SOFTWARE ENGINEERING

Project Title: Vaccinate Now to battle against COVID-19

Team Members:

Chandana Polakonda
Sai Keerthana Chitipothu
Gowtham Thotakura
Raina Maka
Anitha Nari

Goals and Objectives

Motivation:

The Covid-19 pandemic period had a significant effect on the globe, impacting millions of individuals everywhere. Vaccination is one of the best methods for preventing the virus from spreading. However, there is still vaccine hesitancy and misinformation circulating that has hindered the vaccination efforts. Our project aims to address this issue by creating a serious game that promotes vaccination and educates users about the importance of getting vaccinated against Covid-19.

Significance:

The project is significant as it will provide an engaging and interactive way to promote vaccination to a wider audience, particularly those who are hesitant or misinformed about vaccines. By playing the game, users can understand the benefits of vaccination, the risks of not getting vaccinated, and the importance of herd immunity. This can ultimately help increase vaccine uptake, which can reduce the spread of Covid-19 and its variants.

Objectives:

The main objectives of this project are:

- To create an engaging and educational game that will encourage players to get vaccinated against COVID-19
- To provide accurate and current information on the advantages of vaccination and the significance of public health steps like donning masks and keeping a distance from people.
- To increase awareness of the potential risks of not getting vaccinated and the impact of COVID-19 on public health

- To reach a wide audience, including those who may be hesitant or resistant to getting vaccinated, and provide an accessible and enjoyable way for them to learn about the importance of vaccination
- To create a game that is both entertaining and informative, providing an enjoyable experience for players while also conveying important public health messages

Features:

The game will be developed using Python and the Pygame library. The following features will be included in the final project:

- Interactive game play where users can control the character and move around the game world.
- A mini-map to help users navigate the game world.
- A storyline that promotes vaccination and encourages users to complete the game by getting vaccinated.
- An inventory system to keep track of the user's vaccination status.

References:

https://www.researchgate.net/journal/British-Journal-of-Educational-Technology-1467-8535

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Serious games for health: Three steps forwards - researchgate. (n.d.). Retrieved March 21, 2023, from https://www.researchgate.net/publication/313341833_Serious_games_for_health_three_steps_forwards

Github source:

https://github.com/anith462/Software-Engineering