**SOFTWARE ENGINEERING**

**Project Title:**

**Game to battle Against COVID-19**

**Team Members:**

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**Motivation**:

The idea behind making a game to fight COVID-19 is to use gaming's ability to support public health and aid in keeping people and communities secure during the pandemic. Games are a common and entertaining form of amusement that can be used to inform and inspire people to adopt safe behaviors like wearing masks, frequently cleaning their hands, and keeping social distance. By using this project we are implementing many new features like by adding Race of vaccine, adventures of quarantine, escape room which handles the pandemic situation virtually. A game could also aid in addressing the problems with mental health brought on by the epidemic by offering an enjoyable method of handling tension and anxiety. In addition to promoting vaccination among participants, the game may also foster sympathy for and care for COVID-19 victims.

**Objectives:**

The main objective of a game made to combat COVID-19 would differ depending on the style of game and the target population. The objective of the game might be to inform players of the science behind COVID-19, including how it spreads, what signs to look out for, and how to avoid it. Players could be encouraged by the game to adopt safe habits like donning masks, frequently cleaning their hands, keeping social distance and the affected person should be quarantined by maintaining social distance. By giving details on the advantages of vaccination and the vaccination procedure, the game may persuade players to get inoculated. Players may find the game to be an enjoyable and interesting way to deal with the tension and worry brought on by the pandemic. The game might foster sympathy and understanding for COVID-19 survivors, primary healthcare providers, and other people who have been personally touched.

**Significance:**

Increasing Awareness and Spreading Knowledge. Influencing Attitudes. Influencing Behavior. Testing of Effectiveness in Promoting Transfer Effects. The variety of techniques used to evaluate the efficacy of the games must be emphasized because they can significantly reduce the comparability of the outcomes. However, the majority of the studies taken into account discovered that the games were successful in engrossing and inspiring the participants. enhancing understanding and assisting in the instruction of COVID-19 hygienic information.

**Features:**

The game could be made to be enjoyable and captivating, with interactive gameplay that awards users for following safe practices and beating tasks. A socially awkward task in the game might involve keeping a six-foot distance between other participants. The game could have objectives that motivate players to don masks, like finishing chores while donning one. The game could have objectives that encourage good hand health, like regularly cleaning hands and using hand sanitizer. Data from the game on participant actions and sentiments toward COVID-19 may be used to guide public health policies and tactics.

**Github Source:**

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

**References:**

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