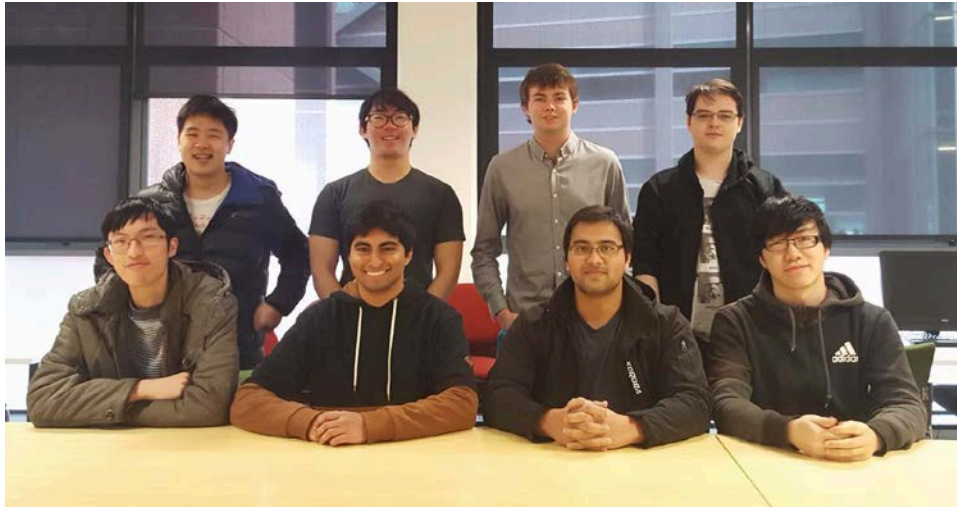# BIGBYTE STUDIOS

Members: Top Row (left to right) – Jun Ho (Juno) Jin, Kevin Yu, Jack Barker, Campbell Foskin

Bottom Row (left to right) – Nathan Situ, Aditya (Adi) Nair, Ammar Bagasrawala, Jun Hao Xu

Team Schedule

Monday: 12 – 1pm
Tuesday: 12 – 1 pm
Friday: 4 – 5 pm

Concept – Perspective taking and empathy

Genre – Strategy, Role-playing

Technology – Unity

Storyline:

This game is based on taking the perspective of a struggling person in a disaster stricken zone. It allows users to empathise with those living in conditions by having to make choices which heavily impact their lives and those around them. Through this users will have to adopt a different mind-set in order to survive and learn to manage resources.

A person in this situation has a few choices to make, one being to remain in their current location and improve it while another is to flee. The choices made by the user throughout the game will influence the final outcome of the community in the area.