Game Design

1. [Designing Digitally](https://www.designingdigitally.com/portfolio/serious-games)
   * A company that designs, among others, serious games. Their game portfolio is rich (see as a reference “Augmented Reality Resource Management Serious Game”).
2. [Simulated Ethics](https://www.designingdigitally.com/portfolio/serious-games/simulated-ethics-serious-2d-game) from Designing Digitally(see above)
   * This is an advanced version of our game, but some of the basics are useful.
     1. The speech balloon is something that can be implemented to teach an concept, or to ask a question.
3. [GitHub Serious Games](https://github.com/topics/serious-game)
   * Saw nothing promising.
     1. [Threaded paws](https://github.com/sqrlab/Threaded-Paws) for the graphics maybe interesting
4. [Serious Game Store](https://www.seriousgamestore.com/en/collections)
   * Also an advanced version. (You have to pay for the game and also create an account; Ask Christian and Adnane if this is necessary)
     1. Offers training for a lot of subjects like: Time Management, Conflict Management etc. (This view can also be implemented in our game)
5. [Serious](https://cccp.fr/serious/) (French company, ask Adnane to translate it?)
   * [Serious Game Sensibilation](https://cccp.fr/project/mis/) (I like the character explanations)
6. Also found this [paper](https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=7344168), which has done the same as my project;

Idea:

1. A welcome screen: Manage IT Projects(Or another title)
2. User touches a button called “Subjects”: OnClick it opens a new screen with a list of three subjects(depicted as buttons): Introduction, Time Management, HR Management.
3. When the user clicks on Introduction, for example, a character explains through a speech balloon (or any form of text form for that matter) the concept of (software) PM briefly.
4. Then the user clicks a button, named “OK, got it!”, that closes the text popup.
5. Then another text entity pops up with the name “Situation”, or any other similar term. In it a situation/problem is given and the user is presented with four choices. After selecting a choice, the character shows the correct one and explains why.

Running out of ideas…….. ☹