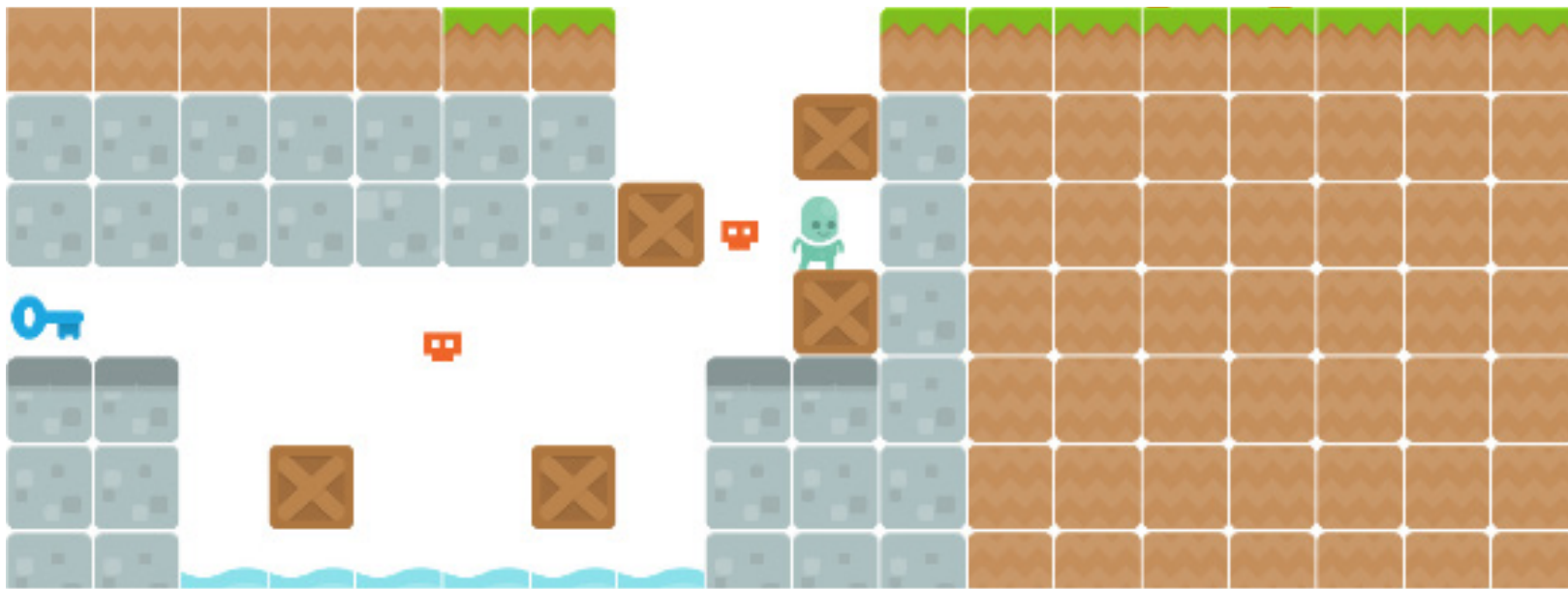# TileRunner
Design Documentation

Introduction

TileRunner is a web-based platformer game using the Quintus engine that directly engages players in the roles of game-maker and storyteller in the exploration of unconscious biases. Anyone can express their own perspectives on coping with and overcoming biases by creating their own game levels with customizable barriers and keys to unlock the obstacles. Those who just want to explore can see what other users have created, and learn from each unique game and perspective. The ultimate goal of the TileRunner experience is to make unconscious biases more conscious because awareness is the first step toward change.
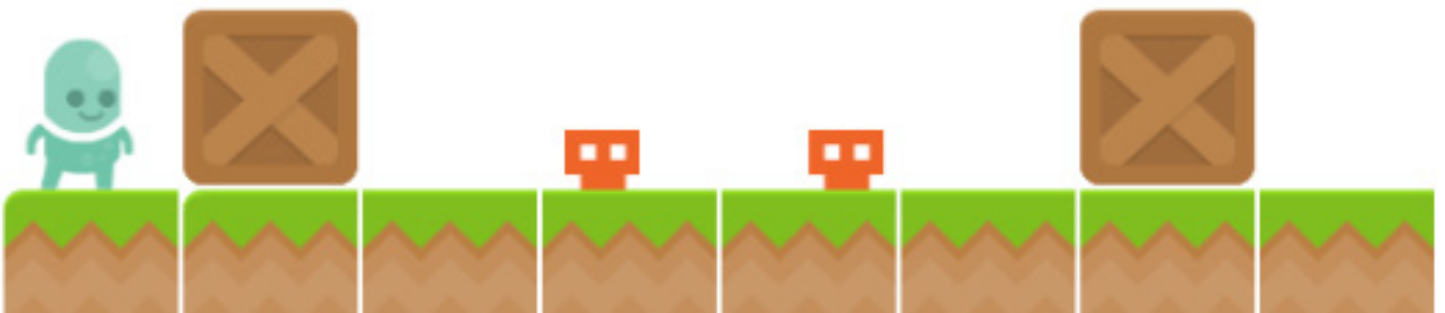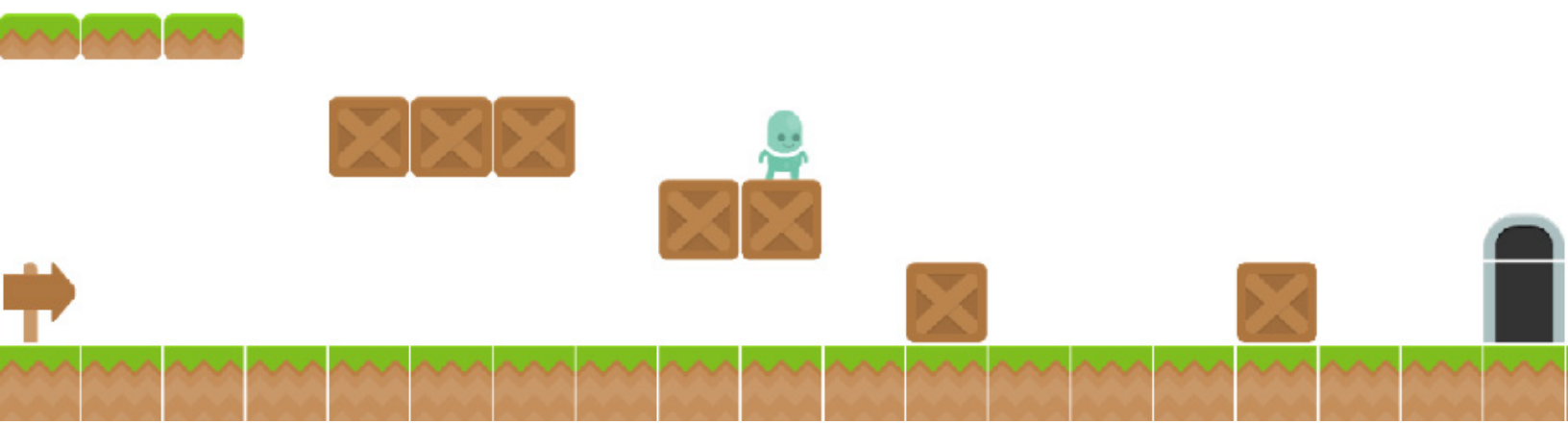
Key Features

- Plays off our target audience's <u>creativity and interest in technology</u>.
- <u>Allows players to choose</u> what mode they want to try:
    - Create a new level or
    - Play a level created by a different user.
- Engages players in a <u>familiar platformer-style game</u> with friendly, engaging graphics and informational text.
- <u>Absorbs players into the storyline</u> of an example of unconscious bias.
- Short levels and easy customization encourage longer periods of engagement with the game.
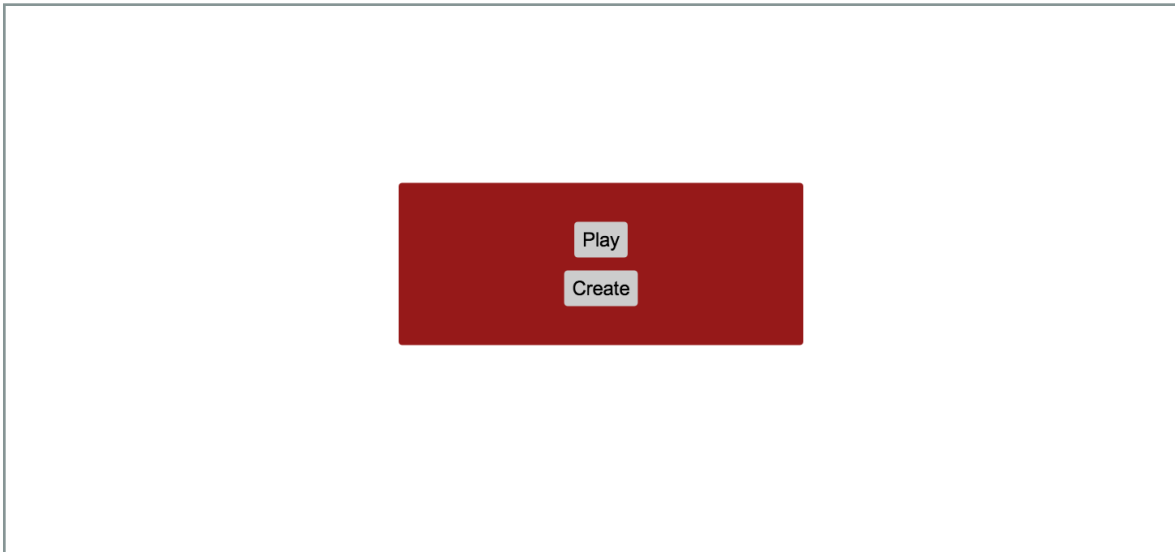- Provides <u>a tool for both learning and teaching</u> about unconscious biases.

Tools and Resources

- Quintus HTML5 JavaScript Game Engine
    [http://www.html5quintus.com/]

- Bootstrap Frontend Framework
    [http://getbootstrap.com/]

- OpenGameArt Tilesets
    [http://opengameart.org/]
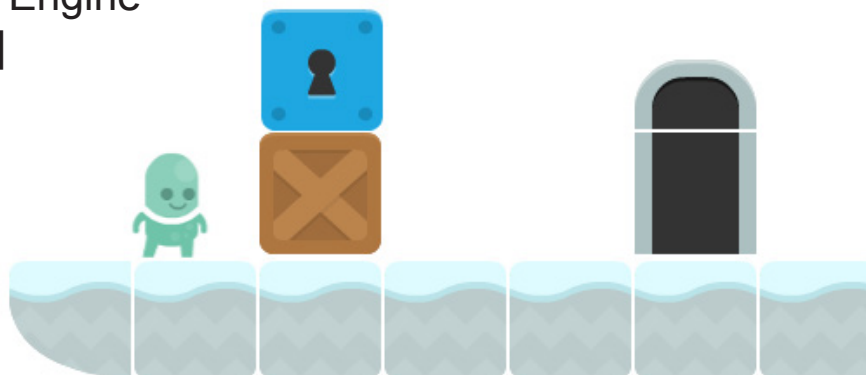
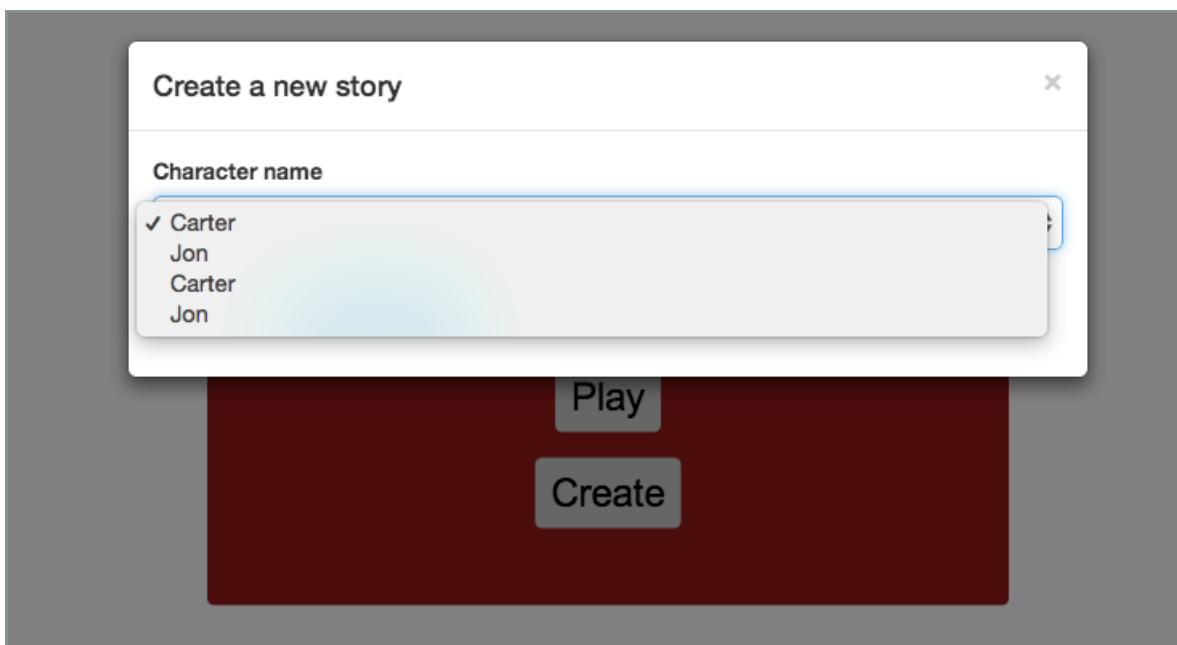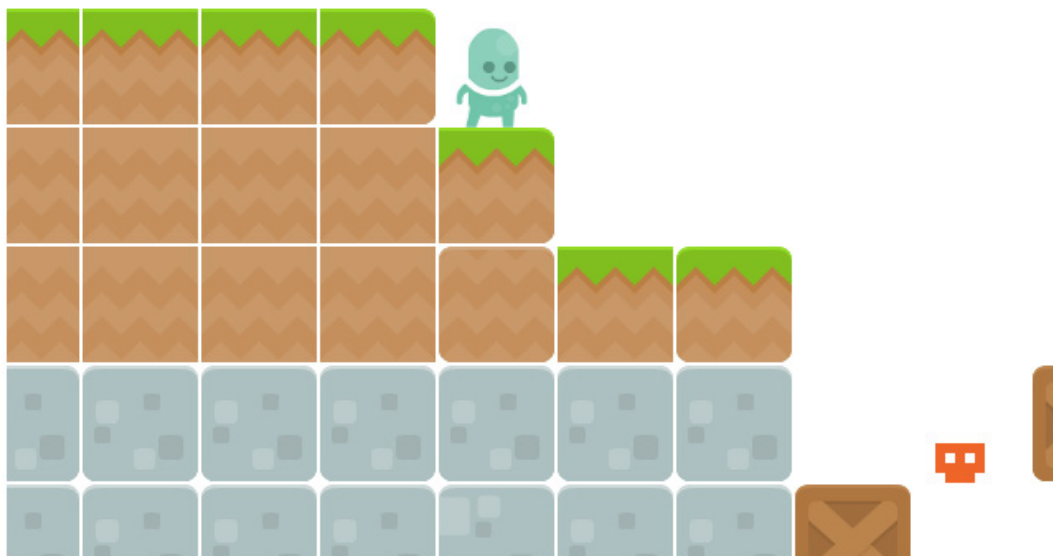# 🤖 Getting Started

1. Choose either Play or Create Mode from the TileRunner Main Menu.
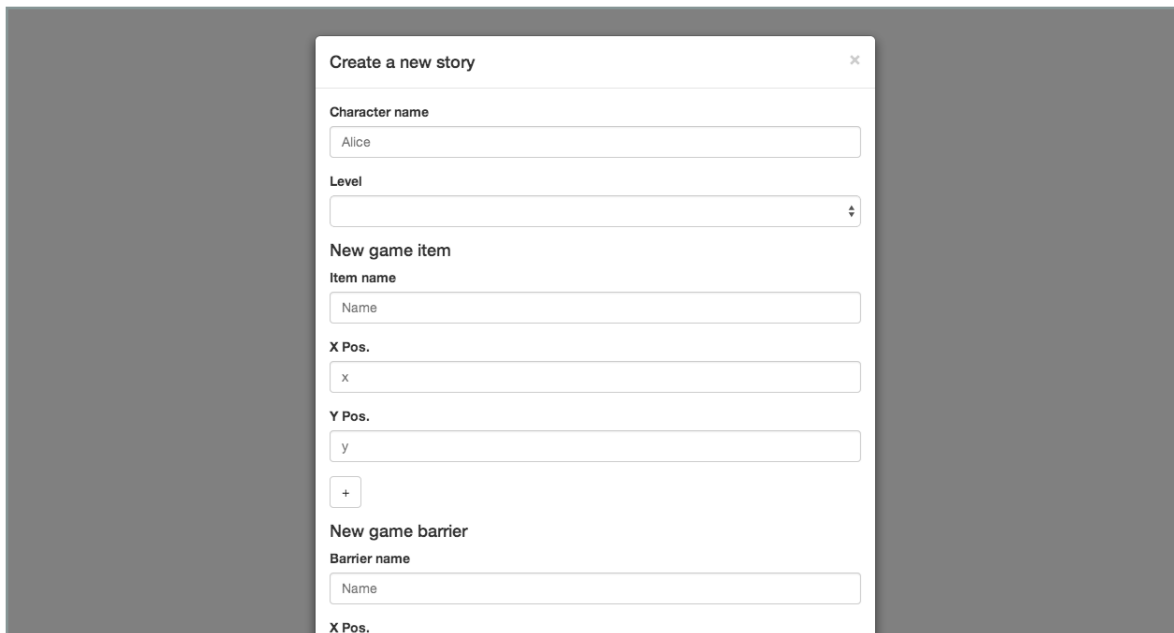

2. In Play Mode, you can select a character's world to explore. Each level will be unique and explore a different perspective!

3. Once you select a character, you're ready to play! Use the left and right arrow keys to move from side to side and the up arrow key to jump. You can get rid of enemies by hopping on their heads. But be careful not to get too close, or it'll be game over!
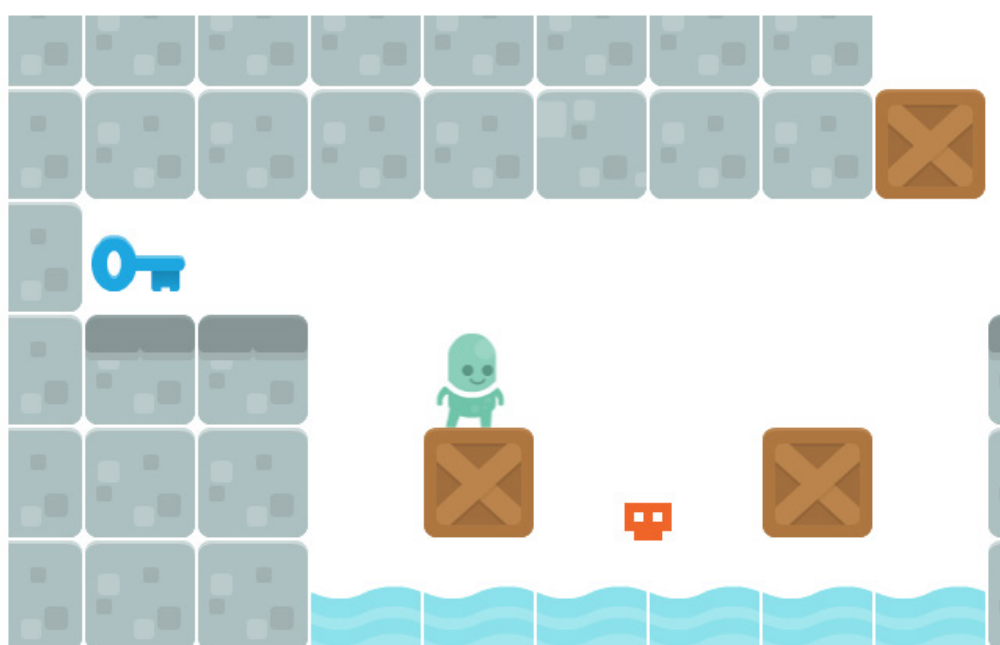
4. Your objective is to collect the items necessary to unlock the barriers standing between you and the exit. Then you'll win!

Create a new story   ×

Character name
[Alice]

Level
[▲▼]

New game item

Item name
[Name]

X Pos.
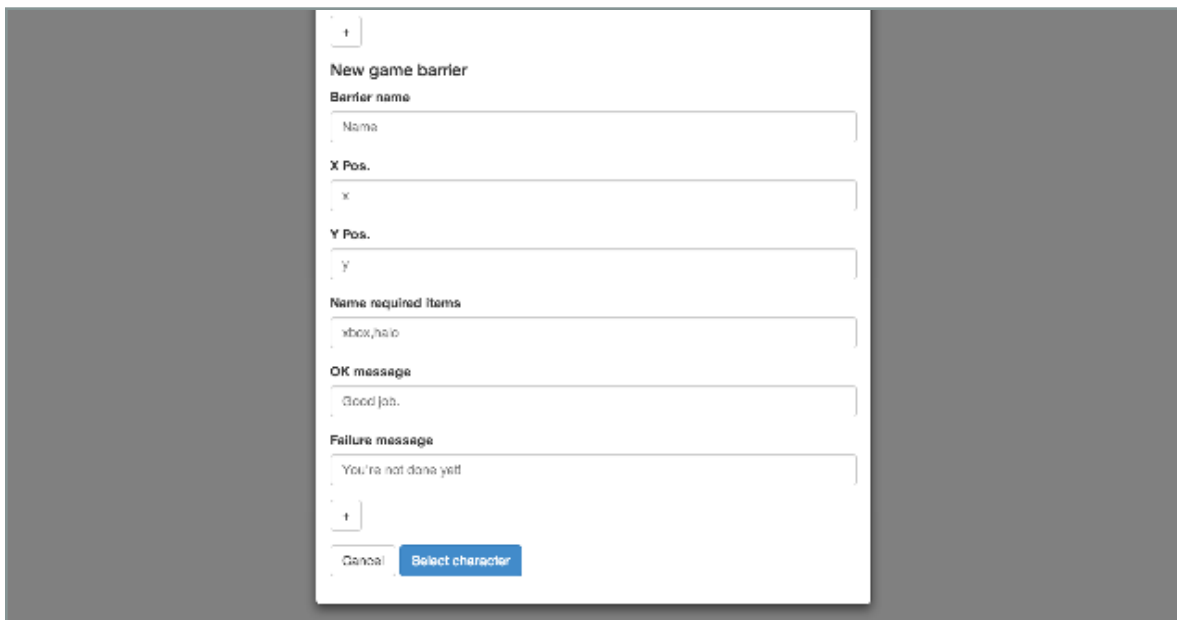[x]

Y Pos.
[y]

[+]

New game barrier

Barrier name
[Name]

X Pos.

5. If you choose Create mode instead of Play Mode, you will be brought to the "Create a New Story" menu. Here, you can name your character, select the level template you'd like to work with, and customize barriers and items.

[+]

New game barrier

Barrier name
[Name]

X Pos.
[x]

Y Pos.
[y]

Name required items
[xbox,halo]

OK message
[Good job.]

Failure message
[You're not done yet!]

[+]

Cancel   **Select character**

6. Click the + icon whenever you'd like to add a new item, and click Select Character when you're all done. You can then play your level!

Learning Objectives

Unconscious bias is an automatic response to those belonging to a different category from oneself. Understanding these responses starts with being willing to examine your own possible biases and eventually, the way those biases affect others. Part of this learning comes from self-discovery, which was our objective in allowing players to learn from one another and express their own experiences through game design.

To guide the design process, we started off with some sample storylines that the players might experience:

Storyline One

As a non-native English speaker, it is difficult to prove your intelligence to others who might see only an accent or a different skin color. To overcome these barriers, this character might 1) seek support from others and 2) strive to educate others about their culture and language.

Storyline Two

Women are not always welcomed into STEM fields. If there is not enough support during crucial stages of challenge, females in the math and science fields tend to give up. To overcome these barriers, a woman might: 1) fight her own unconscious bias that science and math belong to men and 2) provide support for other women in their field.

Storyline Three

Teens from a lower socio-economic status who are able to attend college sometimes struggle with adjusting to the different pace of life. To overcome these barriers, they might 1) find a mentor to guide them .