment. Many people spend large portions of their day sitting, which can contribute to various health issues such as obesity and cardiovascular disease.



Solution

- **Promoting Healthy Habits:** Many people struggle to maintain consistent healthy habits such as regular exercise, proper hydration, and good posture. My game provides a fun and interactive way to encourage these behaviors by integrating them into gameplay
- **Preventing Health Issues:** By promoting proper posture, hydration, and nutrition, your game can help prevent common health issues such as back pain, dehydration, and fatigue.



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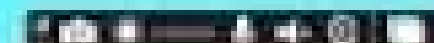
STEMgame - HealthCare Gamification - UNITY - Mars Ye...



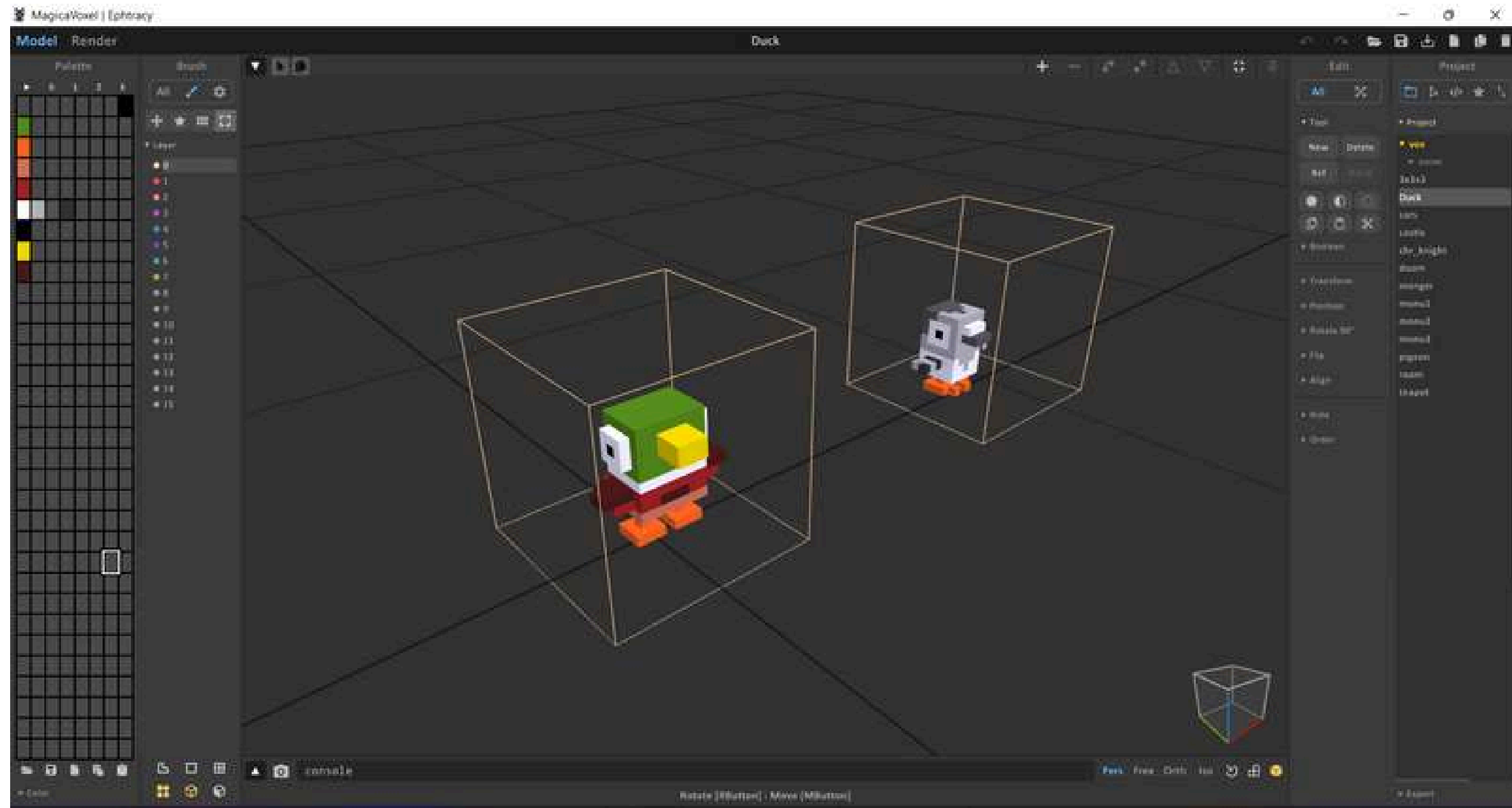
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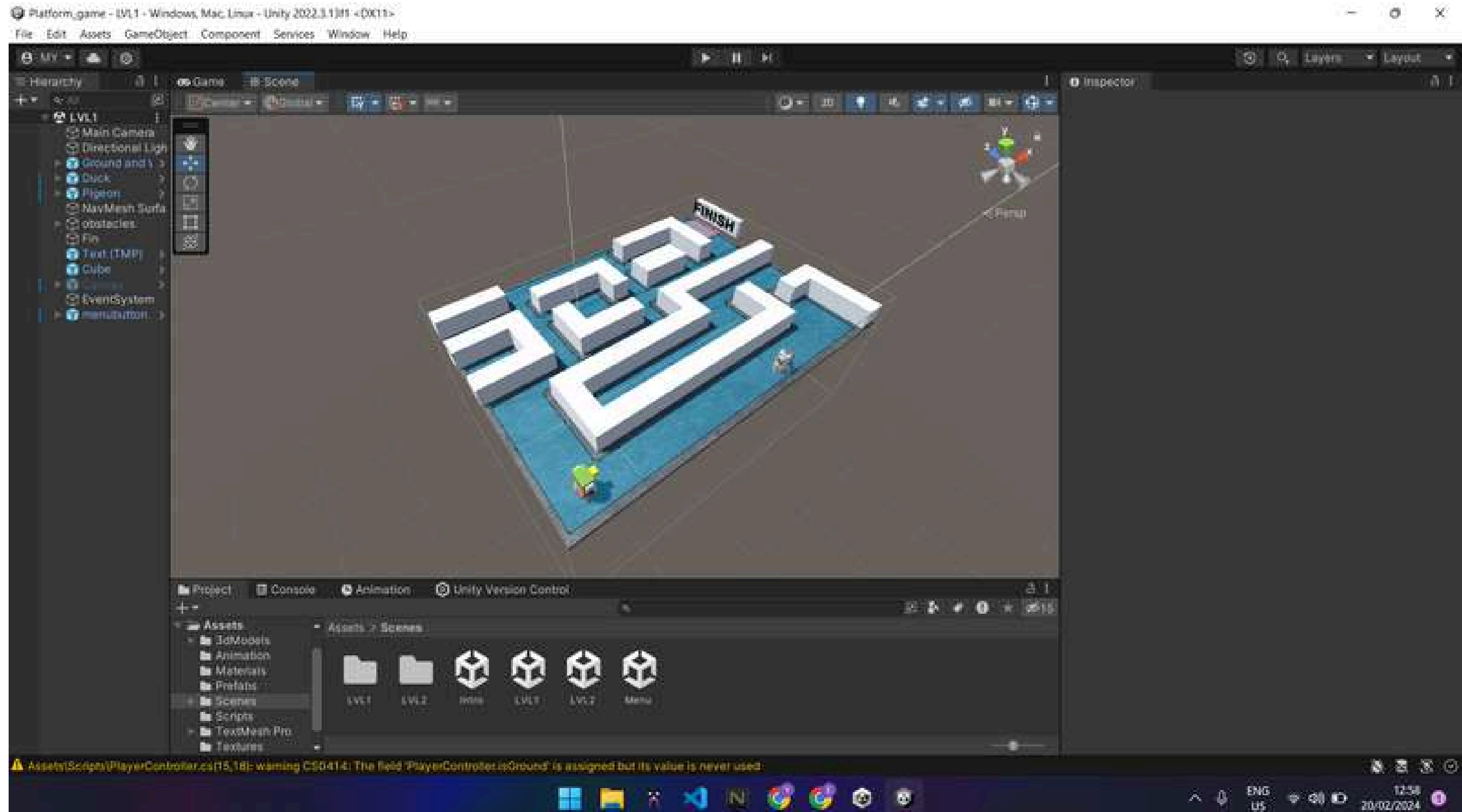
Watch on  YouTube



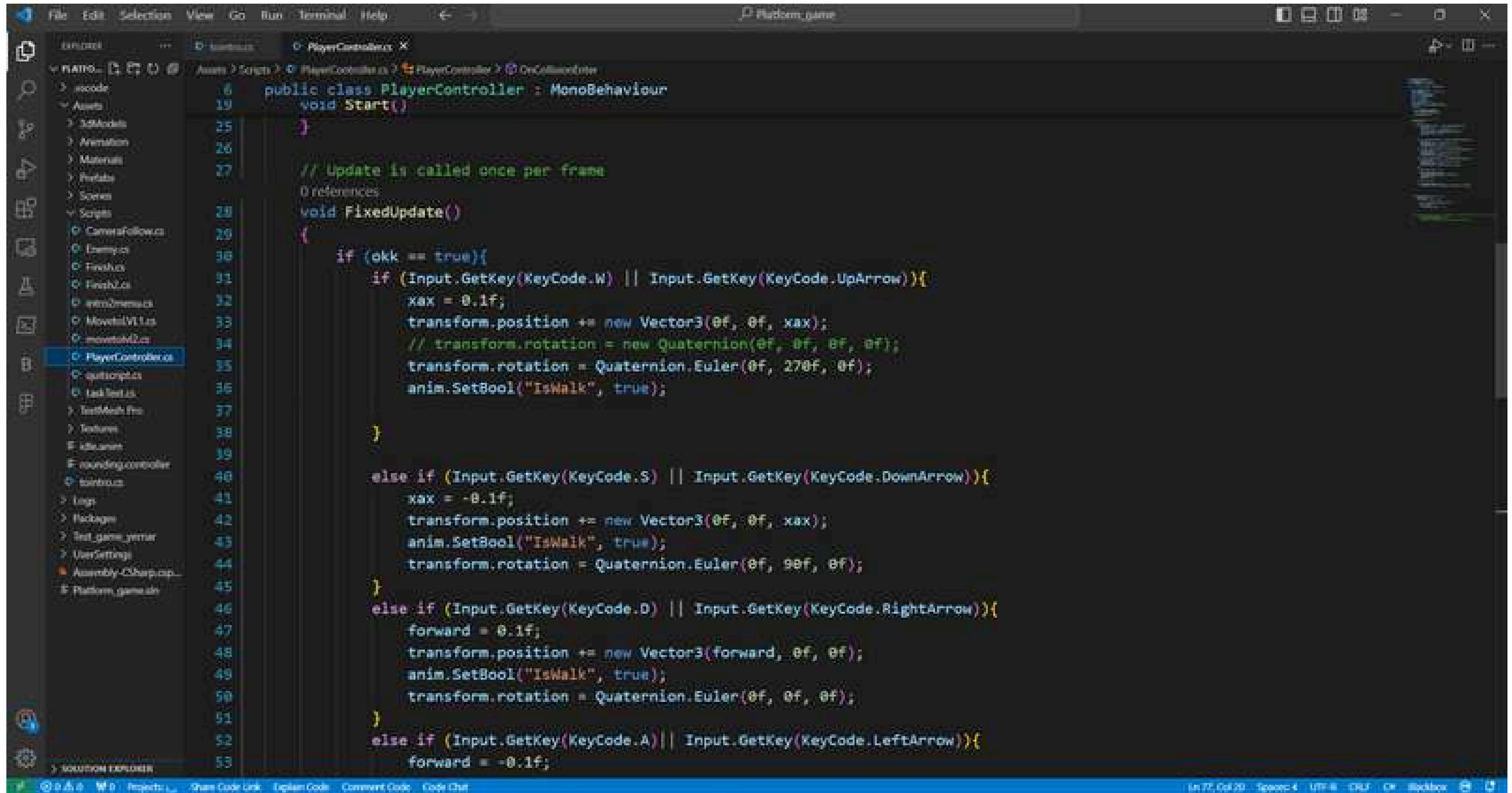
3d models were made in Magicovoxel



Game was made in Unity



Coded in C#



The screenshot displays the Unity IDE interface. On the left, the Hierarchy and Project windows are visible. The Project window shows a list of assets, with 'PlayerController.cs' selected. The main editor area shows the C# code for the 'PlayerController' class, which inherits from 'MonoBehaviour'. The code includes a 'Start()' method and a 'FixedUpdate()' method. The 'FixedUpdate()' method contains logic for movement based on keyboard input (W, S, D, A keys) and the 'IsWalk' animation state.

```
public class PlayerController : MonoBehaviour
{
    void Start()
    {
        // Update is called once per frame
        // Preferences
    }

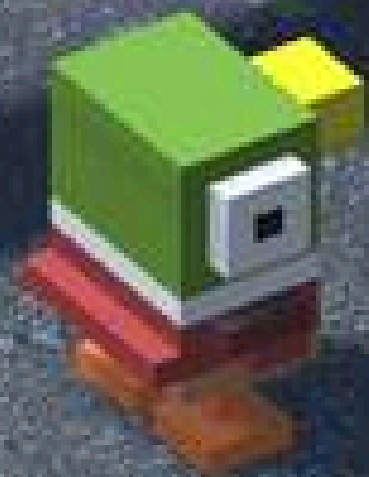
    void FixedUpdate()
    {
        if (okk == true)
        {
            if (Input.GetKey(KeyCode.W) || Input.GetKey(KeyCode.UpArrow))
            {
                xax = 0.1f;
                transform.position += new Vector3(0f, 0f, xax);
                // transform.rotation = new Quaternion(0f, 0f, 0f, 0f);
                transform.rotation = Quaternion.Euler(0f, 270f, 0f);
                anim.SetBool("IsWalk", true);
            }

            else if (Input.GetKey(KeyCode.S) || Input.GetKey(KeyCode.DownArrow))
            {
                xax = -0.1f;
                transform.position += new Vector3(0f, 0f, xax);
                anim.SetBool("IsWalk", true);
                transform.rotation = Quaternion.Euler(0f, 90f, 0f);
            }

            else if (Input.GetKey(KeyCode.D) || Input.GetKey(KeyCode.RightArrow))
            {
                forward = 0.1f;
                transform.position += new Vector3(forward, 0f, 0f);
                anim.SetBool("IsWalk", true);
                transform.rotation = Quaternion.Euler(0f, 0f, 0f);
            }

            else if (Input.GetKey(KeyCode.A) || Input.GetKey(KeyCode.LeftArrow))
            {
                forward = -0.1f;
            }
        }
    }
}
```


LVL 1



Back



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Drink a glass of water to stay hydrated

OK

Back



Take a moment to assess and correct your posture to prevent discomfort

OK

Back

LVL 2



Back



Back

A 3D maze constructed from light gray rectangular blocks on a dark gray floor. A small robot character with a green body, yellow head, and red wheels is positioned in the center of the maze. The text "Drink a glass of water to stay hydrated" is displayed in a bold, black, sans-serif font above the robot.

Drink a glass of water to stay hydrated

OK

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