Covida-Life Online

Leonidas Vokos, University Of Cyprus

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THE TEAM

Hello there! I am Leonidas Vokos, a senior student of Computer Science at the University of Cyprus. Since the virus outbreak I started of thinking about different ideas on how to make social distancing more enjoyable. And here we are… I came up with the idea of helping people live their everyday life with the help of technology. By having 1 month of experience on Unity3D and C# I tried to make a prototype of my idea, which I hope you find interesting. Let's jump into details and remember…#STAYHOME #LOGINTOYOURLIFES

INTRODUCTION

Nowadays we are all have come against with some of our biggest fears. The fear of lacking freedom, the fear of getting the virus, the fear of losing our most loved persons. Why let these fears define us? Why not find a solution to fight them? That is what we are trying to do. We are trying to help you live your usual everyday life without having to move out the house, being afraid of everything and everybody.
We want to help you interact with your friends, family, even your favourite cashier at the supermarket and at the same time be safe.

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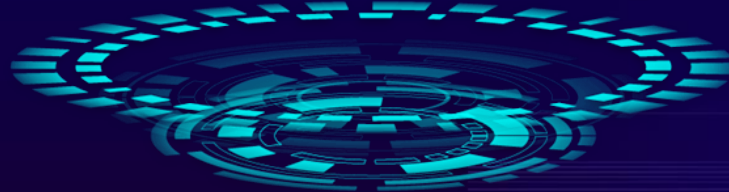
PROBLEM

The beautiful island of Cyprus has been isolated since the coronavirus cases appeared and strict orders to remain home and be safe were given and is a MUST to be followed. Many people miss their everyday interactions with their colleagues, friends, family, shop workers etc. We all know how difficult isolation is but at the same time how important it is for our life. So how can we keep interacting with our people without being afraid for our life?

THEM

Sure there are a lot of social media and smartphones for communicating with them, websites to make our online purchases, music and video platforms to keep us entertained, online gym instructors to keep us on shape. But do we really enjoy our life through these?

US

We came up with the idea of why not put all these things together in a general platform where not only people will be available to have access to those but also make that access through a game in which they can enjoy all the fun parts that technology offers while being together and having a more enjoyable interaction.

So what we did is create a 3D game (prototype) in which each person can move around Covida-Life environment and enjoy all the everyday fun things he would do in his everyday normal life. Currently the game has only 3 facilities: shops, where you can make your online purchases through different online shops, information center, where you could get informed about the virus from TRUSTED web sources and not being a victim of misinformation and entertainment center, where you and your friends can dance, enjoy whatever music you would like and even get something to drink.

SOLUTION
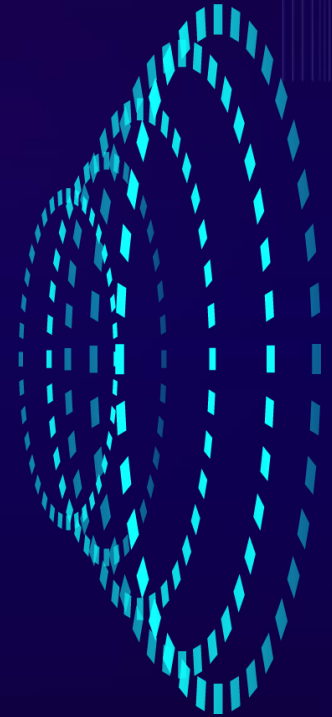
SWOT ANALYSIS

STRENGTHS

Combine all the online services in a game. Scalable as every single service can be added easily. Keep our daily interactions more alive-feeling. Get correctly informed by having fun while playing.

WEAKNESSES

Specific groups of people would find it difficult to interact within a game and they would prefer using the online services as they are.

OPPORTUNITIES

Possibly the only real-life simulator in Cyprus, which could possibly be widely accepted by the community.

THREATS

Easily substituted by online platforms that gather all these services together, but keep missing the more 'real' interaction factor.

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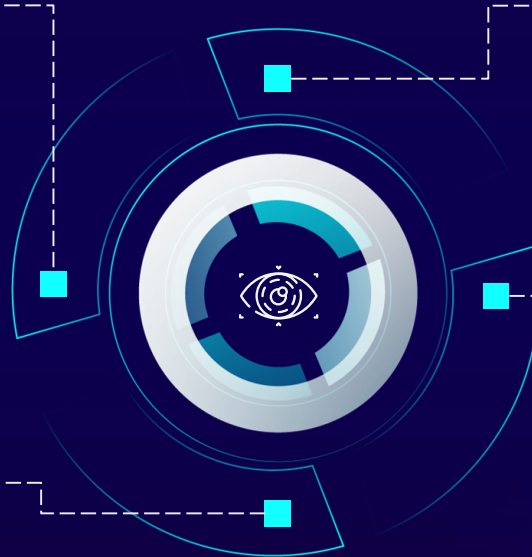
PRODUCT OVERVIEW

Covida-Life currently includes only 3 facilities.

Market place with access to the most used and useful online shops in cyprus, including Foody,Supermarket Cy, Ebay, Amazon, PizzaHut, Pharmacy etc.
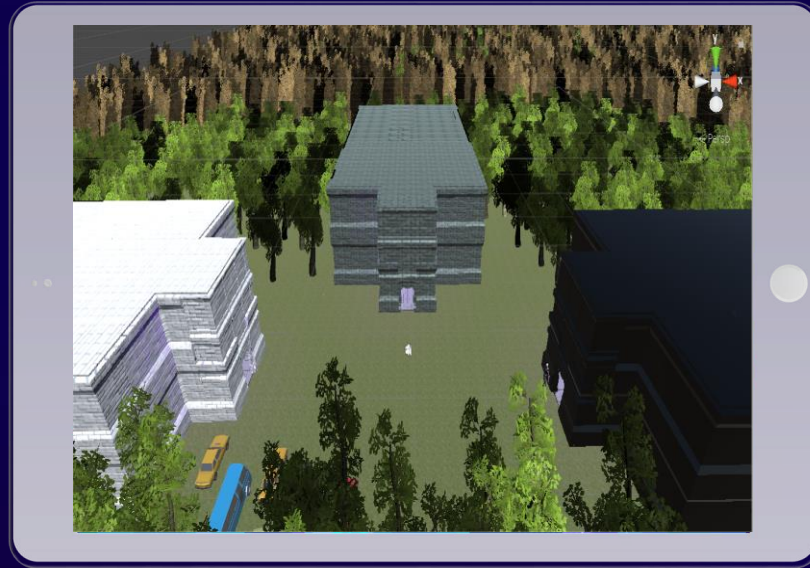
Information center providing information about the Covid-19 virus by TRUSTED resources like WHO, Maryland health Center etc.

Entertainment center with access to Spotify music and Drizly online drinks shop.

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OUR PLANS
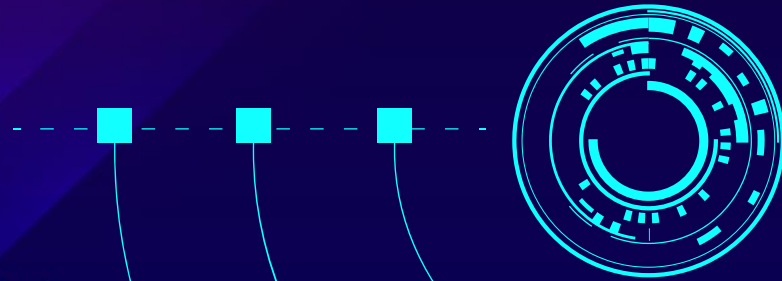
Main goals: Save the community and mental well-being.
Indirect goal: Save businesses.

BASIC — Create the most needed facilities and make the game as interactive as possible.

PRO — Add real real existing facilities and enable interaction with the workers of these facilities.

PREMIUM — Create existing neighborhoods and make them able to the users living on them.

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THANKS

Does anyone have any questions?
Email: lvokos01@cs.ucy.ac.cy
GitHub repository:
https://github.com/lvokos/covid19game_hackcyprus2020

CREDITS

◄ Presentation template by Slidesgo
◄ Icons by Flaticon
◄ Infographics by Freepik
◄ Author introduction slide photo created by Freepik
◄ Text & Image slide photo created by Freepik.com
◄ To Giannis Panteli for helping with the walkthrough recording.

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Note: The prototype was not uploaded on GitHub because of a size limitation of GitHub up to 100MB, while the file being 4GB (considering it is a game prototype). So, after communication in Slack I was told to share with you a Google Drive link in order to have access to it. The link to the project: https://drive.google.com/open?id=1sOOgEqONvILRrcPYRVI-AkxtfmX-SDJJ
Please do not hesitate to contact me on lvokos01@cs.ucy.ac.cy.