## **Hazard Hunt**

#### 1. Overview

The Hazard Hunt 2D Game is an interactive educational game designed to raise awareness about safety in different scenarios. Players must identify errors in various environments to score points and complete levels. The game incorporates an engaging and intuitive interface with sound effects for feedback.

## 2. Game Scenarios

The game consists of **5 unique scenarios**, each containing **10 potential errors** players need to identify.

# 1. Fire Safety

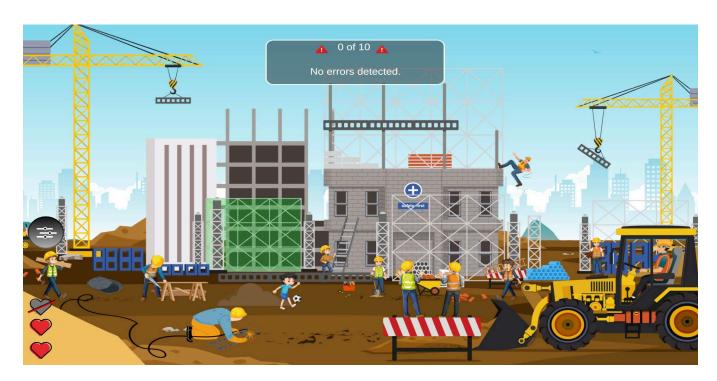
- o Objective: Spot hazards related to fire safety.
- o Screenshot:

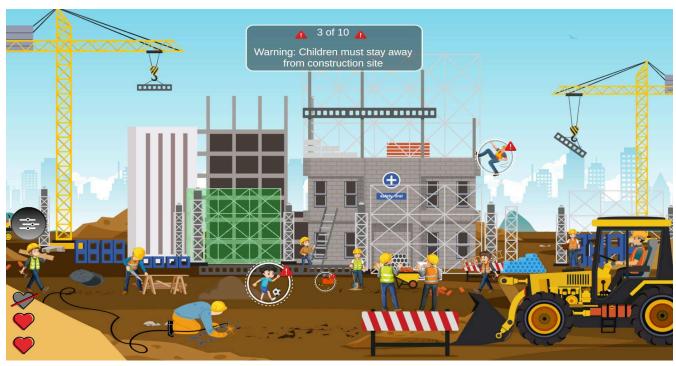




# 2. Work at Height

- o Objective: Identify risks associated with working at heights.
- o Screenshot:





## 3. Outdoor Safety

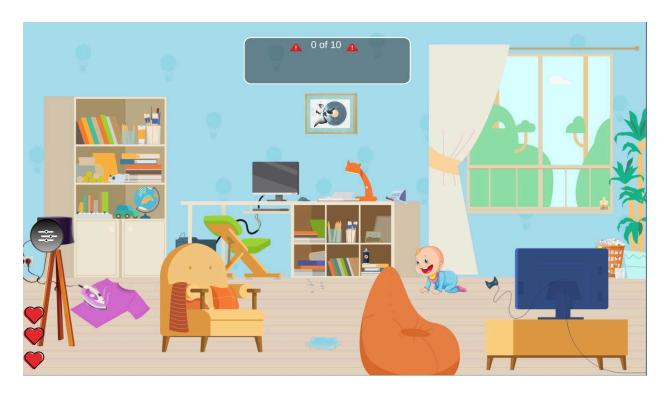
- o Objective: Detect outdoor environmental hazards.
- o Screenshot:





## 4. Household Safety

- o Objective: Find domestic safety concerns.
- o Screenshot:





# 5. Road Safety

- o Objective: Locate errors in road safety practices.
- o Screenshot:





### 3. Gameplay Mechanics

#### 1. Lives:

- Each player starts with 3 lives.
- A wrong selection deduces a life and plays a bip sound.
- The game ends when all lives are lost.

#### 2. Correct Selection:

- On a correct selection, the game displays a What's Wrong? panel explaining the hazard.
- Players proceed to the next error until all 10 are found.

#### 3. Feedback Mechanism:

- Audio Cues:
  - Correct selection: Positive chime.
  - Wrong selection: Bip sound.

#### Visual Cues:

- Incorrect choices flash red.
- Correct choices highlight the hazard.

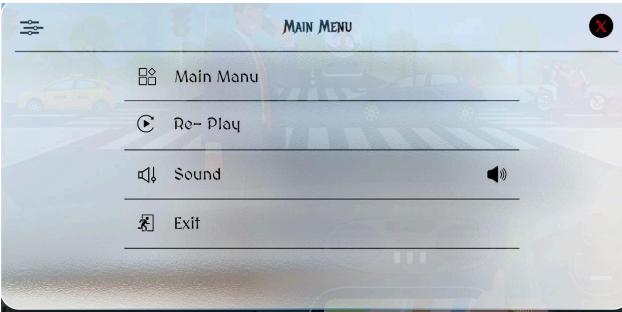
## 4. User Interface

#### Main Menu

• Options: Play, Settings, Exit.

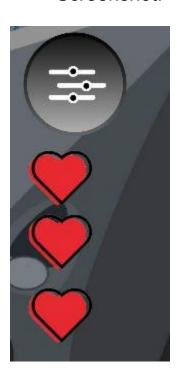
Screenshot:





#### **In-Game Screen**

- Displays:
  - Current Scenario
  - o Lives Remaining
  - o Errors Found
- Screenshot:



## **5. Game Completion**

### 1. Winning the Game:

- Players must find all 10 hazards in a scenario to complete it.
- A congratulatory message with a score breakdown is displayed.

#### 2. Game Over:

- Players lose all 3 lives.
- A Game Over screen appears with an option to retry or go back to the main menu.