**GAMIFICATION MODEL CANVAS**

Project name**: There are still hopes** Design for: **Computer Graphics Course** On: **2019**

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| **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. | | **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 | **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 |
| **COMPONENTS**   * Hieu - The Scientist * Weapon: Axe, Revolver, Shotgun, Assault Rifle. * Enemy: Monster, Skeleton King * Health and Mana bar. * Score and Level * Crosshair | | **BEHAVIORS**     * Learn to avoid the enemies. * Decide to use boost well-timed * Enhanced reflexes |
| **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. | | | |