

RAMKRISHNA MAHATO GOVT. ENGINEERING COLLEGE



Project Analysis

Presentation

Game for Good

NAME: SOUMYA KOLEY (C.S.E)



NAME: GOBINDA MONDAL (E.C.E)



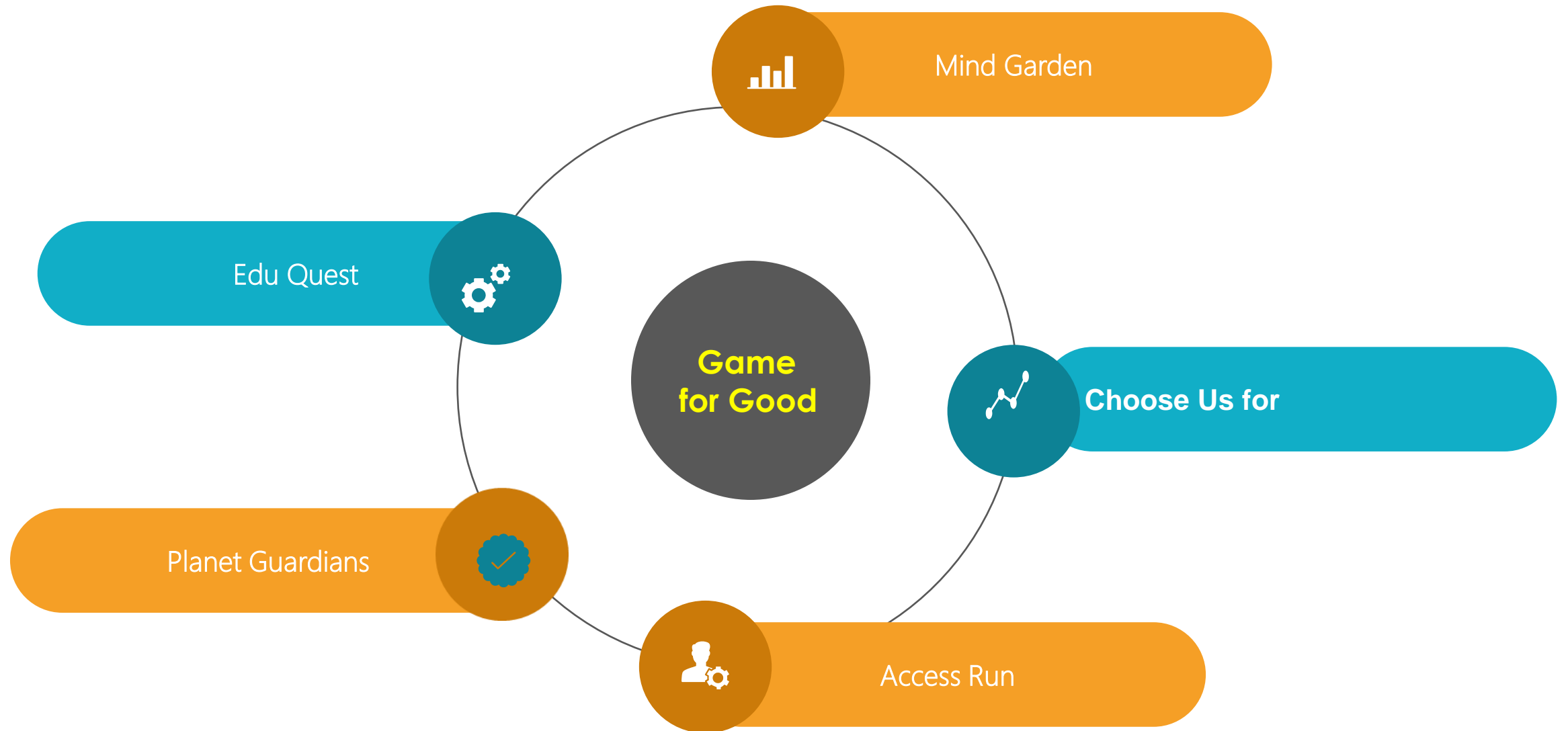
NAME: ANUBHAB MAHATO (C.S.E)



NAME: SAYAN MANDAL (E.E)



Project Analysis



Project Analysis

Mind Garden – Mental wellness game

Type: Casual / Idle / Self-care sim

Purpose: Build healthy mental habits through gameplay

Features:

- Grow plants by doing real-life self- wellness tasks
- Mini-games for relaxation (e.g. meditation, focus challenges)
- Mood tracker and personal reflections
Send “positivity boosts” to friends’ gardens
- 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

Knowledge In.-

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

Project Analysis


 **Planet Guardians** – Environmental strategy game 

Type: Co-op / Strategy / World builder

Purpose: Raise awareness and action for sustainability

Features:

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

 **Access Run** – Empathy platformer

Type: Side-scroller / Puzzle platformer

Purpose: Promote accessibility awareness

Features:

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

Project Analysis

Type: Time-management / Multiplayer sim

Purpose: Encourage kindness, volunteering, and local action

Features:

- Manage and grow a virtual neighborhood through good deeds
- Host in-game events: food drives, clean-ups, support groups
- 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

Choose Us for:-

- A comprehensive and engaging educational experience
- A safe and secure environment for kids to learn and grow
- - Personalized learning paths tailored to your child's needs-
- Ongoing support and resources for parents and educators

Join Our Community Today!

“gamethic” now and start your child on the path to a lifelong love of learning!



Thank You

24Slides