

CHASING CHANGE

THE ESCAPE ROOM FOR WORLD CHANGERS

INTRODUCTION

PROBLEM STATEMENT

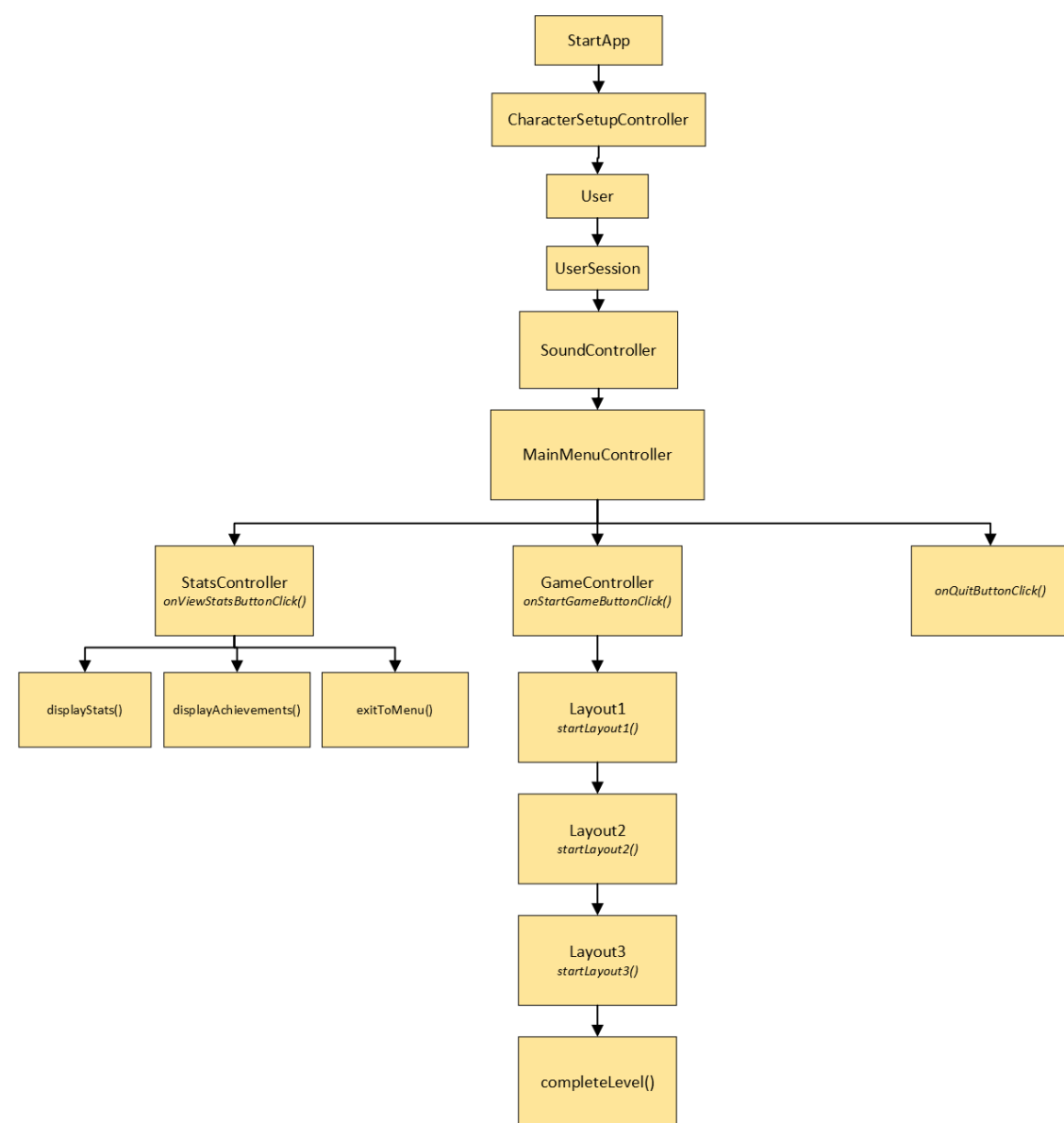
- The challenge is to create immersive, engaging tools that simplify and effectively educate on the UN's Sustainable Development Goals, driving global change understanding.

OBJECTIVES

- To integrate interactive gameplay and education, offering a comprehensive understanding of the Sustainable Development Goals (SDGs) within an engaging gaming environment.
- To stimulate critical thinking and problem-solving skills by introducing in-game puzzles representing real-world sustainability challenges, and enhancing user engagement with features like timed progress, scoring, and leaderboards.
- To inspire and empower users to translate their virtual learning experiences into real-world actions that contribute to achieving the SDGs in their own communities.

METHODOLOGY

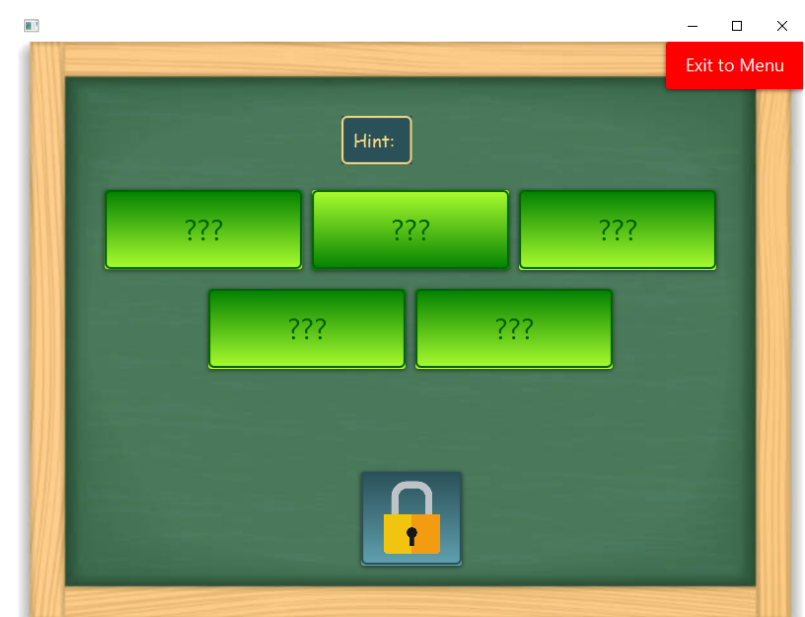
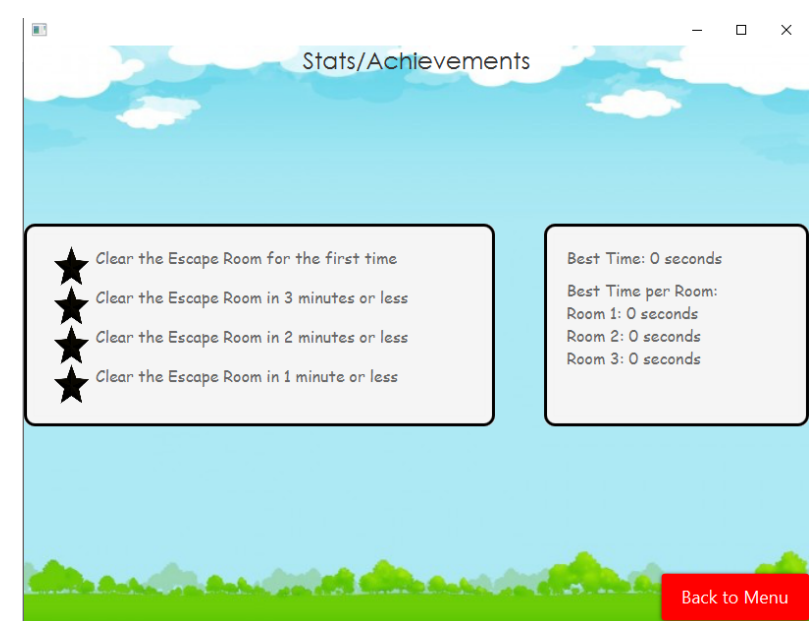
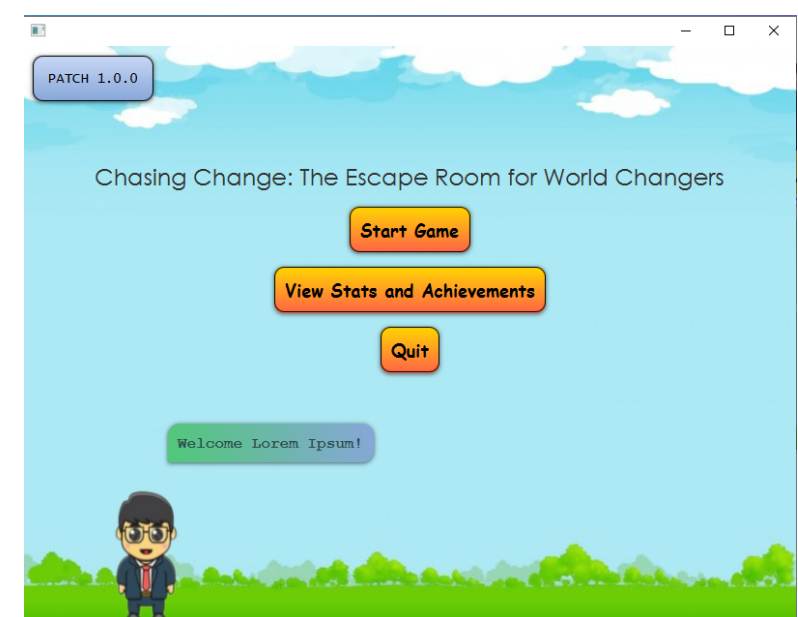
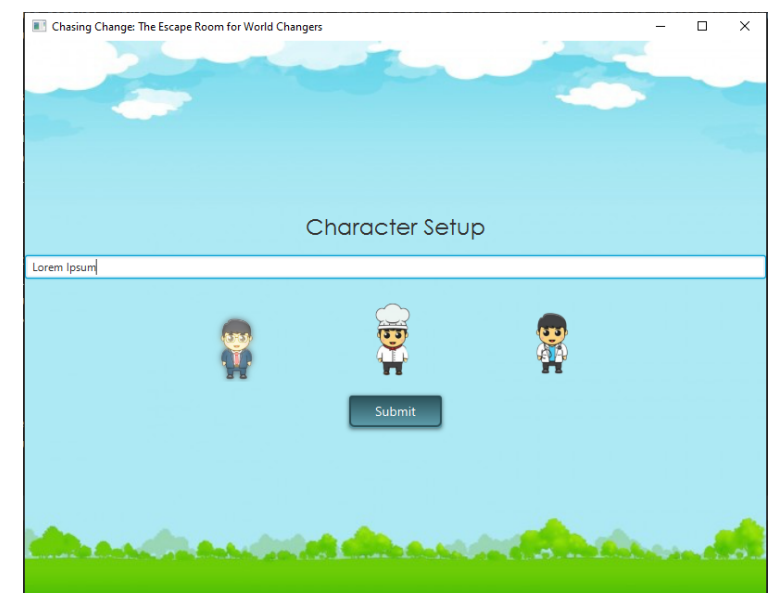
HIERARCHY CHART



MATERIALS USED

- IntelliJ Idea
- JavaFX
- Scene Builder
- CSS Styling
- Java Documentations
- PlantUML Documentation
- Google Docs (for project documentation)
- Zoom (for presentation)

RESULTS



REFERENCES

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CONCLUSION AND FUTURE WORK

- Our app, "Chasing Change," is more than just an entertaining diversion - it's a powerful tool for education, awareness, and inspiring change.
- By making complex global issues more accessible and engaging, we are able to promote understanding and motivate users to act towards a sustainable future.
- In the future, game updates and expansion may be incorporated by adding more rooms embodying new themes, adding more options in the Character Setup, adding more achievements, and other more features.