



## **Mobile gaming course project**

**Department of computer science**

**Topic:**

**Palestinian products game**

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## Introduction

The main idea of the game will be two types of products are provided as sprites moving downwards from above, while the player is moving a box like container if the Palestinian products goes in the score for feeding refugees increases if the Israeli products goes in the score for supporting weapons will go up, if the player reaches the final level it will include too endings

- 1) If the feeding refugees score is larger we make a congratulation message for saving lives of Palestinian people.
- 2) If the weapon supporting score is larger we make a sarcastic congratulation message showing that you killed Palestinian lives.

- The game ends if we do not reach the limit of product grouping for each level.

## The Behavioral Change Game

### Definition:

The Behavioral Change Game is making player changing his/her behavior after playing our game/s, like change competition to cooperation and so on. Our changing behavior is Boycott of Israeli products and Support for Palestinian products.

Our *Behavior Change Game Model* contains three elements Externalization Game (help needy), Combination Game(collect higher score), and Internalization Game(support his products).

### Gamification methods used:

Increasing the awareness of individuals about the importance of boycotting Israeli products, how this affects their economy, and supporting Arab products increases the Palestinian economy, helps the hungry and increases the employment of individuals.

With every Palestinian product, player's score increase and each score he/she help on needy person. In each level there are some rewards like make all products for Palestinian or damage Israeli products. When player lose, the number of people that he helped will display on the screen. In each level the challenges will increase such as speed of failing and number of product that must collect in limited time and so on.

### Game Area:

Background represents an event of violated Palestinian reality, Products falling from the top, the person's box that collects the food, which reflects the character of the person and what he/she support.

### Tutorial video link :

<https://drive.google.com/open?id=1MYIQuG6YFX0LavS-0jxuKAXFRjC9E-u>

## Game features

### Player Characteristics

We have two player characteristics

- 1) Player supporting Palestinian refugees by supporting Palestinian products
- 2) Player supporting Israeli weapon economy by supporting Israeli products

### Game elements

The game is made of 3 main elements

- 1) Palestinian products
- 2) Israeli products
- 3) Container box for catching the products

The challenge is catching the products supporting your cause in time limit and target product of the level.

### Motivation

Levels: there will be 3 level each level will increase the target product need in a time limit and the speed of which the products are moving.

Score: In our game each player has the ability to choose between two endings depending on which faction he or she want to support, based on that there a score for each faction.

### In case of failure

If the player failed to collect the target product in each level, he will have reset from start and a message will show saying game over and it will display current score.

### High score treatment

- 1) If the feeding refugees score is larger we make a congratulation message for saving lives of Palestinian people.
- 2) If the weapon supporting score is larger we make a sarcastic congratulation message showing that you killed Palestinian lives.