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Proposal for ICS62

**Edwards Proposal:**

My proposal for an informative game is a game about the issues of deforestation. Deforestation is a big issue right now as an estimated 18 million acres (7.3 million hectares) of forest, which is roughly the size of the country of Panama, are lost each year, according to the United Nations' Food and Agriculture Organization. Many people are not aware of how big of an issue this is as about half of the world’s tropical forests have been cleared.

The game would take place in a minecraft esque setting but filled with mostly trees. The player is given a quota of trees to cut to earn money to get to the next level. The twist is that only a percentage of the remaining trees will grow back leading to an inevitable loss for the player as they run out of trees to cut.

Kuan Comments:

(1) is the topic clearly defined, and is the game's perspective on that topic clearly stated?

The topic is clearly defined, the perspective is clearly stated. Deforestation is a major issue and needs to be informed

(2) is the proposal scope reasonable (for a team of three people over six weeks), not too large or too small?

The proposal scope is reasonable. With limited amount of assets on the game field. A set amount of trees cut down (destroy()) regrow (instantiate) by an algorithm. Not too difficult to implement.

(3) is the game a fun game that could be persuasive or informative?

This could be a very informative game or a persuasive game. The game is probably going to compose of player with cutting actions, and a sandbox of trees spawning (at lesser rate depending on the % of trees). Player will eventually see that deforestation will eventually be meet with no trees. Most people probably won’t think that informative game is fun, but it could be interesting because they now learn something new.

Stephen’s Comments:

(1) is the topic clearly defined, and is the game's perspective on that topic clearly stated?

The topic is defined as the issue of deforestation. The implied perspective is that deforestation is bad.

(2) is the proposal scope reasonable (for a team of three people over six weeks), not too large or too small?

The scope is reasonable. Trees can be “collected” almost the same way that cubes in roll-a-ball can be collected.

(3) is the game a fun game that could be persuasive or informative?

The way the game proposal looks now, there is no way stretch the supply of trees by increasing the percentage of trees grown back or have some form of “smart” cutting in which there is a working strategy to the number of trees to cut. The game could be made more fun with this feature.

**Kuan-Ping Chang Proposal:**

My propose for an informative game is projected in a world where genetically engineered foods does not exist. The lack of genetically engineered food will eventually causes global starvation as the population continues to grow.

The game starts out with tons of genetic farm plants/animal all 3d objects that can be destroyed based on a percentage counter of people voting for no gene mod food. Eventually all the genetic crops/animals are gonna be destroyed and we can start seeing the huge decrease of food supply which results in the decline of population as opposed to growth. The twist is that if not with the success of genetic engineered crops/farm animals we did end up in global starvation with other chain effects kicking in as a result of starvation. The details of global status (society stability, food supply, population, crime rate, diseased, growth,....) will be updated in private as the game continue to progress.

Edwards Comments:

(1) is the topic clearly defined, and is the game's perspective on that topic clearly stated?

The topic is defined and he clearly states how he wants the game to be viewed.

(2) is the proposal scope reasonable (for a team of three people over six weeks), not too large or too small?

The proposal scope seems rather reasonable as long as the farm plants and animals are generic looking although I don’t have enough knowledge of unity to judge if it’s possible to make within 6 weeks.

(3) is the game a fun game that could be persuasive or informative?

It doesn’t seem like the funnest of games but it is definitely informative and persuasive as it shows how without genetically engineered, it could lead to starvation.

Stephen’s Comments:

(1) is the topic clearly defined, and is the game's perspective on that topic clearly stated?

The topic is clearly defined as the necessity of genetically modified foods.

(2) is the proposal scope reasonable (for a team of three people over six weeks), not too large or too small?

The scope is reasonable. Global status details can be simple functions of each other and food objects should be simple to create.

(3) is the game a fun game that could be persuasive or informative?

The inevitable destruction of all food could be frustrating to the player. The game could be fun if the object is to “survive” as long as possible, but could perhaps be more fun if there were a challenging, yet possible way to keep the food supply in a way that demonstrates the necessity of genetically modified foods.

**Stephen Proposal**

My game proposal is inspired by the drought in California. The player will be in charge of managing limited water resources for a city of considerable population. The goal of the game is to maximize the overall quality of life of residents because the game is making the point that our well-being revolves around water.

Water is stored in a reservoir whose level will change based on water usage and rain. Rain can occur on random days. The player will have choices on what to use water resources for. For example, the player can encourage residents to build swimming pools or water lawns to make them happy. However, this improvement in quality of life can come at the cost of quality of life for those whom water is primarily a necessity for. Overall quality of life in the city will be severely reduced when residents aren't receiving enough water for necessities. The player loses if quality of life drops too low. The game is intended to raise awareness of the scarcity and necessity of water by showing that luxury usage of water by some is not worth the resulting poverty of others.

Kuan Comments:

(1) is the topic clearly defined, and is the game's perspective on that topic clearly stated?

The topic is clearly defined, and the game’s perspective on topic is clearly stated. Water drought is a major problem that we are facing in California now.

(2) is the proposal scope reasonable (for a team of three people over six weeks), not too large or too small?

The scope is reasonable. The amount of assets required is manageable. Most of the information is going to be supported by UI interface. Provided the information on water supply will change depending on what actions the player part take or automated.

(3) is the game a fun game that could be persuasive or informative?

The game could both be persuasive and informative at the sametime. However, based on the description of the game, this is probably just a informative game. Drought is a major problem in California and some people are still not aware of this problem and continue to waste water supplies on unnecessary activities. We can live without eating for 3-5 days, but without water, we can't even last a day, so actually reducing the population size based on this aspect isn’t a bad idea to add to the game and could make it more persuasive.

Edward Comments:

(1) is the topic clearly defined, and is the game's perspective on that topic clearly stated?

The topic is well defined and the game’s perspective on the topic is clearly stated as water issues are rather prevalent especially in the state of California recently.

(2) is the proposal scope reasonable (for a team of three people over six weeks), not too large or too small?

The proposal scope seems a bit high as I am not too sure on how we would implement the game mechanics but to be fair I am not well enough acquainted with unity to give an accurate judgement.

(3) is the game a fun game that could be persuasive or informative?

This game could be fun if well made as it provides a challenge while still being informative on the water issues that are rising up throughout the world.