COMP 1901
Global Run
COMP-04

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GLOBAL RUN!

Click your
destination!

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Introduction

Our project--- *Global run*, integrating 4 different countries' culture in our game. There are 5 mini games in *Global Run*:

Horse Race--- traditional Kyrgyzstan game which stems from traditions of Kyrgyz.

Food adventure and *Dim Sum memory Game*--- Hong Kong local street food and dim sum culture which is popular among the local.

Rangoli connection--- simple rules and interesting game, related to the India festival Diwali.

Quiz on Korea--- know more about modern Korea culture and K-pop through the multiple-choice game.

Our aim is to deepen players' understanding of different countries' culture and promote global cultural integration.

Motivation and Idea

We wanted to do something very different from what others would usually think of. We came up with different gaming ideas but realized that we have to limit some of them. We made sure to use what we have learnt in class in the most creative ways possible. Instead of just creating a single game, we thought to make mini games combined into one single application. For the theme, we chose culture. All five of us are from different countries. So we had five mini games to combine. It was easier to work as we created our own games and met just two times for combining the games into an app.
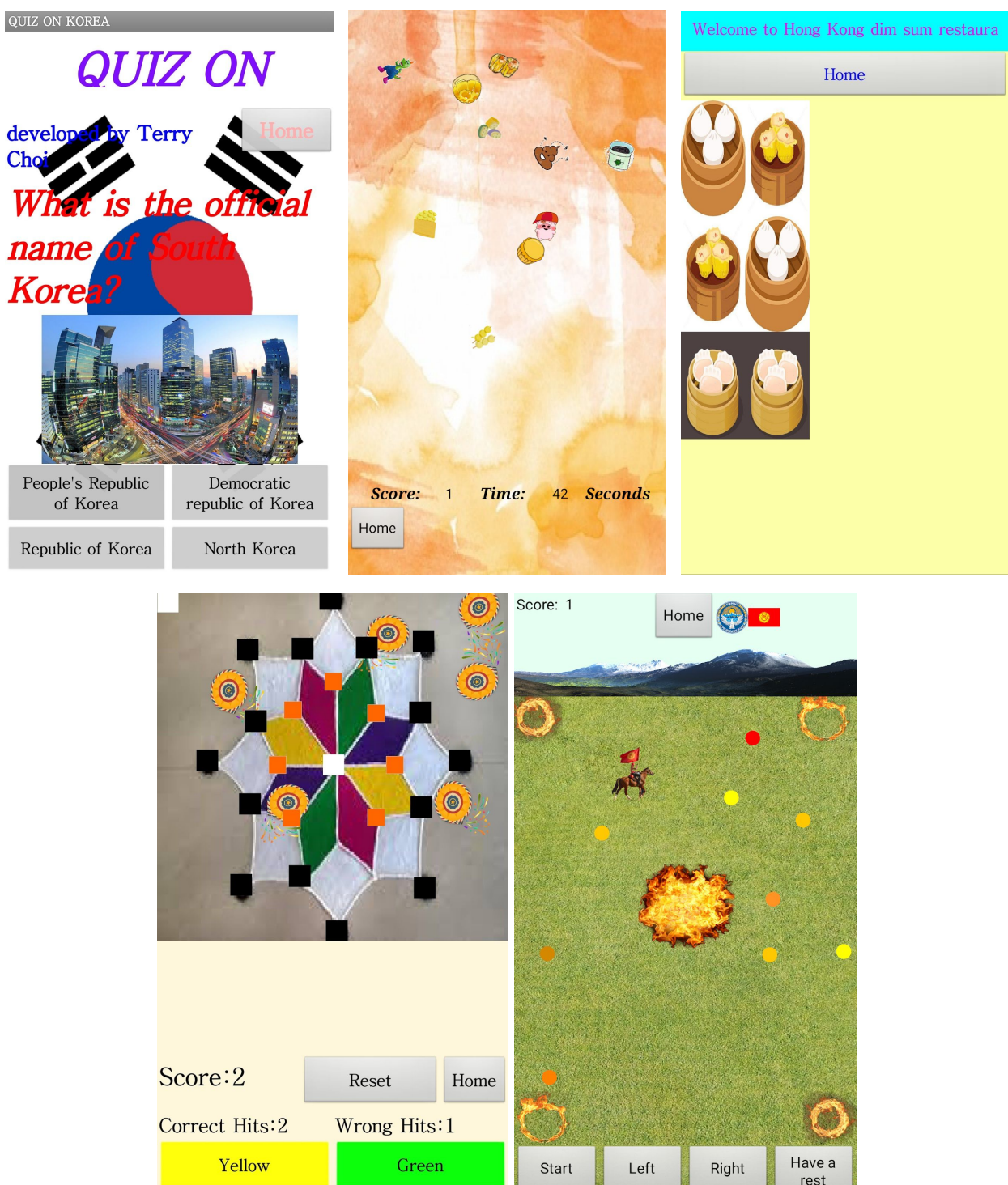
Game rules / App requirement / App functionality (may contain screens)

<u>On the home page</u>: Click the flag of the country whose game you want to play.

<u>Korea game:</u>
"Quiz on Korea"
The concept of this game is derived from the quiz that students demonstrated in the workshop. I make variations to that by making it to a quiz based on multiple-choice questions. The name of the game is called "Quiz on Korea". This game tests players on some basic knowledge about Korea. When the player clicks on the right answer, the selected button turns greens with a sound effect and automatically run into the next question. However, if the player clicks on the wrong answer, the button turns red and go to the next question. Although there is no scoring system for this quiz, it contains an ending scene when the user finishes all 10 questions.

<u>India game:</u>
"Rangoli connection"
It is based on the the Indian festival Diwali. The goal is to connect the dots to complete the floor design shown on the screen. Points awarded: +1 for touching on the black dot, +2 for touching on the orange dot and -1 for touching on the moving crackers. Colors for connecting the dots can be chosen: green or yellow. Buttons for this purpose are provided. Scoreboard: 'Wrong Hits' for showing the number of times crackers have been touched, 'Correct Hits' for showing how many dots have been touched, 'Score' to show the final score till then, 'Reset' button to play the game again freshly and 'Home' button to return to the home page.

<u>Kyrgyzstan game:</u>
"Horse Race"
The player has to control the horse and the horseman using the buttons in the downside of the screen. There is 'left' and 'right' button. Clicking 'left' makes the horse turn anti-clockwise and reverse for 'right' button. The goal of the game is collect as many balls as possible keeping in mind that you lose if you touch the fire circles, one of which is placed at the center and four at the corners. You can see your score at the top of the screen. One of the extra options is the possibility to stop the game by clicking the 'have a rest' button.

Hong Kong games:

"Food Adventure"

First, choose a character. Control the character by dragging it around. All elements will move randomly and one point will be awarded for touching the food. One point will be deducted for touching the poop. The game will end when the monster is touched or when time is up.

"Dim Sum memory game"

There are 6 cards in total with 3 pairs of famous local food 'dim sum'. The player need to find out all 3 pairs by flipping the cards. If the player flip the wrong pair, the cards will face down again. When 3 pairs are found, the player wins.

Project planning and management

We started out project on a very special day: of Chung Yeung festival. Our reason was simple- The day before this festival was our mid term examination. We discussed to do something different which others may never imagine to do, doing something related to our own cultures. This idea was supported by all because our group members are not from the same country. We planned to make mini games of our own and combining it as a single game. The group members were passionate about inculcating their gaming ideas and combining their culture to it. We met two days before the app presentation to combine our app.

But it was not an easy task because we did not know how to do it. We came to know about the app- MIT app Merger. It took us about one and a half hour to search and try how to change the screen names, because if screen names have same names, then projects cannot be merged.

Finally, one of our group members found out about the new version of the app which could help us change our screen names easily. We burst into laughter on our stupidity. Another group member took the initiative to combine the projects into one app.

But the app was not complete yet. The final touch, that is, debugging was still left. We had another meeting and completed it finally. About an hour before our presentation, we had a few rehearsals for making our presentation work well. Then finally we presented our app and we have received appreciation from some of our peers.

Reflections (a paragraph for each member, and a score assigned to each member)

Bryan:

This project increased my passion for programming and game design. We used *App Inventor 2* to make our own game. It was a new experience. We acquired the logic of game making and debug skills. Making game with my teammates has been my biggest gain in the project. When I faced obstacles, we would gather our ideas and solve the problems effectively. Also, through this project, I met friends from different countries. It is a fun project!

Terry:

I have learned and acquired a few skills through this project. First, I have learned to design a game by utilizing a program called "App Inventor 2", which also built up the skills in setting up and assembling algorithms to construct a programme. In addition, I have built up the skill to co-operate with teammates efficiently and distribute the roles in equal scale.

Janet:

I first thought of using the orientation sensor to control the character, so I amended the game playing method due to technical restrictions. However, the game is special for having many authentic snacks from Hong Kong and I am happy with the final product.

Adilet:

One of the main obstacles to face was to combine all the knowledge gained during the seminars. It was challenging and along with it interesting to create something that would be enjoyable to a user, out of scratch. The best part of this project was undoubtedly the process itself. I enjoyed every little detail I created and the process of looking for solutions to bugs.

Sweta:

I thought the project would be challenging as I had never made any app before starting this project. Working with people from different backgrounds was fun. I never thought our bonding during group project would be so good. After the completion of the app, it was a very good feeling of completion.

Scores:

raters\ratees	Sweta	Janet	Bryan	Adilet	Terry
Sweta	90	90	90	90	90
Janet	90	90	90	90	90
Bryan	95	95	90	95	95
Adilet	95	95	94	94	95
Terry	94	94	88	91	90

Conclusion

Through this group project, each of the members strengthened their programming skills by utilizing the program "app inventor 2". For example, using variables and math elements when setting up a specific algorithm, or fixing errors by reviewing the blocks that contain inappropriate statements. The members of our group were able to understand the concept of the project in depth, and have demonstrated their comprehension skills in their games.

In addition, students became more capable of cooperating with other members when they are assigned to specific jobs. Besides doing their own assigned jobs, students helped each other in fixing bugs and adding other elements to the games to increase the level of quality of the app.

Finally, students were able to finish the project successfully by utilising their basic programming skills which were gained during the process of completion of the project and workshops provided.