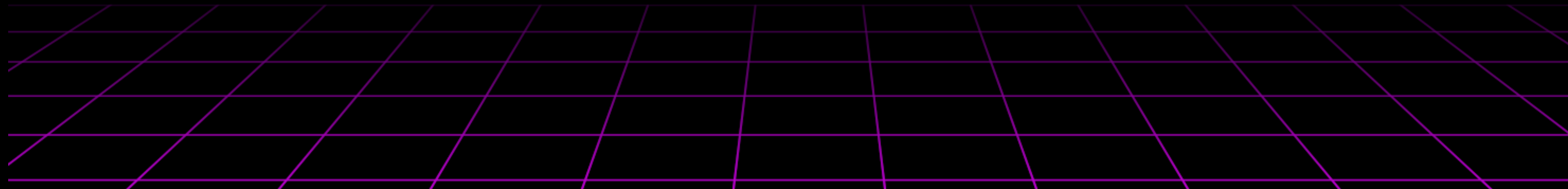


# NUMB



## THE NAME

The name “NUMB” comes from the song NUMB by the rock band LINKIN PARK.

The idea behind the game is so similar to the theme of this song that we consider this the perfect name for the game.

## SOCIAL ISSUE

Many people face societal pressures to conform to unrealistic beauty standards. This can lead to negative self-perception and poor mental health. Body image issues can lead to harmful behaviors such as extreme dieting, eating disorders, and mental health challenges like anxiety and depression.

## GAMIFYING THE CAUSE

Throughout the game, players receive encouraging messages and rewards for their efforts, helping to boost confidence and reinforce healthy perspectives.

The Game features a non-human character promoting non-discrimination.

The Game has been made single-player to make it less intimidating for introverted people. Or, people shy about their body image.

## LEVEL 1

The maze represents the complex and often confusing journey of navigating societal pressures and personal perceptions of body image.

As players progress through the maze, they encounter various influences and obstacles.

As players navigate the maze, they learn to accept themselves for who they are, embracing their unique qualities and diversity.

## LEVEL 2

Just as the ground can break beneath a person's feet, constant exposure to unrealistic body images can lead to a breakdown in self-esteem and confidence.

This metaphorical groundbreaking represents the erosion of a healthy self-image and destabilizes an individual's sense of worth.

In this level, drops symbolizing social media break the ground the player is standing on. And the player must stay strung to his roots to win the level.

## LEVEL 3

Computers and digital technology often serve as the source of distorted and unrealistic images of the human body, perpetuating harmful beauty standards.

Computers facilitate the spread of negative and hurtful comments related to body image, contributing to a hostile online environment.

This Level has tiny walking computers that you must get past through to win.

## UI ELEMENTS

The game's UI consists of a menu page, a home map page which helps navigate through levels, options for tutorials, music and exit.

All these elements are accessible with the first character of the name of the element. These are keyboard only and we wish this to be welcomed by you.



## FRAMEWORKS AND TOOLS

C++ offers high performance and low-level control, allowing for efficient management of resources and optimized gameplay experiences. Its wide adoption and robust standard libraries provide a strong foundation for complex game logic and mechanics.

Raylib is a modern C library that provides a simple and easy-to-use API for game development, making it accessible to developers of all levels.

## FRAMEWORKS AND TOOLS

The maps included in this game are all hand-made using “Tiled” software.

Canva was used for other intro and tutorial pages.

itch.io and craftpix.net have been used for the assets and characters.

## LOOKING BACK

Throughout the game, players receive encouraging messages and rewards for their efforts, helping to boost confidence and reinforce healthy perspectives.

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## GAME METRICS

This game is complete the way it is right now.

The portrayal of the idea behind this game is clear in every part of the game.

The UI is simple but eye pleasing for the users.

This game works with minimum latency because of the programming language and library used.

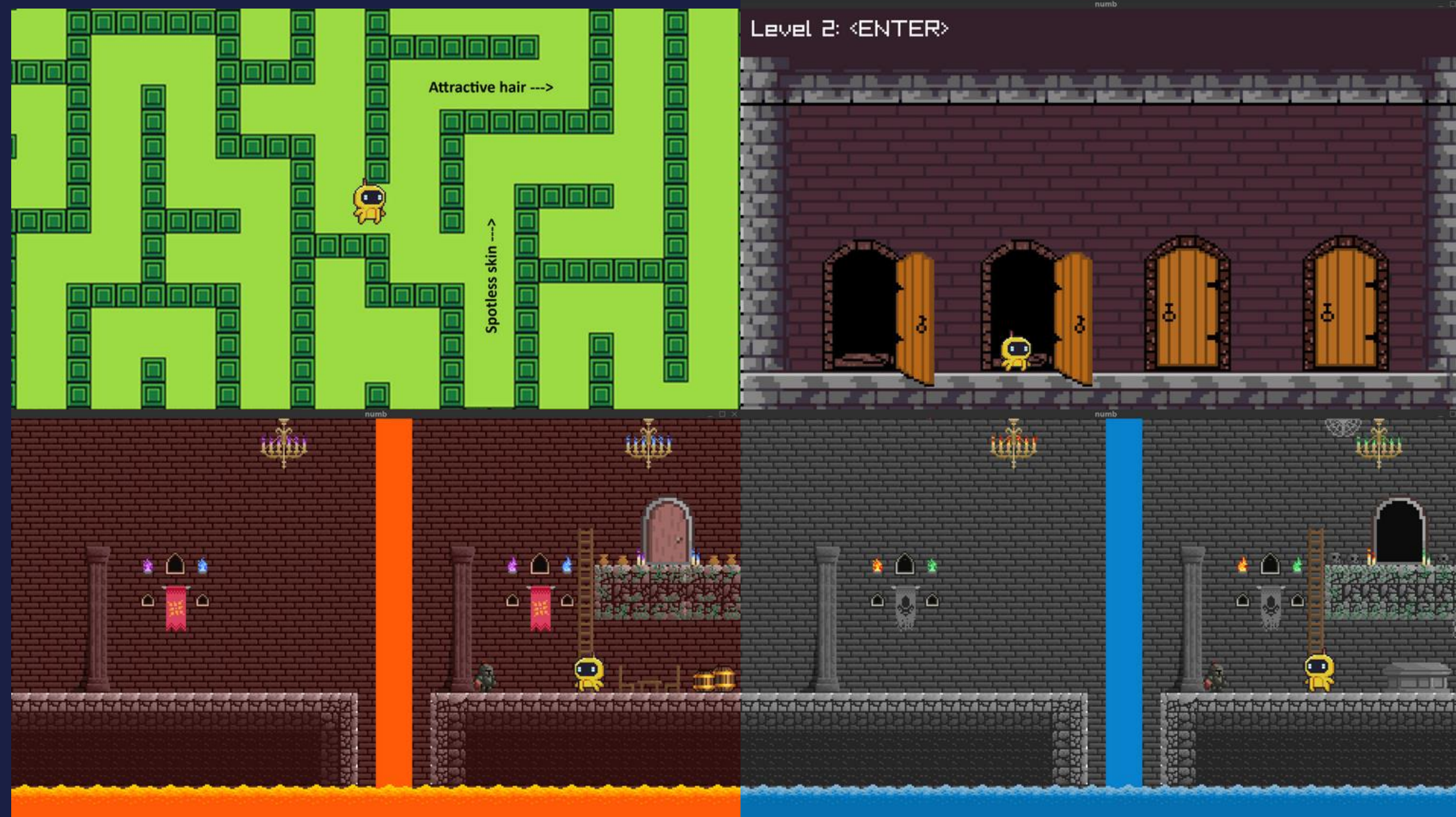
## GAME METRICS

For the performance, we had to change some of our original plans. Raylib doesn't support animations and hence we could not add some animations that we created.

The game also has a rather weak scoring system. As the focus is mainly on the cause, we did not keep the scoring consistent. We chose to score each level on the basis of the idea behind the level.



# SCREENSHOTS AND GAMEPLAY



ADITYA JHA  
JAKHARIA RISHIT

