Mobile Game Programming (COMP2351)

Second Semester 2017/2018

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Course Project

Serious games are games designed for a purpose beyond pure entertainment. They use the motivation levels of game design – such as competition, curiosity, collaboration and individual challenge.

So the project for this course aims to develop an behavioral change game to raise the of people awareness about the importance of boycott Israeli products, or to raise the awareness of the damages that caused by the Israeli separation wall. The project will be done in group of (2 or 3) , and completed in phases as follows.

Phase #1
- You should submit your game title and group members.
- In this phase you should describe your game in term of:
  - Description of the players characteristics.
  - The element of the game (character and challenges).
  - Motivation (point, scores and levels).
  - In case of failure what will be done.
  - How do you treat with Higher scores?
  - Do a tiny research about the Behavioral Change Game, provide definitions, Gamification methods used, areas in which the type of game used, and some video / computer game examples.
- This task should not exceed 3 pages.
- **Due Date is 14/05/2018**
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Game Phase #2
- For this phase, the deliverable is:
  - all the sprites, such as background, characters, etcs.
- Complete and runnable game
- Your game should have at least 3 mins of play.
- **Due Date is 26/5/2018**

Group discussion and you should prepare a PPT presentation preferable to have a short video that demonstrate your game:28/05/2018