# RAMKRISHNA MAHATO GOVT. ENGINEERING COLLEGE



# Project Analysis Presentation Game for Good

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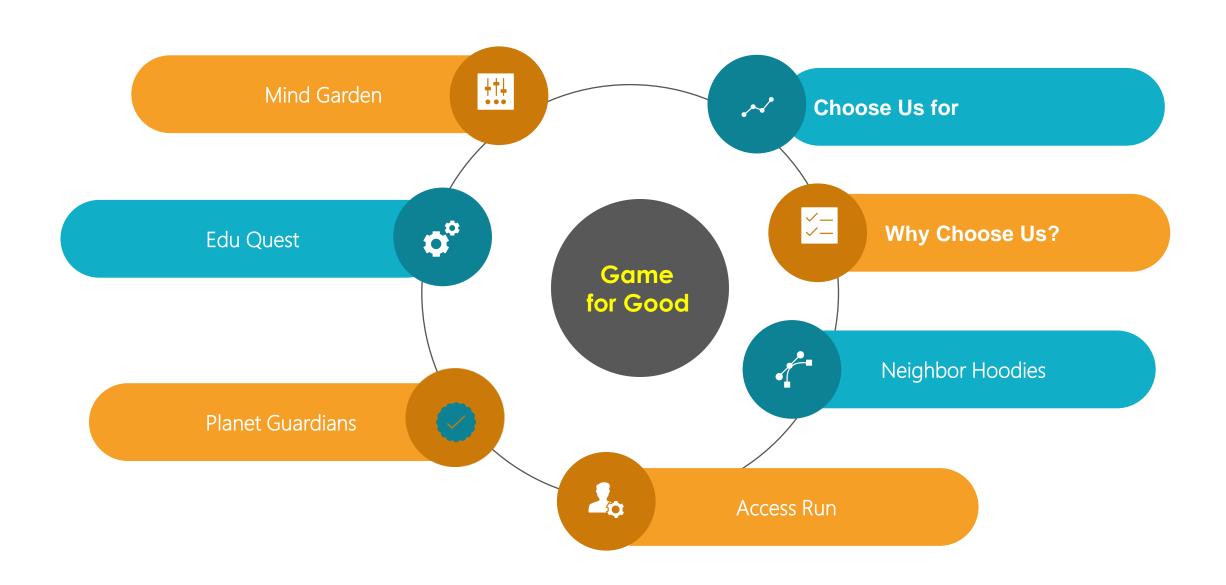




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Mind Garden – Mental wellness game

Type: Casual / Idle / Self-care sim

Purpose: Build healthy mental habits through gameplay

#### Features:

- o Grow plants by doing real-life wellness tasks(journaling, breathing, etc.)
- o Mini-games for relaxation (e.g., breathing, focus challenges)
- Mood tracker and personal reflections
   Send "positivity boosts" to friends' gardens
- o Customize your garden with unlocked content

Edu Quest – Skill-building RPG

Type: Adventure / Quest-based RPG

## Purpose:

Teach life skills (finance, health, safety, etc.) in a fun way

#### Features:

Complete themed quests (e.g., "Budget Battle," "Nutrition Mission")Earn XP and gear by applying real-world

## knowledgeIn-

- o game mentors and NPCs with educational challenges
- Skill tree representing personal growth areas
- Progress sync with real-life goals (optional)

Planet Guardians – Environmental strategy game

Type: Co-op / Strategy / World builder

Purpose: Raise awareness and action for sustainability

#### Features:

- o Clean oceans, reduce emissions, plant trees to restore ecosystems
- o Use real climate data (optional APIs)Team up in missions to solve global challenges
- o Eco-resource management: balance economy vs. environment
- o Learn sustainable practices via challenges and upgrades

Access Run – Empathy platformer

**Type:** Side-scroller / Puzzle platformer

Purpose: Promote accessibility awareness

#### Features:

- o Play characters with different physical or sensory challenges
- o Each level has unique mechanics simulating those experiences
- o Learn about real-world accessibility tools and barriersVisual/audio cues mimic different conditions (colorblindness, hearing loss, etc.)
- o Unlock facts and resources about inclusive design



NeighborHoodies – Community-building sim

**Type:** Time-management / Multiplayer sim

Purpose: Encourage kindness, volunteering, and local action

#### Features:

- o Manage and grow a virtual neighborhood through good deeds
- o Host in-game events: food drives, clean-ups, support groups
- o NPCs with real-life inspired problems (bullying, loneliness, etc.
- Collaborate with other players to complete community quests
- Tie-in option with local volunteering APIs or event data

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