Presentation script

Liam:

Huub:

We saw cyberbullying is related to Media and Information Literacy, since freedom of speech is an important concept of Media and information literacy.“, because it defines the filtering of relevancy

Knowledge, attitude, skills.

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Leah:

Min:

I'm going to tell you the story about the game.

There is a guide in the game.

The guide is a man who has suffered from a childhood cyber bullying and won by his own power. We also set him up as a person with knowledge of youth psychology.

According to our research, each country has a slightly different form of Cyber Bulling.

For example,

In Korea : the most commonly-cited case was the deliberate leaking of private information online by their peers

Ans In USA ; the most common type of harassment youth encounter online is name-calling.

This guide visits each country to help children who are suffering from cyber bullying.

He tells children what to do in their situation.

And from the perpetrator's point of view,

he makes them realize why it's wrong and how much cyberbullying is affected.

Arturo:

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Hyeon: Technical ;

(intro)

From now on, I will introduce about the Technical specifications.

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We decided to make a web-based game so that it could be easily accessed by any machine, anytime, anywhere. And we'll make it a cross-platform environment. This of course can attract more users.

To make web games easy and fast, we chose to use frameworks like ‘phaser’ and ‘Nodejs’.

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‘Phaser’ is JavaScript framework, based on JavaScript’s canvas. Especially, it is specialized in making 2D games. As we said, we will make a 2D Side Scroll game with cute image. Moreover, most of the team members know how to use JavaScript. In these aspects, ‘phaser’ was the best choice for us.

It was a new framework for us, therefore we are learning by ourselves through the YouTube tutorial videos and documentation. Above all, we need to create a server to organize a web game.

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So, we decided to use Nodejs as well. Nodejs are also JavaScript framework and can be used quickly and easily.

We use only the JavaScript and It makes us that work easier, faster, and more consistently. We can cover back-end and front-end part by only JavaScript.

And we are going to build database by MySQL because we are thinking about game leaderboard. This will be the main work of back-end.

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Of course, we are looking for the best site to hosting. Our work structure will have a good advantage when it is hosted and applied.

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And we used the GitHub for code version control and collaboration. It was set up in a private setting so that only team members can access it while working. And we can host our web games using the hosting function of GitHub’s ‘pages’

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What we’ve done is just layout of game like movement. We talked about the velocity, gravity of character and collision.

The design asset will be applied later, and physical part is done first. Moreover, ‘phaser’ provides a basic physical engine. We are trying to make the most of that.

Liam’s conclusion: