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Serious Game Mechanic

Eden’s Garden – The Big Clean

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# Executive Summary

Eden’s Garden takes concepts from a typical child’s learning curriculum (ages 3 – 5) and embeds those same principles and teachings into interactive and light-hearted game play.

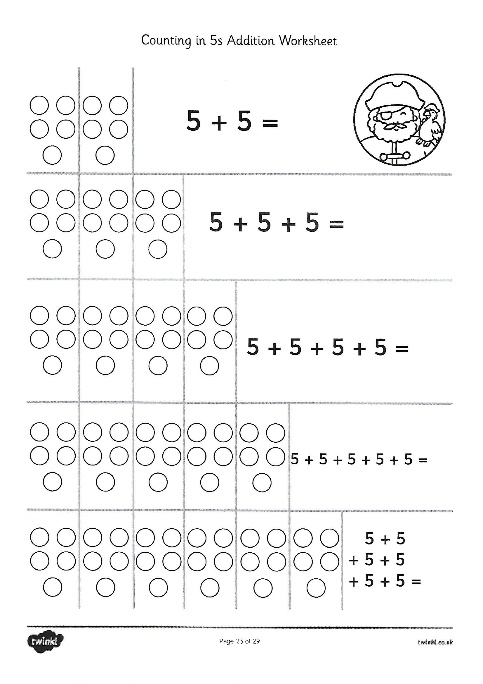
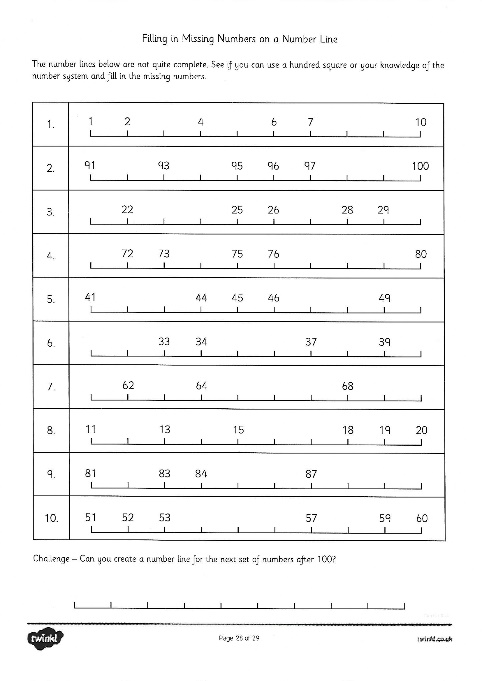
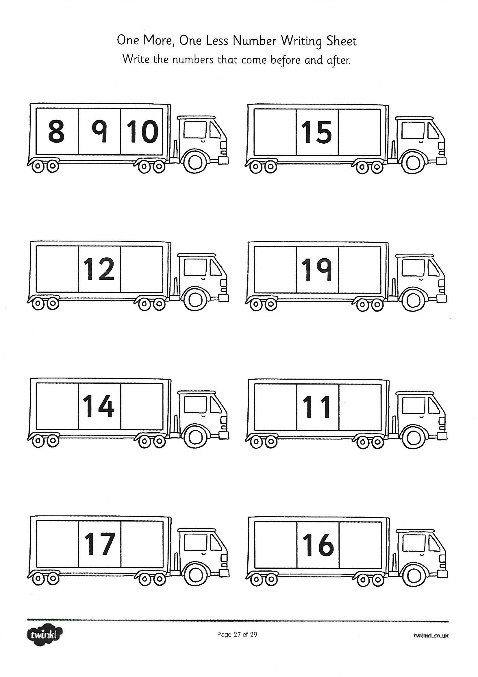
# Product Description Overview

Using simple single click interactions, the user is encouraged by the narrator to explore the scene to interact with objects in the garden. Clicking an area will zoom the camera in to a mini game where the instructions are displayed, and the user can begin the game. As the game is aimed at 3 – 5-year olds, the games cannot be lost. As each game is won, more of the garden is tidied and comes to life; rubbish disappears, flowers grow, birds return, etc.

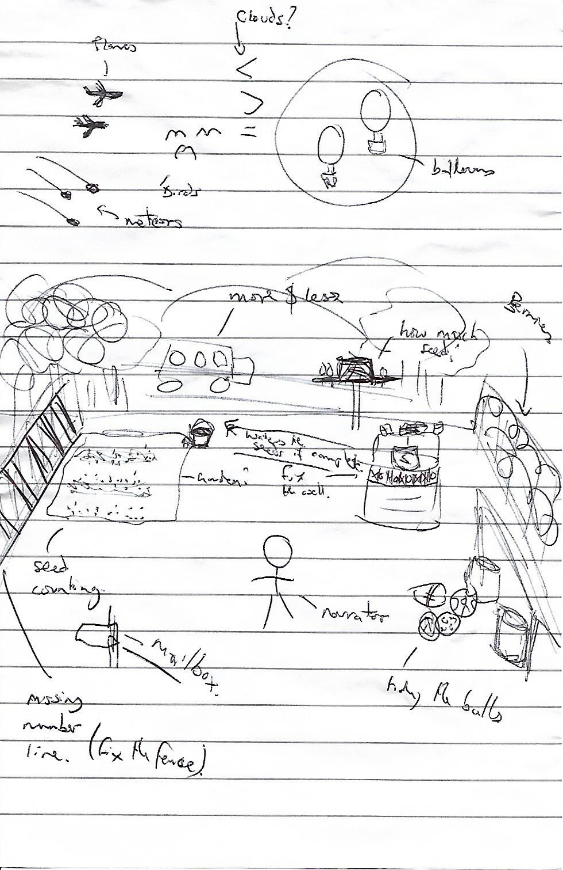
# Mini-game Research

The research for each mini game comes directly from the current math homework for a 3-year-old child, courtesy of Glenfall Community Primary School, and is replicated in as similar a way as possible to retain the correct learning curve for the age bracket it is intended.

Below are some examples of the homework sheets provided



The original concept took each homework sheet and determined how its mini game would fit into a single game scene.



Original Concept Sketch

The final scene output is a good reflection of the initial concept and each game fits well into the scene.

Final Scene in Unity

# Evaluation

The game provides a welcoming environment for a child’s curiosity, with no set game completion order the child can explore and play what they want to. The games are also tailored for their age range, and in line with government schooling so should be enjoyable and challenging, but still achievable and rewarding. This should make Eden’s Garden as a serious game, a welcomed accompaniment to general mainstream teaching.

## Further Development

The game currently contains a completed truck mini-game (before and after numbers), but would ultimately have 6 mini games, with the others focused around the seed bed (counting), the fence panel (missing numbers), the sky (greater or less than), the bird table (addition) and the well (using plus, minus and equals). Additionally, the environment would be full of non-game related interactable objects, for example, clicking the mailbox would make Eden check the mail, fussing the cat, etc. to keep the game fully immersive and entertaining for the exploring user. Additional audio from the narrator would be used to guide the player to certain games or objects when required.

## Gameplay Controls

Left Click: Select

Right Click: Exit a mini game.

# Game References

# Link to Github repository

The full project can be downloaded from <https://github.com/Shadow229/Edens-Garden>