coClean Game

for house cleaning

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Section: B10

Abstraction

The project goal is to improve children's behavior about house cleanliness and to help children to develop a habit of keeping their houses clean

The game will provide a stimulating environment to make the place clean as quickly as possible by having a timer and a counter to calculate character's points.

Abstraction

The main character will search for papers in the house to increase the score points of her to win, and after find each paper the character will be encouraged to clean all house because of the displayed message.

Scenario

The player of coClean game will be inside a house consists of several rooms, kitchen, bathroom and a small garden. The player will search for 5 papers that found in different rooms in the house and collect them within 2 minutes. When the player finds a paper, the score of his will increase by one and a specific message will display to him to encourage his to clean all house. The player will win if he found the 5 papers in 2 minutes, otherwise he will loss and the game will end.

Objectives

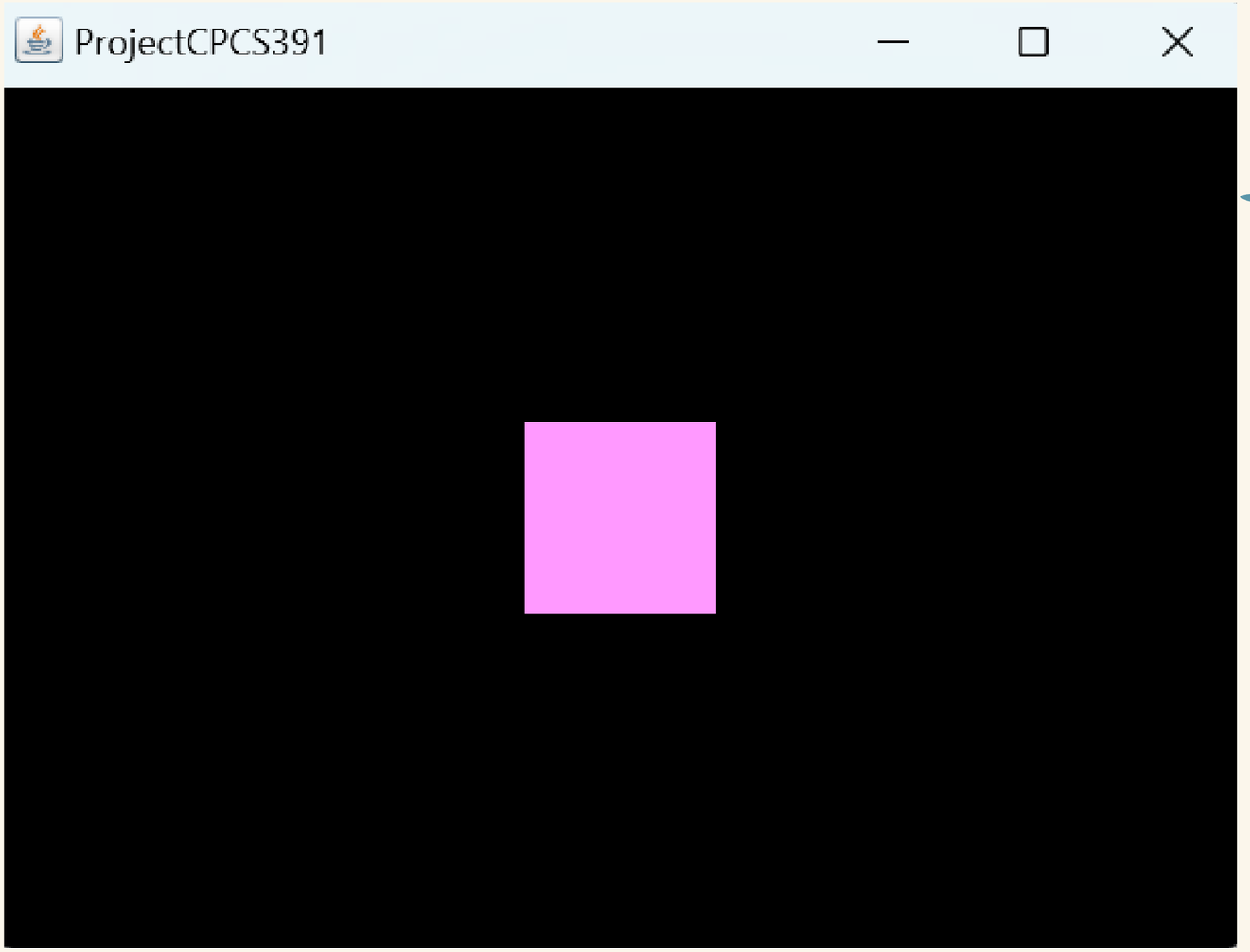
*Develop children skills through searching.
*Improve children's behavior through playing.
*Enhance the children's imagination through an interactive environment.
*Improve visual children abilities through attention and focus.
*Enhance children's creativity, by displaying the graphics and the various designs.

Software used to implement the project :

- Unity
- OpenGL
- Visual Studio

Main Character

Main Object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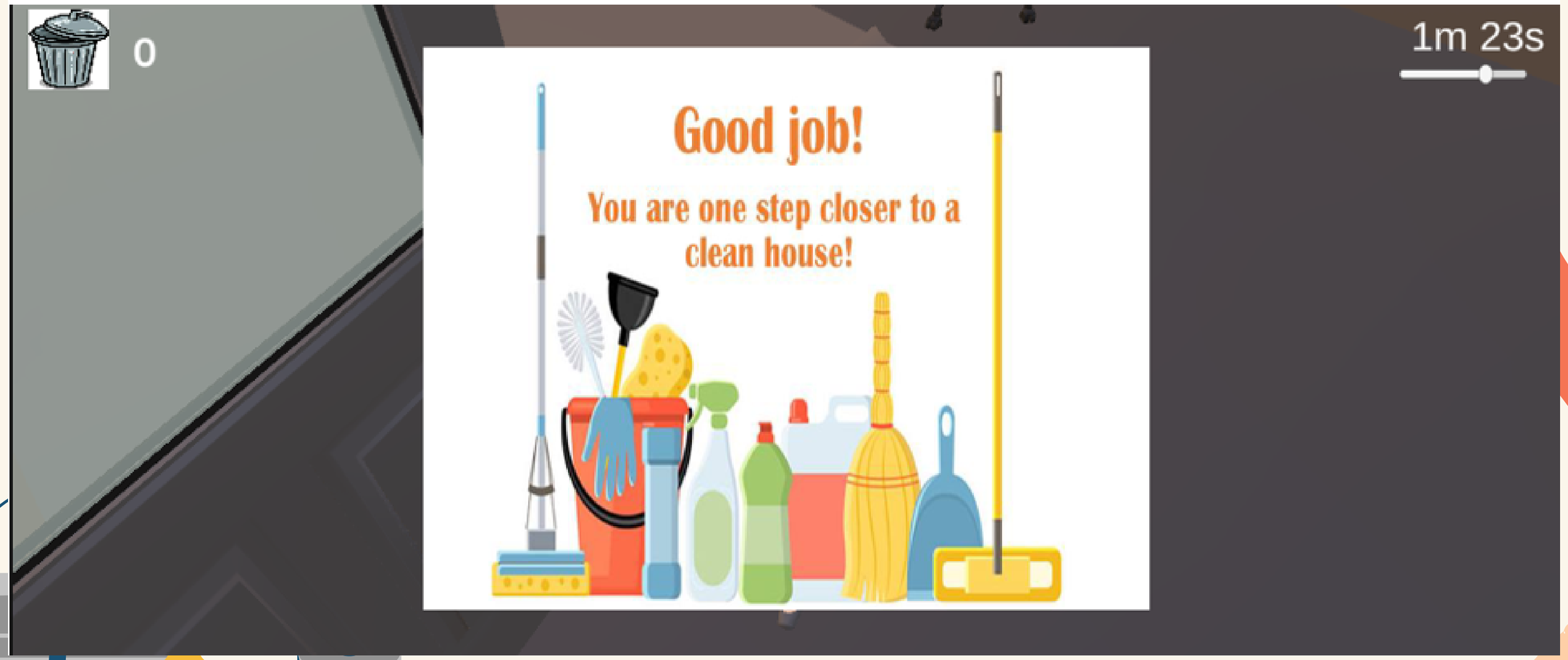
Start Menu

The game

The game

The game



The player won

The player lost and end of the game

Conclusion

In conclusion, we hope our coClean game will improve children's habit, behavior and expand their knowledge about house cleanliness and its importance.