

Destination DJ

OVERCOME HITECHES ON YOUR WAY TO YOUR DREAM JOB INTERVIEW.

Game Goal

Overcome hitches on your way to your dream job interview in Abuja.

Intention

Create awareness and possibly Influence an increase of player's empathy level, based on player's decisions.

Group X Members

Enemali Oguche

Albright Onodje

Chibueze Igboekwe

Hafeez Abdulkabir

Sonia Bendre

Destination DJ

OVERCOME HITECHES ON YOUR WAY TO YOUR DREAM JOB INTERVIEW.

Goal

Overcome hitches on your way to your dream job interview in Abuja.

START

Scene 1: Start Game

Player in room with screen displaying Nigerian map.
Map shows travel route to job destination .



Task: Pick up **travel bag** and **first aid kit** from the room.

Place the items in the truck.

Limit: Timer Countdown - 60secs

Truck leaves for Enugu.

Scene 2: Get a new phone from Uncle Uche

Task: Get to Uncle Uche's house in Enugu before timer runs out

Challenge 1: A person has been hit by a car, you have a first aid kit in the truck



Decision: Help/Continue playing game.

Limit: Timer countdown - 60secs



Scene 3: Pick up food stuffs from Aunt Ose

Task: Pick up free foodstuffs from Aunt Ose's store to stock up your house in Abuja.

Challenge 2: Aunt Ose is not in her shop, her sales assistant, Kemi, is.

Kemi only speaks Yoruba. How do you pick your sack of food?

Decision: Travel without food/Communicate with her the best way you can?

Limit: Timer countdown - 60secs



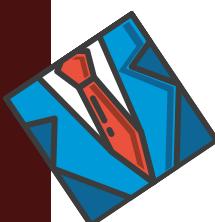
Scene 4: Attend your Interview

Task: Navigate to the office.

Challenge 3: It's your first time in Abuja.

Decision: Follow directions/ Find your way

Limit: Interview starts at the end of countdown



Scene 5: Game over/Work Resumption

Game Over: If time runs out in any scene.

Wins: Arrive at the office on time for the interview

High Performance: Based on empathy level



Destination DJ

OVERCOME HITECHES ON YOUR WAY TO YOUR DREAM JOB INTERVIEW.



Goal

Overcome hitches on your way to your dream job interview in Abuja.

Scene 1: Start Game

Player in room with screen displaying Nigerian map.

Map shows travel route to job destination .

Task: Pick up **travel bag** and **first aid kit** from the room.

Place the items in the truck.

Limit: Timer Countdown - 60secs

Truck leaves for Enugu.

Assets Identified

VR Player

Room - 3D

Screen displaying Nigeria's map - 2D

First Aid kit - 3D

Travel bag - 3D

Action Point

Sub-group:

Storytelling, documentation, 3D assets/environment

Albright, Sonia & Adewale:

3D Room design

3D display screen

2D design of the Nigerian map

First aid kit

Travel bag

Provide basic 3D human assets for scene set up

Documentation

Sub-group:

Programming

Mali & Chibueze:

Interaction of player with:

Room

First aid kit

Travel bag

Change scene when user triggers button on Nigerian Map

START

Destination DJ

OVERCOME HITECHES ON YOUR WAY TO YOUR DREAM JOB INTERVIEW.



Goal

Overcome hitches on your way to your dream job interview in Abuja.

Scene 2: Get a new phone from Uncle Uche

Task: Get to Uncle Uche's house in Enugu before timer runs out

Challenge 1: A person has been hit by a car, you have a first aid kit in the truck

Decision: Help/Continue playing game.

Limit: Timer countdown - 60secs

Assets Identified

- VR Player
- Road scene - 3D
- Accident Victim
- Car
- Uncle Uche - 3D
- House scene (with Uncle Uche)- 3D
- First Aid kit - 3D
- Phone - 3D

Action Point

Sub-group:

Storytelling, documentation, 3D assets/environment

Albright, Sonia & Adewale:

- Road Scene assembly
- Accident situation (car and victim)
- First aid kit
- Uncle Uche scene
- Uncle Uche
- Phone

Provide basic 3D assets for scene set up
Documentation

Sub-group:

Programming

Mali & Chibueze:

After accident, display options of "Help Victim" or "Continue on Journey" for user to decide by clicking.

If user chooses to help accident victim...

Interaction of player with:
First aid kit

(Countdown timer is displayed)

If user does not complete challenge within time limit,
display:
"Game Over"



START



Destination DJ

OVERCOME HITECHES ON YOUR WAY TO YOUR DREAM JOB INTERVIEW.



Goal

Overcome hitches on your way to your dream job interview in Abuja.

Scene 3: Pick up food stuffs from Aunt Ose

Task: Pick up free foodstuffs from Aunt Ose's store to stock up your house in Abuja.

Challenge 2: Aunt Ose is not in her shop, her sales assistant, Kemi, is.

Kemi only speaks Yoruba. How do you pick your sack of food?

Decision: Travel without food/communicate with her the best way you can?

Limit: Timer countdown - 60secs

Assets Identified

- VR Player
- Shop scene - 3D
- Kemi - 3D
- Food package
- First Aid kit - 3D
- Phone -3D

Action Point

Sub-group:

Storytelling, documentation, 3D assets/environment

Albright, Sonia & Adewale:

Shop Scene assembly (counter and shelves of shop items)

Kemi - 3D and Animation

Food package

First aid kit

Phone

Provide basic 3D assets for scene set up

Documentation

Sub-group:

Programming

Mali & Chibueze:

Upon meeting Kemi, display options of "Best possible responses" for user to decide by clicking.

If user chooses to communicate...

Interaction of player with:

Language Translation book
(Countdown timer is displayed)

If user does not complete challenge within time limit,
display:
"Game Over"



Destination DJ

OVERCOME HITECHES ON YOUR WAY TO YOUR DREAM JOB INTERVIEW.



Goal

Overcome hitches on your way to your dream job interview in Abuja.

Scene 4: Attend your Interview

Task: Navigate to the office.

Challenge 3: It's your first time in Abuja.

Decision: Follow directions/ Find your way

Limit: Interview starts at the end of countdown

Assets Identified

- VR Player
- Truck - 3D
- Charity seeker - 3D
- Travel bag - 3D
- Abuja scene - 3D

Action Point

Sub-group:

Storytelling, documentation, 3D assets/environment

Albright, Sonia & Adewale:

- Food package
- Set up Abuja Scene
- 3D Male
- Documentation

Sub-group:
Programming

Mali & Chibueze:

If user chooses to help for charity,
drops crate of food
(Countdown timer is displayed)

If user gets to the office before time out,
Interact with security staff at the gate.

Else, display:
"Game Over"

START



Destination DJ

OVERCOME HITECHES ON YOUR WAY TO YOUR DREAM JOB INTERVIEW.

Goal

Overcome hitches on your way to your dream job interview in Abuja.

Scene 5: Game over/Work Resumption

Game Over: If time runs out in any scene.

Win: If User completes all challenges within limits.

High Performance: Based on Empathy level

Assets Identified

- VR Player
- Game Over display
- Win display
- Start again option
- Empathy Score display



PROJECT SCHEDULE (WEEK 1)

PROJECT NAME: DESTINATION DJ

DEADLINE:
26TH AUG, 2020

MONDAY

- CREATE WHATSAPP GROUP
- IDENTIFY STRENGTHS
- SCHEDULE MEETING

TUESDAY

- FIRST MEETING
- DRAFT OUT GAME PLAN
- IDENTIFY TASKS



WEDNESDAY

- GET SCENE 1 ASSETS
- SCENE 1 SET-UP
- SCENE 2 PLANING



THURSDAY

- GET SCENE 2 ASSETS
- SCENE 1 SET-UP
- SCENE 2 PLANING

FRIDAY

- SCENE 1 PROGRAMMING
- SCENE 2 SET-UP
- SCENE 1 & 2 UI DESIGN



PROJECT SCHEDULE (WEEK 2)



PROJECT NAME: DESTINATION DJ

DEADLINE:
26TH AUG, 2020



MONDAY

- SCENE 3 SET-UP
- SCENE 2 PROGRAMMING
(TESTING)
- SCENE 4 PLANING



TUESDAY

- CHARACTER MODELLING
(UNCLE UCHE)
- COMPLETE SCENE 1-4 SET -UP

WEDNESDAY

- PROJECT REVIEW
- SCENE 3 PROGRAMMING
- CHARACTER MODELLING (KEMI)



THURSDAY

- COMPLETE SCENE 1-4
PROGRAMMING
- VOICE-OVER RECORDING
- PROJECT BUILD & TEST RUN



FRIDAY

- SOUND ENGINEERING
- PROJECT CLEAN-UP
- FINAL BUILD & TEST RUN



Destination DJ's Transformational Framework



- **High-Level Purpose:** To increase empathy through self-sacrificing choices and human interactions.
- **Audience & Context:** The everyday job seeker, family relation, accident onlooker, and those approached for a helping hand.
- **Player Transformations:** By the end of Destination DJ, the player should be able to flash-back to instances where responses could be improved on and give improved responses to similar real-life situations.
- **Barrier:** We understand that players' responses may vary in different scenarios hence our flexible empathy evaluation through points for each situation.
- **Domain Concepts:** Empathy evaluation scenarios had to be designed as close as possible to real life situations that could be experienced by player. This was to ensure its adaptability after the game.
- **Expert Resources:** "**The Transformational Framework**" by Sabrina Culyba, "**Courtesy: The Outward expression of empathy**" by Jeremy Dean (LinkedIn Post).
- **Assessment Plan:** A one-time success would be achieved for players with 70% empathy levels based on scores. A long-lasting achievement of our intention would be a reoccurring high performance of player.



Signed: Group X