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Simulations and Serious Games

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<div align="center">**MoCP Systems and Models Project**</div>

Inspired by the documentary "View From Above" by Hiwa K on preparing war refugees for interviews to help them into safe zones and "Hunt for the Noor Stone" I would create a game to immerse players in a similar scenario using some of the design and mechanics from Noor Stone.

This will be a single player adventure game that leads into a 10 question quiz.

- **Interconnected System**
  - The objects you interact with in the overworld add keywords to the player's stock that can be used in the following quiz.
- **Documentation**
  - The documentary showcased a miniature scale model of a town with narration of the process someone who works in coaching refugees for interviews to move them into safe zones.
  - The game would mimic the idea of learning the model of the war-torn town the refugees in the documentary were coming from or being coached to learn for their interviews.
    - **Theme**
      - The bureaucracy obstructing the systems involved in war refugee migration.
    - **Mechanic**
      - 3D Top-down Movement.
      - Interacting with objects around the environment.
      - Saving keyword items to a player's stock that carries over into the quiz.
      - Multiple choice quiz.
      - Timer that boots the player out of the first world after 2-3 minutes.
      - Giving the player a notepad filled with their own strings of text.
- **Technology**
  - Unity 3D
  - AutodeskMaya
  - Aseprite

- **Steps to create Game**
  - Unknown skills
    - 3D Adventure Game Dialouge Boxes
    - Unity UI Quiz
  - Build a town in Pro Builder
  - Third Person Player Movement
  - Program Interaction Script that gives the player a dialogue box.
    - I have minimal experience in dialogue boxes but I have worked on several projects where a designer utilized one that I could reference.
  - Create a Quiz scene the player the leads to a pass or fail screen.
    - Unity has a Live Tutorial that I can follow for creating this quiz scene.
  - Model Landmarks around the town that can be interacted with.
  - Give player a journal that fills with keywords whenever the player interacts with a landmark.
  - Allow the journal to be interacted with during the quiz scene.
  - Script a timer that forces the player to move on from the Overworld into the quiz scene.