GAMIFICATION MODEL CANVAS

Project name**: There are still hopes**

Design for: **Computer Graphics Course**   On: **2019**
Design by: **Nguyen Duc Thien, Vu Hoang Duc Hieu, Le Duc Thang, Vu Duc Huy**

PLATFORM

- Window
- MacOS
- Linux
- Play Station

- Not available on mobile platform due to controller system and required devices.

MECHANICS

- Player shoots and kills the monsters.
- Run to avoid collide the monster
- The more monster, the more weapon's power.
- Boost speed each a while.
-

COMPONENTS

- Hieu - The Scientist
- Weapon: Axe, Revolver, Shotgun, Assault Rifle.
- Enemy: Monster, Skeleton King
- Health and Mana bar.
- Score and Level
- Crosshair

DYNAMICS

- Each normal kill counted as 5 points.
- Each headshot kills counted as 10 points.
- Kill 5 enemies and get weapon upgrade.
- Kill all enemies to bring up the boss.
- Kill the boss to move to next level.

AESTHETICS

- Fantasy
- Science Fiction
- Challenge each level.
- Discovery

BEHAVIORS

- Learn to avoid the enemies.
- Decide to use boost well-timed
- Enhanced reflexes

PLAYERS

- Teenagers, Adults,
- RP13
- Players are who prefer Sci-Fi games and first-person shooter (FPS).
- Players who are in favor of experience the action through the eyes of protagonist.
- Players are who want to relieve work and life pressure
- Players are who want to find the new feel of FPS

COSTS

- Main cost: graphics design
- Phase cost: design independent levels.
- Budget: 20$ for coffee
- Time: 2 months.

REVENUES

- Economic return: Selling skills of monsters, gun, axe, ….
- Social return: Competition from the leader board.
- Achieve from the game: A+ for Computer Graphics Course.