Final project Idea (Storyboard Below)

User flow:

* Home page
  + Name your character [using prompt()] function
  + start [hyperlink to next page]
  + potential development: game sound
* Learn about Type II diabetes
  + what is type 2 diabetes and the different symptoms/different preventions
    - include some charts about the rising rate of diabetes
    - <https://www.nrdo.gov.sg/docs/librariesprovider3/default-document-library/diabetes-info-paper-v6.pdf?sfvrsn=0>
* Short paragraph about the ways one
  + A high sugar intake contributes to an increased risk of [Type 2 diabetes](https://www.healthhub.sg/programmes/87/diabetes-mellitus) due to the links between high sugar intake and obesity[[1]](https://www.healthhub.sg/live-healthy/1423/hidden-sugars-and-diabetes#footnotes). Drinking sweetened beverages (soft drinks, fruit juices, sports drinks, sweet tea and coffee), in particular, have been shown to increase the risk of Type 2 diabetes[[2]](https://www.healthhub.sg/live-healthy/1423/hidden-sugars-and-diabetes#footnotes).
  + <https://www.healthhub.sg/live-healthy/1423/hidden-sugars-and-diabetes#:~:text=Does> Sugar Cause Diabetes%3F,high sugar intake and obesity.
  + <https://minmed.sg/hawker-food-and-its-hidden-sugar/>
  + <https://www.healthline.com/nutrition/does-sugar-cause-diabetes>
* Investigate the amount of sugar in different drinks and foods
  + 3 things: bubble tea, kaya toast,
  + click on a button and a popup with more info will appear
  + i might make the clickable button pulse but this is if i have time

[how to make a pop up card html css js - Google Search](https://www.google.com/search?q=how+to+make+a+pop+up+card+html+css+js&oq=how+to+make+a+pop+up+card+html+css+js&aqs=chrome..69i57j33i160j33i22i29i30.11578j0j7&sourceid=chrome&ie=UTF-8#kpvalbx=_zmwIZMShN42Rz7sP2KSb6AI_40)

* + [Uncovering Myanmar’s Rare Earth](https://kontinentalist.com/stories/myanmar-rare-earth-metals-minerals-mining)
  + button to click to go to the next page
* Avoid sugar with your pancreas [keyframes, getElementbyID]
  + similar to the dino jumping game but if you hit the sugar u die
  + or if u hit the sugar too many times u die (this is if i have enough time to do this
  + base code concept: <https://www.youtube.com/watch?v=4Oz34co7VLY>

**Storyboard**

Background: The game will be based on the prevalent problem of Type II diabetes in Singapore, which is a preventable form of diabetes.

Motivation & Inspiration: I drew inspiration from the popular mobile game ‘Dumb Ways To Die’ which was created to raise awareness for train safety. However, unlike the aforementioned game, my game “Panny’s Great Adventure” will have a greater focus on exploration and finally, a fun game to persuade players .

Objectives of the game: The objective of the whole game is to explore the different factors and causes of diabetes. However, the main interactive game segment has the objective of gaining a score of over 200 points in order to complete Panny’s adventure.

Data: User’s name will be collected along with user’s interaction with the code.  
Diagram, schematic

Description automatically generated