Your motivation (why you made it / artistic concept)

After brainstorming and talking about all the ideas we had, we wanted to create a game. We asked ourselves what we could do with the live data from the World Air Quality Index API. We decided that we wanted to let the user input the locations and get back the air quality index and the state of the air quality. As the player enters different cities, they gain or lose points depending on the decisions that they make and which city they enter. The game only ends when the user loses all their health. To make it more fun, we wanted to give the chatbot a personality and emotions with emojis. We also wanted each pollution level to trigger a poetic or absurd message like "You inhale capitalism".

Your intention (what you want the user to feel or learn)

We want our users to learn about the state of pollution of the locations they travel to and make it visually fun and easy to use by gamifying it. The colors of the messages and texts reflect the state of the air quality making it easier for users to distinguish.

How you used the API data

We extracted the air quality index value given a city entered by the user.

How you played creatively with terminal visuals

We added emojis, poetic/sarcastic messages, made the overall terminal visually aesthetic by adding colors and adding ascii art. We used most resources suggested in the project description such as python rich library, pyfiglet and colorama.

Inspirations or references (games, art, memes, etc.)

We took inspiration from general interactive games where users lose or gain points depending on the decisions they made.

we got our emojis from https://getemoji.com/ and our ascii art from https://www.asciiart.eu/ and https://ascii.co.uk/, all that we modified to make it look better on the terminal.

What you expect the audience to take away

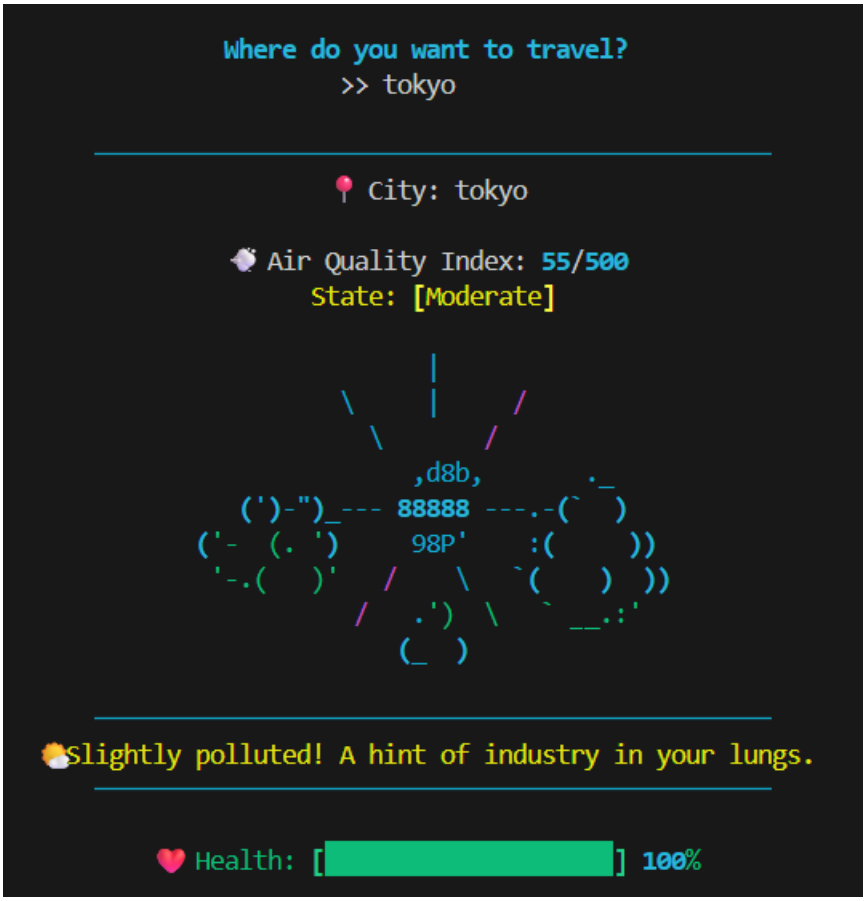
We want to make users aware of air pollution around the world in a more playful, easy and simplistic way.

Screenshots

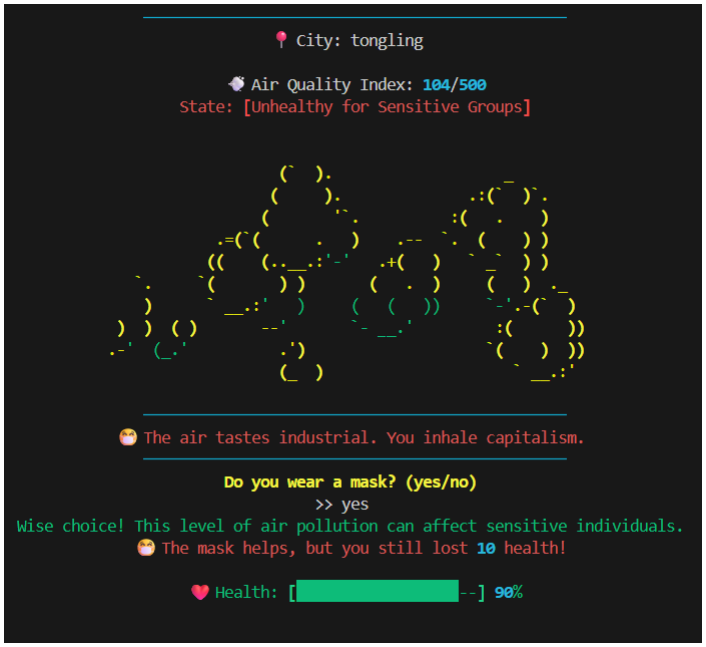
Users start off with 100% health points.

When entering a good state city, they don’t loose any health points.

A sunny ascii art is displayed, visually showing to users that this city is in a good state along with a poetic message.



When entering a moderate state city, users don’t loose any health points.
A slightly cloudy sky ascii art is displayed, visually showing to users that this city is in a moderate state along with a slightly poetic warning message.

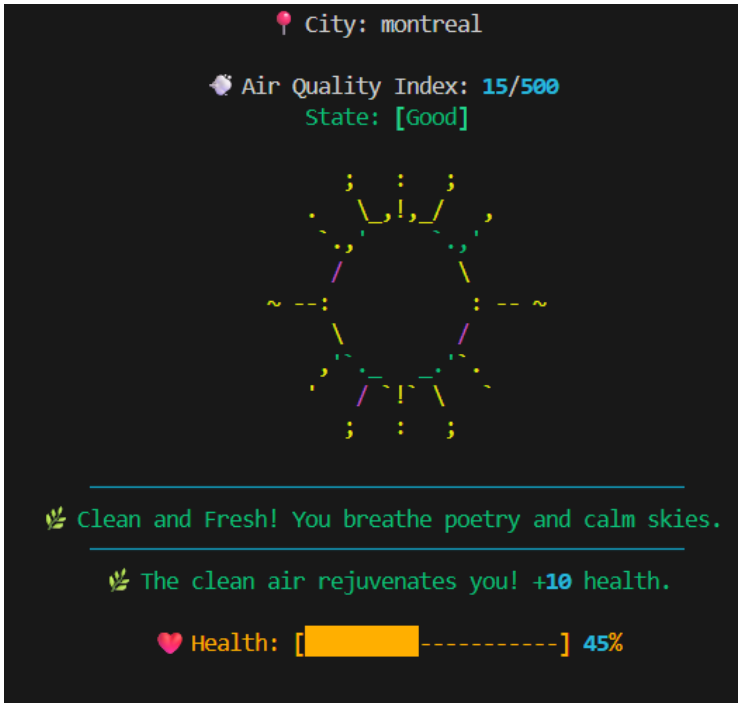


When entering a “Unhealthy for Sensitive Groups” state city, users will be prompted to choose if they want to wear a mask or not. They lose 20 points in this state if they chose not to wear a mask, if users do chose to wear one, they still lose 10 health points.

A cloudy ascii art is displayed, visually showing to users that this city is in an unhealthy state along with a poetic warning message.

When entering a “Hazardous” state city, users will be prompted to choose if they want to wear a mask or not. Users lose 40 points in this state if they chose not to wear a mask, if they do choose to wear one, they still lose 25 health points.

A skull ascii art is displayed, visually showing to users that this city is in a hazardous state along with a poetic warning message.



If users enter a “Good” state city after loosing health points, they will gain back 10 health points.

If users lose all their health points, the game will end and poetic messages will appear.