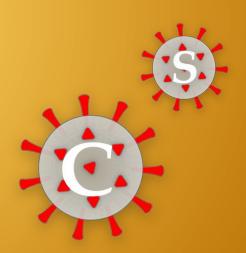
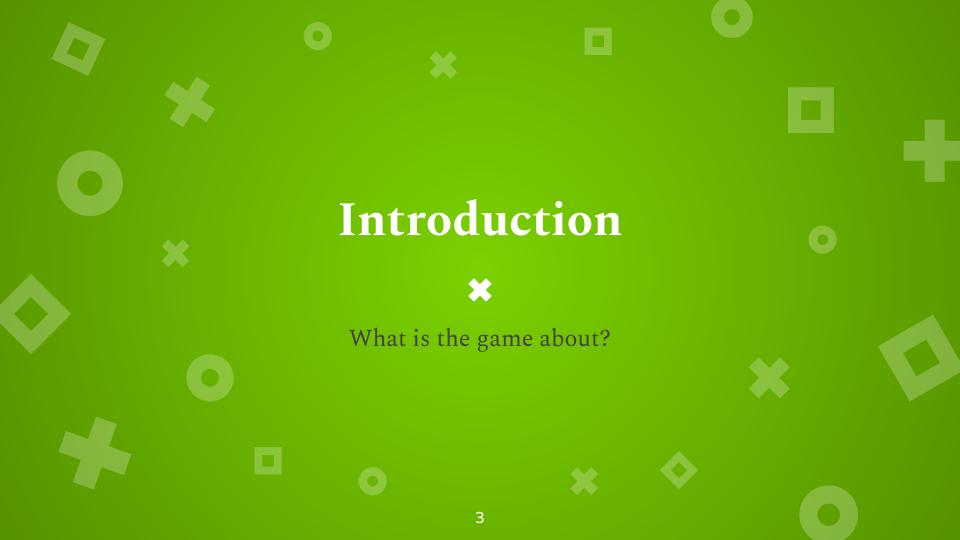


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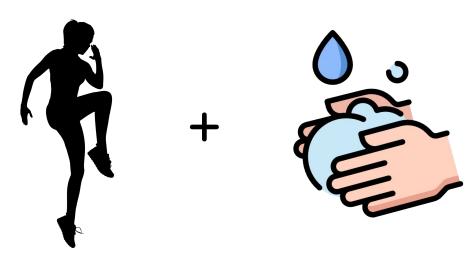




Introduction

Why this game?

Due to the Covid-19 we decided to develop a game for children to be able to do exercise at home while simultaneously learning about the rules to follow in these times.





Introduction

Story

In this game the user will be the person in charge to save humanity from the virus by delivering a vaccine to a hospital. But on the way, there will occur a lot of obstacles that have to be avoided!







Interaction storyboard

LOSING LIFE

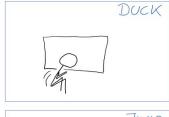
escape virus







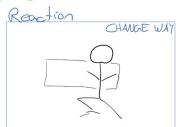






avoid people











Interaction storyboard

GAINING POINTS

washing hands

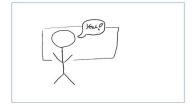










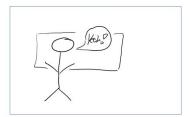


collecting toilet paper











Interaction storyboard

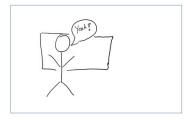
GETTING SANITIZED

getting infection spray







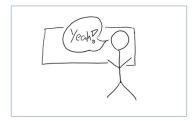


collecting respiratory masks







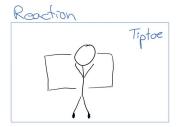




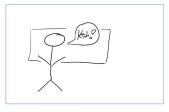
Storyboard

Changes in the interaction design



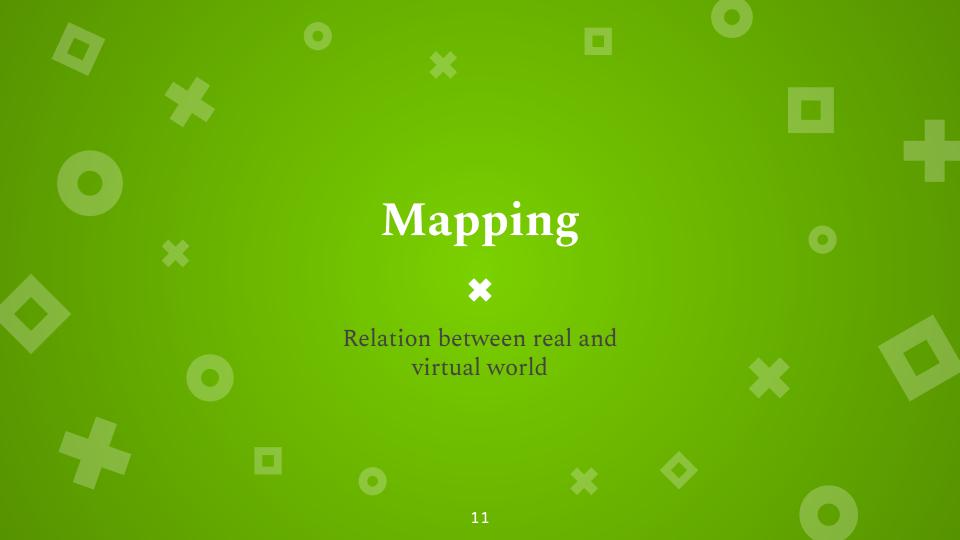




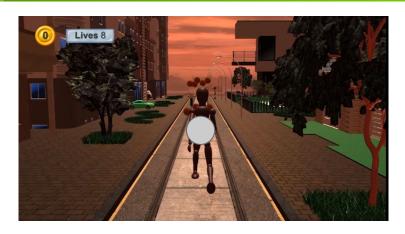


- tiptoeing instead of jumping
- no additional obstacles as originally planned
- sound feedback
 - virus touched or social distance violated
 - infection spray or respiratory mask collected
 - washing hands
 - o game won or lost



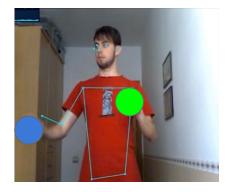


Mapping



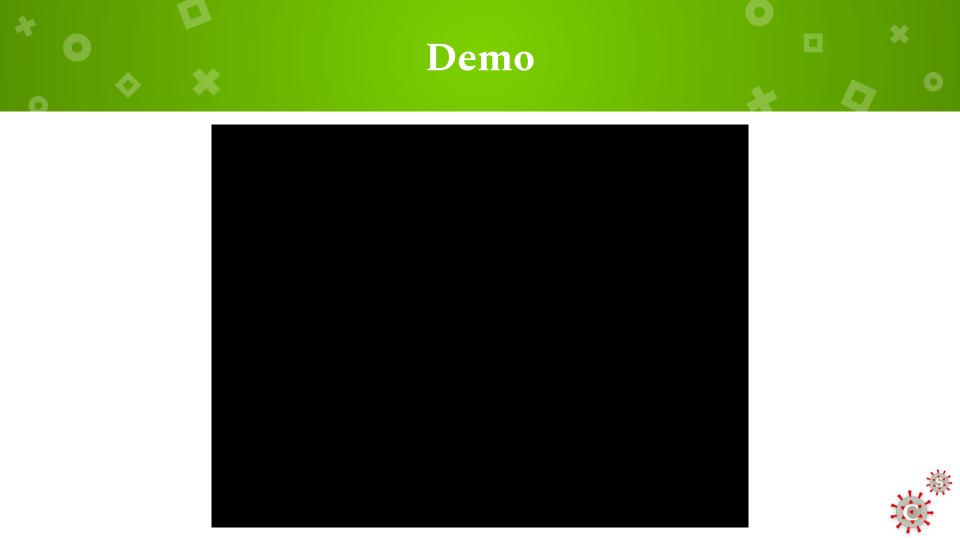






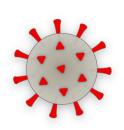




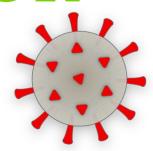




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Thank you for your attention!



Any questions?

