

ZenZe: A serious Platformer

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ABSTRACT

UPDATED—October 25, 2017. This mobile app aims at informing the user about different, mostly mental health issues and how to deal with them. It does so by turning various diseases into enemys that the player has to fight in a classic 2D platformer. Therefore “ZenZe” falls into the category of serious games. This paper contains information about similar applications already in the market and shows the latest research in the area of serious games in a health related context. It also illustrates the key desing of the project and describes the important parts of the implementation.

ACM Classification Keywords

Human-centered computing: Ubiquitous and mobile computing

Author Keywords

Mobile Games; Platformer; Serious Games; Health.

INTRODUCTION

Definitions

Games in the category of **serious games** are not primarily aimed to entertain the user, but to combine the fun aspect of playful activities with a pedagogical value. **Platformers** are a game genre that make jumping between suspended platforms a integral part of the gameplay. They typically include elements of other genres like action and shooter games, leaving the player to collecting items, avoiding obstacles and battling enemies with various attacks while navigating through multiple levels.

Rationale and Goals

The basic idea behind this app is to inform the player about mental health issues and how to handle them by having the enemies in a classic platformer embody different ailments.

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Whenever the user encounters a new type of disease an information screen opens up to help him understand more about this particular disease. In the course of the game the player will find usefull items that help to overcome different health issues and gain more knowledge.

To make the gameplay more challenging the status of the world changes depending on the current weather in the players location. The enemies will also reflect the mood of the weather state and drop items that are more usefull against a type of disease that only occures in another state. Thus the user is encouraged to play the game under different weather conditions.

A second goal, apart from gaining knowledge, is to relax the user through playing the game. Therefore the design aims to be not overloaded and easy on the eye.

MARKET ANALYSIS

LITERATURE REVIEW

ORIGINALITY

KEY DESIGN

IMPLEMENTATION

LESSONS LEARNED

CONCLUSION

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