

AMOKO



NEW GAME

CONTINUE

EXIT



WHAT IS AMIKI?

Our project Amiki is an educational video game set in a post-apocalyptic world inspired by the current climate change trends affecting agriculture in the Mexican Bajío region, specifically Tepatitlán, Jalisco. Our game addresses the agricultural challenges faced: prolonged droughts, reduced precipitation rates and rising temperatures. The player must survive by efficiently managing limited water resources and making strategic farming decisions based on scenarios from real NASA climate data. The name "Tepatitlán" means "Place of Hard Stone", a reference to a region marked by droughts.

OBJECTIVES

FUN

Monitor soil humidity while managing water supply to prevent any crop's lost.

Complete missions while applying agroecological practices and making informed decisions using crop specification sheets to match plants with appropriate environmental conditions

EDUCATION

Educate new generations about climate change's effects on agriculture through real NASA data, with specific focus on long-run droughts, rising temperatures, and low precipitation trends affect crop survival in the Mexican Bajío region.

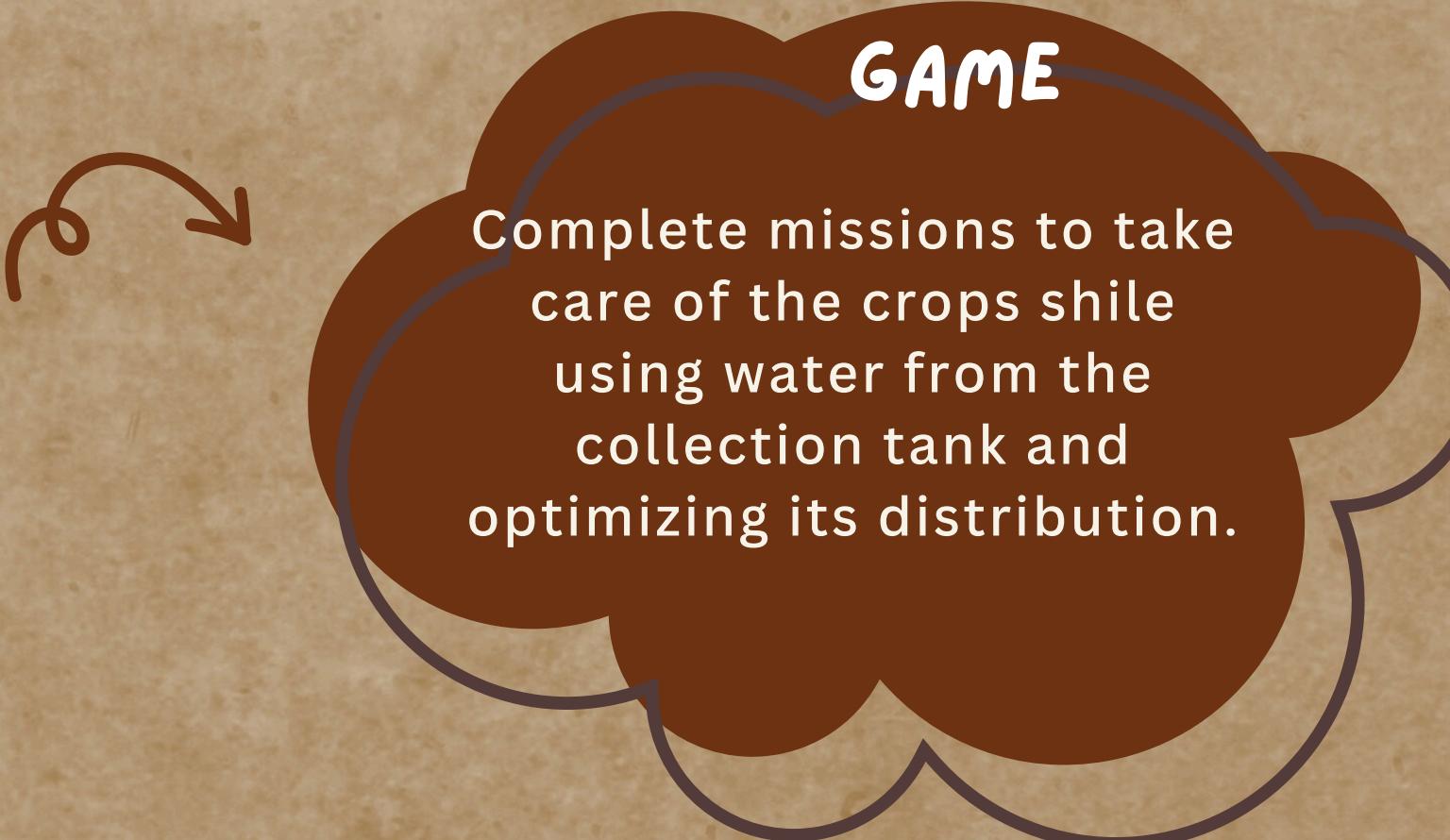
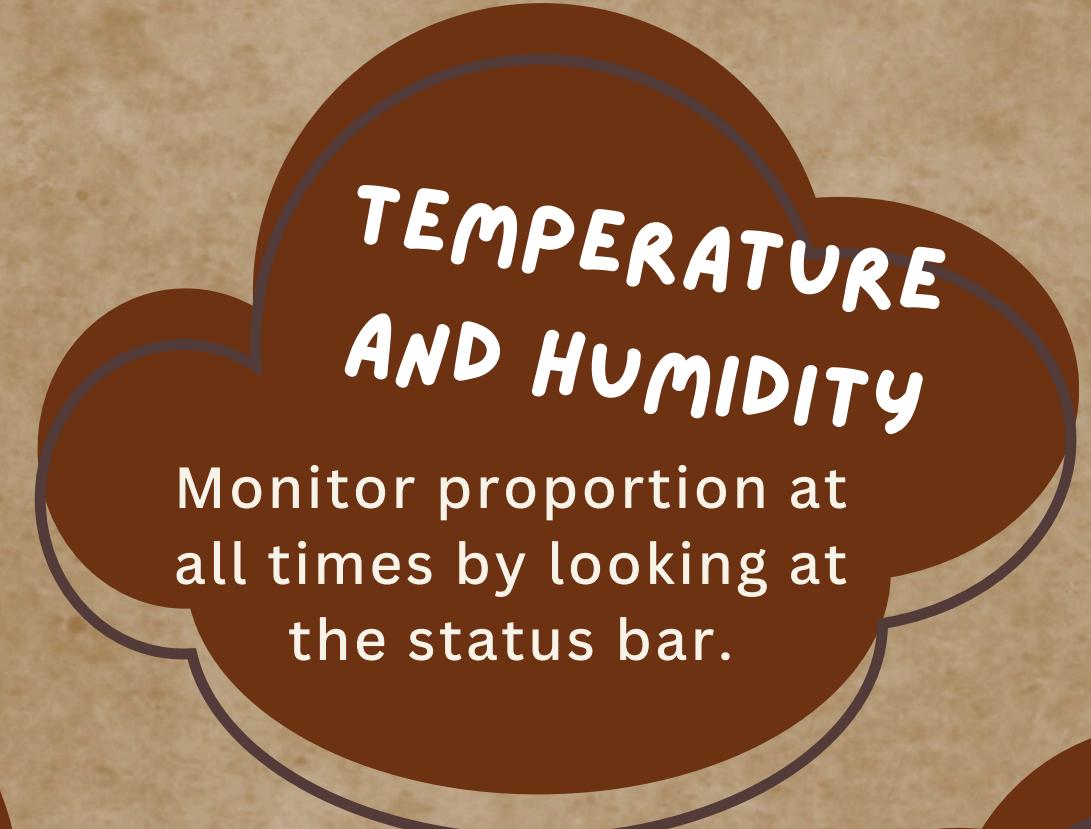
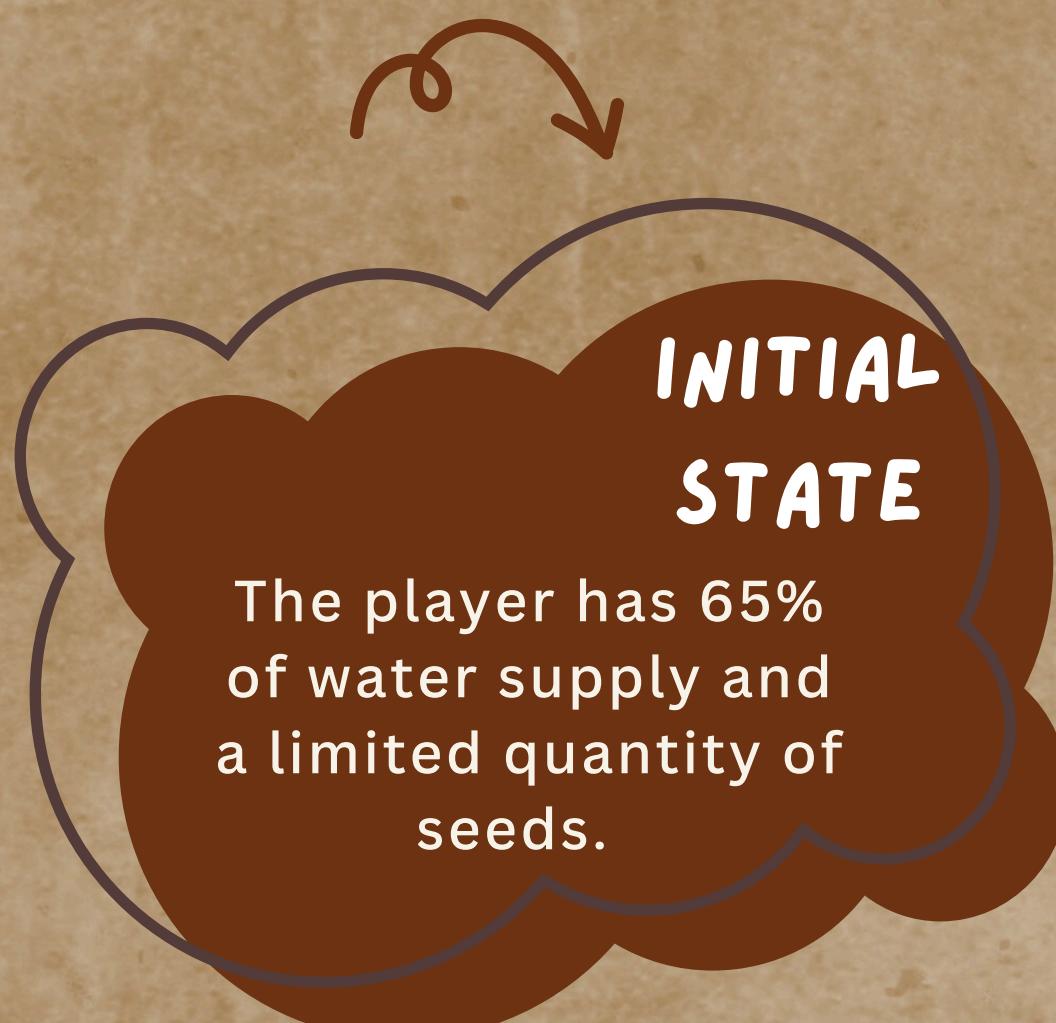
Learn optimal growing conditions for different crop varieties

Practice sustainable water management in drought conditions while experiencing real-world consequences of climate data on agriculture

STRUCTURING THE PLOT: THE SKELETON OF THE STORY

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01. A brief presentation contextualizing the player about the current situation and what is his/her main goal in the game
 02. The game start with tiling soil.
 03. Choose different seeds. Ranging from: carrots, strawberries, tomatoes, beans, cempasúchil, sunflower and potatoes
 04. Seed the land with a new crop and monitor their growth, temperature and humidity
 05. Harvest the fields and reap what you sow

MECHANISMS



MECHANISMS

MOISTURE LEVELS

Current state of soil moisture
Low (<40%)
Moderate (40–60%)
High (>60%)

WEATHER EVENTS

Rain might fall during gameplay. Probability is calculated based on the NASA POWER API database averages.

CROP MANAGEMENT SYSTEM:

Inside the warehouse there's a specification sheet for every seed detailing optimal temperature range and relative humidity.

 SUNFLOWER Optimal Temperature 21 - 26 °C Optimal Humidity 70-80%	 POTATO Optimal Temperature 9 - 11 °C Optimal Humidity 65-75%	 TOMATO Optimal Temperature 15 - 25 °C Optimal Humidity 40-60%	 CARROT Optimal Temperature 20 - 35 °C Optimal Humidity 40-60%
 CEMPASÚCHIL Optimal Temperature 18 - 24 °C Optimal Humidity 40-60%	 STRAWBERRY Optimal Temperature 5 - 32 °C Optimal Humidity 60-75%	 BEANS Optimal Temperature 10 - 27 °C Optimal Humidity 60-100%	OPTIMAL RANGE OF TEMPERATURE OPTIMAL VALUE OF HUMIDITY

GAME SCENARIOS

MECHANISMS



Main Room: A resting area where the player can take breaks



Garden: The planting area where crops are grown and maintained



Warehouse: Storage space containing seeds, information cards, and a water tank for rainwater collection

