Indian Institute of Technology Delhi

Department of Computer Science

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Assignment Report - 2B
THE MEDIA EFFECT

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1   Introduction

The essence of game development lies not just in entertainment, but also in its potential to advocate for causes close to our hearts. In embarking on this project, our aim was to harness the immersive power of gaming to shed light on societal issues we deeply care about. By designing and developing a game centred around a cause of personal significance, we sought to engage players in a meaningful experience that transcends mere entertainment. In this report, we'll talk about the methodology, ideation, development process, and outcomes of our game.

2   Ideation

As the Indian elections draw near, the profound impact of media on shaping public opinion becomes increasingly apparent. Daily, news stories and social media posts sway opinions and sometimes even incite violence. Recognizing the gravity of this issue, often overlooked in mainstream discourse, we've resolved to confront it directly. Our decision to address this complex and pressing topic stems from a deep-seated belief in the power of awareness and understanding. While other subjects may seem easier to tackle, we are determined to shed light on the insidious influence of media manipulation.

Our goal is to create a game that not only entertains but also educates, encouraging players to think critically about the information they consume and the influence it wields.We hope this will help people understand the media better and make smarter decisions about it.

3   Conceptualization and Design decisions

3.1   Player Perspective:

To enhance the game's realism and immerse players in the subject matter, we opted to position them in the role of the media itself. By playing as the one who is responsible for shaping public perception, players experience a sense of accountability and introspection, highlighting the gravity of the topic.

3.2   Gameplay Mechanism:

We aimed to make the game accessible to a wide audience by adopting a point-and-shoot gameplay style. Players figure out their roles and controls on their own, making the game more engaging and enjoyable.

3.3   Colour Scheme and Design:

The choice of a monochromatic black and white palette, with hints of red, emphasizes the game's central themes, like the contrast between violence and neutrality.

3.4 Charachter Diversity:

In reflecting the rich diversity of India's population, we introduced two distinct character types: circles and squares. This adds depth to the game's look and highlights the variety of people affected by media.

3.5 Trend-setting Mechanism:

We included a "hat trend" early in the game to show how the media influences cultural trends. This helps players understand how media shapes society's behaviour.

3.6 Dynamic Events:

Throughout the game, players encounter dynamic events that mirror real-world occurrences influenced by media narratives. This shows how media affects society's response to events, making the game more realistic.

3.7 Interactive Narrative:

The game's story changes based on player choices. This nonlinear storytelling approach not only heightens player engagement but also invites critical reflection on the consequences of media manipulation and bias.

3.8 Sound Design:

We carefully selected sounds to enhance the game's atmosphere. From background noises to important sounds, every sound adds to the game's mood and message.

4 Implementation

For the implementation of our game, we opted to use Python due to its built-in pygame library, which simplifies game development and is particularly user-friendly. Python's accessibility also made it a natural choice for our team.

In crafting the characters for our non-conventional game, we took a hybrid approach. While some characters were sourced from the internet, we custom-made others to suit our specific needs. Using the random function, we endowed the characters with varying directions and speeds, simulating the movement of an average crowd.

A crucial aspect of our game's mechanics is the capture mechanism, which captures the image of the rectangle where the mouse pointer is located. This functionality enables players to interact directly with the game environment, adding a layer of immersion to the experience.

Following the capture mechanism, we implemented the analyse_capture_img function. This function analyses the captured image and generates headlines accordingly, reflecting the content depicted in the image. These headlines play a pivotal role in shaping the narrative and guiding player interactions.

As headlines are generated, the number of characters representing various trends dynamically adjusts. This dynamic adaptation accurately reflects the evolving trends within the game world, mirroring the fluid nature of media influence.

We incorporated elements such as the portrayal of societal dynamics through simple shapes and colours. This minimalist approach not only enhances visual clarity but also reinforces the game's message about media influence and societal behaviour.

Throughout the implementation process, we remained mindful of maintaining a balance between simplicity and functionality, ensuring that the game remains accessible and engaging for players of all levels.

5   Testing and Evaluations:

In the testing phase of our game development process, we employed a comprehensive approach to ensure the robustness and functionality of our game. Initially, we conducted individual tests for each function and feature to identify and address any potential issues or bugs. This step allowed us to verify the reliability and effectiveness of core game mechanics, such as character movement, image capture, and headline generation.

Subsequently, as new elements were introduced, such as characters and game events, we conducted iterative testing to assess their integration and impact on gameplay. This incremental testing approach enabled us to identify and rectify any inconsistencies or conflicts that arose during the development process.

Upon completing the game, we conducted comprehensive end-to-end testing to evaluate the overall gameplay experience and performance. This final testing phase involved rigorous playtesting sessions to simulate real-world gaming scenarios and uncover any remaining bugs or glitches. Through diligent testing and evaluation, we aimed to deliver a polished and enjoyable gaming experience that meets the expectations of our players.

6   Results and conclusions

In this project, we developed a versatile file conversion tool capable of extracting text from various multimedia formats, including videos, audio, and PDF documents. Through comprehensive testing and analysis, we successfully evaluated the tool's performance across different scenarios and file types.

Results: We successfully conceptualised, developed, and tested a thought-provoking game centred around the theme of media influence. Our decision to tackle this challenging topic was driven by a desire to raise awareness and foster critical thinking about the role of media in shaping societal perceptions and behaviours.

In implementing our game, we leveraged Python and the pygame library to create a visually engaging and immersive experience. The incorporation of dynamic character behaviours, image capture mechanics, and headline generation algorithms enriched gameplay and underscored the complexity of media influence dynamics.

During the testing phase, we meticulously evaluated each aspect of the game to ensure functionality, reliability, and user satisfaction. By soliciting feedback from playtesters

and conducting iterative testing, we refined the game mechanics and addressed any identified issues, resulting in a polished final product.

The overarching message of our game resonates with the notion that media literacy and critical thinking are essential tools for navigating the modern media landscape. By immersing players in the role of the media and challenging them to confront the consequences of their actions, we aimed to prompt reflection and dialogue about the societal impact of media manipulation.

In conclusion, our game serves as a testament to the power of gaming as a medium for social commentary and awareness. Through engaging gameplay and thought-provoking mechanics, we aspire to inspire players to question, analyze, and ultimately, become more discerning consumers of media information.