

Runner

A Game for Health Promotion

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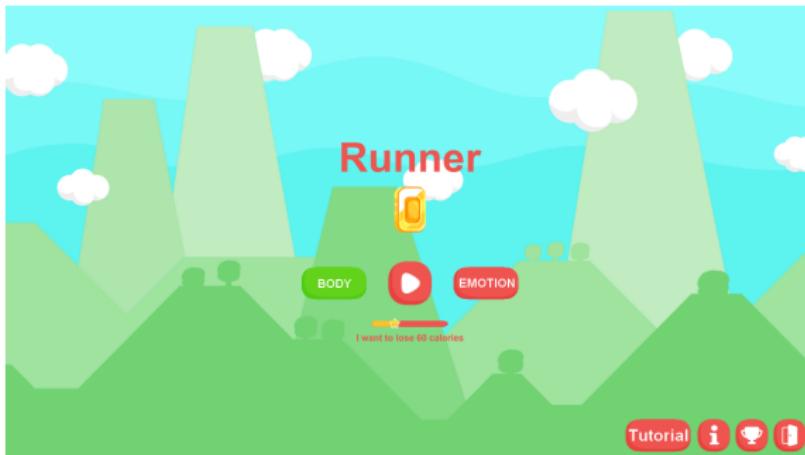
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Runner : A platform game

Specific Aspects

- Procedural level generation based on the player data
- 2 main modes (for physical or mental health promotion):
 - **Body** mode to burn calories
 - **Emotion** mode to influence the level with your facial expression



Movements

- Jump
- Stretch Left Arm
- Stretch Right Arm
- Bend Down



Water



Spikes



Coin



Coin



Coin



Block



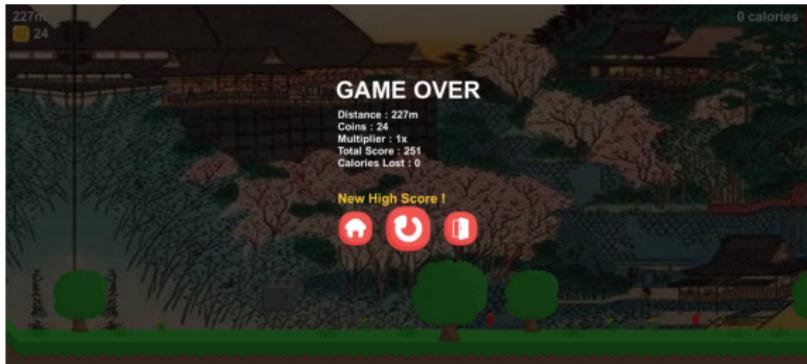
Saw

Obstacles

- Water / Spikes / Yellow Coin
- Red Coin
- Blue Coin
- Evil Block / Evil Saw

Main features

- The character speed increases with time
- The gap between two traps is calculated according to the player speed to ensure that the game remains playable
- The game has a high score system to motivate the player



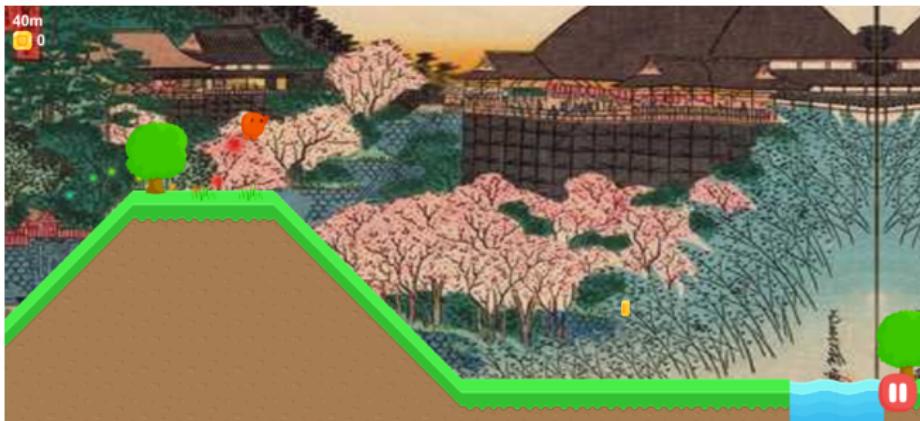
Body Mode

- Use UKI module to recover body player data (calories / movements)
- Influence the level generation according to weight attached to each block
- Main goal : let the player move all his body parts equally

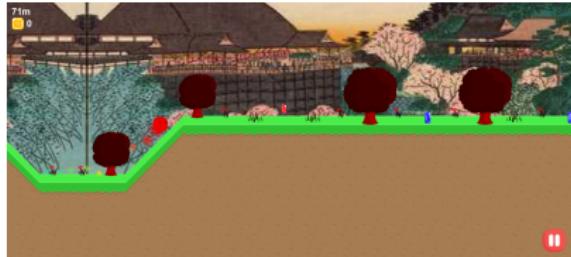


Emotion detection

- Appearance of a colored trail when an emotion is detected
- New elements appear too
- Element color changed according to the emotion detected
- A specific music is played



Additional emotion feedbacks



(a) Anger



(b) Surprise



(c) Joy



(d) Sadness



Thank you !



Procedural Level Generation

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Procedural Level Generation

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