Tools we know: java, javascript, react, c, c++, mySQL, HTML, CSS, C#, node.js

Tools we need to know: Threejs, Aframe, UI/UX Design

Game details

1. Life skills game
   1. New country
   2. New currency
   3. New language
   4. They have levels
   5. Teach about finance andss other life skills

**Game categories:** xbox challenge, education hack, potential startup, maybe social good

Tools

- So you can try , threejs(js based 3d game development tool) and also aframe based on threejs(for vr/ar/and 3d game development )

Threejs: <https://threejs.org/examples/>

Aframe: <https://aframe.io/examples/>

**Level 0**

A person just moved to a new country. They have 100 coins. They have no financial skills as of yet nor do they know the language of the new country.

Rules:

1. They have to pay money to learn the language
2. They need to learn the language to get a job later on
3. They first start out with freelance jobs, and as they level they get a stable job

**Level 1(duration : 1 week)**

Money: 100 coins

Access: friend’s house, freelance job, food(5 coins per meal), 1 call to they family per week(20 coins)

-if they don’t call their family they mental health goes down

-if they don’t eat enough food their physical and mental health goes down

-if they work for more than 5 days their physical and mental health goes down

Health: Mental Health(halfway) and Physical Health(good)

Language: learn how to greet and numbers for the freelance job

Level Goal: finish the three tasks within 1 week

* At least 1 freelance job
* Eat 3 times a day
* Call their family once

**Level 2(duration : 1 month)**

Money : whatever they earned + 200

Access: basic job, freelance job, food(5 coins per meal), 1 call to they family per week(20 coins)

-if they do the freelance job for more than a week their mental health goes down

-if they don’t call their family they mental health goes down

-if they don’t eat enough food their physical and mental health goes down

-if they work for more than 5 days their physical and mental health goes down

Health: Mental Health(halfway) and Physical Health(good)

-When they pass a level, their mental health and physical health restores to full

Language: learn basic conversation

Level Goal: finish the 4 tasks within 1 month

* Eat 3 times a day
  + If you eat too many times, you lose money.
* Call their family at least 3 times
* Get a stable job

|  |  |
| --- | --- |
| Market(max: 10 coins) scarf | Player |
|  | -2 coins |
| -8 coins |  |
|  | -4 coins |
|  |  |

* They must bargain at least 2 during the month(buy something from marketplace)

**Level 3(duration: 3 months)**

**Money:**  what they have from previous level+ 300

Story: Friend moves out, so need a new place to stay(which restores mental health)

Access: basic job, freelance job, food(5 coins per meal), 1 call to they family per week(20 coins), market place, apartments(3),

-if they do the freelance job for more than a week their mental health goes down

-if they don’t call their family they mental health goes down

-if they don’t eat enough food their physical and mental health goes down

-if they work for more than 5 days their physical and mental health goes down

-if they find an apartment or if they buy a phone, their mental health goes up

Health: Mental Health and Physical Health

-When they pass a level, their mental health and physical health restores to full

Language: they should be proficient

Level Goal: finish the 4 tasks within 3 months

* Eat 3 times a day
  + If you eat too many times, you lose money.
* Call their family at least 10 times
* Get a apartment
  + For a price that they must bargain
* Create a bank account (savings or checkings)