

N V C T I

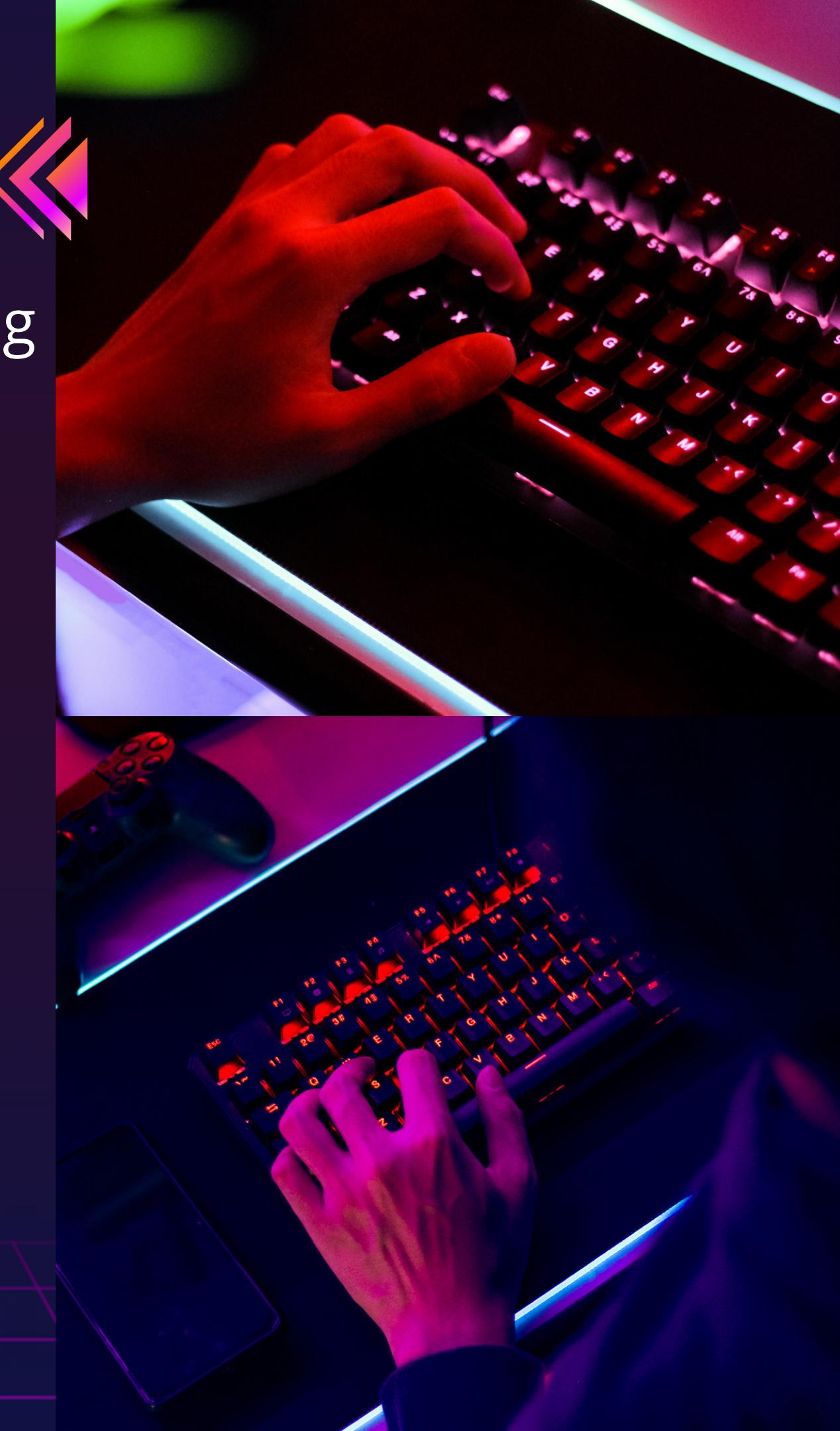
Winter Challenge 1.0



Gaming And Animation

TITLE :

'Task Master' - A Gamified and Interactive way of Learning



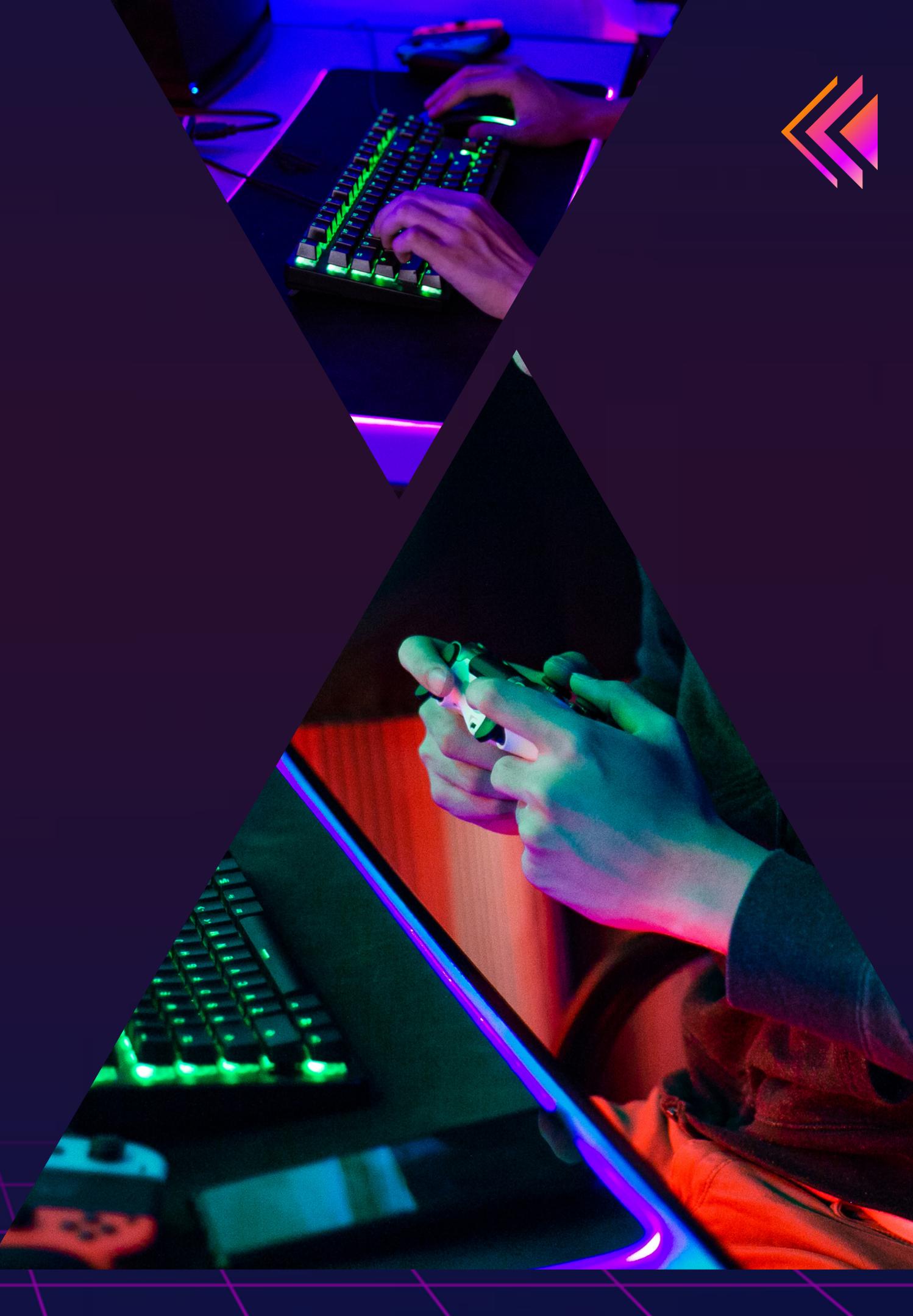
OBJECTIVE:

To inculcate learning among people belonging to different age groups. To maximize the engagement and fun by capturing the interests of learners and motivating them to carry on with learning.

To relieve stress of the people by driving them to do something new apart from their Regular Daily Routine by introducing them to fun and leisure activities with some features of Gamification which will motivate them to complete the given task in assigned time.

BRIEF INTRODUCTION :

All of us want to develop New skills and learn productive things that would contribute to our personality, health, mind and would be helpful for us in future. But laziness, procrastination, lack of self motivation, distractions, unavailability of proper learning materials, and not having a proper to-do list are some of the reasons which hinders us from doing quality Work. To rectify this problem we have made an app named 'Task Master' which is based on the incentive psychology which says that our behavior is dictated by external rewards.



Task Master will be an app with many features of gamification. It will have a sign up page for registration of the new user and a login page for already registered users. With login, Users will have to mention their age group, their interests and hobbies. What they like to do or want to do or to achieve such as health goals, increase concentration, improve sketching skills, to learn graphic designing, content writing or just want to do some tasks for fun. For this we will use computer Vision to check the authenticity. To maintain the privacy of the user after clearing the level the post will be deleted from the App. There are many more features in the app as mentioned in the novelty Section which will motivate people to clear more and more levels and create a sense of addiction (which is good) for the user..





EG- USER INFORMATION

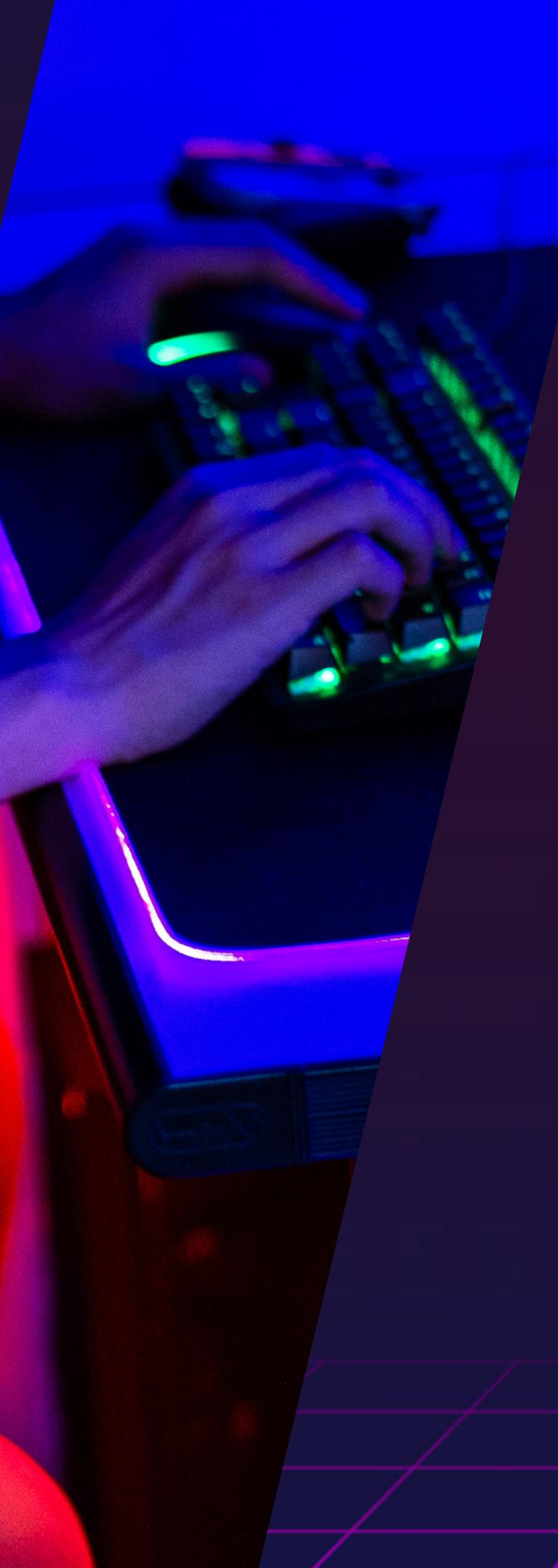
NAME- XYZ AGE: 11YEARS WORK: SCHOOL
STUDENT DAILY ROUTINE:

SPECIAL TALENT:

HOBBY: SKETCHING CARTOONS

WHAT THINGS USER WANTS TO LEARN:

1. LEARN TO SOLVE THE RUBIX CUBE.
2. DO SOMETHING TO STAY HEALTHY.
3. WANT TO IMPROVE MY MATH.

A close-up photograph of a person's hands typing on a keyboard. The keyboard has vibrant green backlit keys, and the overall scene is dimly lit, with the light from the keyboard creating a glow. The background is dark.

AI WILL ANALYZE THE INFORMATION PROVIDED BY THE USER AND DEFINE HIS TASKS AS PROGRAMMED BY US THE LEVELS FOR THE USER GIVEN IN THE EXAMPLE IS

LEVEL 1- SOLVE 2*2 RUBIX CUBE.

LEVEL 2- DO 3 SETS SQUATS . EACH SET OF 15 REPETITION. LEVEL 3- 5 MINUTES YOGA.

LEVEL 4- 1 MINUTE PLANK.

LEVEL 5- MEASURE AREA OF YOUR NOTEBOOK.

LEVEL 6- MEASURE TOTAL SURFACE AREA OF A GLASS.

LEVEL 7- SKETCH A FLOWER.

LEVEL 8-SKETCH A CARTOON OF YOUR CHOICE. LEVEL 9- SKETCH ON THE TOPIC ‘SAVE WATER’. LEVEL 10- SOLVE ONE FASE 3*3 RUBIX CUBE. AND THE LEVEL WILL CARRY ON.



NOVELTY-

IT IS NOT A REGULAR GAME, LIKE SNAPCHAT STREAKS,WE HAVE A FEATURE NAMED TASK STREAKS WHICH WILL INDICATE THAT FROM HOW MANY DAYS USER IS DAILY COMPLETING HIS TASKS AND THERE WILL BE A LEADER BOARD ALSO FOR MAX NO OF STREAKS ,USERS WOULD COMPETE AMONG EACH OTHER TO HAVE A HIGHER NUMBER OF STREAKS WHICH WOULD CREATE A SENSE OF COMPETITIVENESS AMONG THEM.

THE MAIN FEATURE OF THIS GAME WHICH MAKES IT SO UNIQUE IS THAT EVERYONE CAN PLAY THIS GAME IRRESPECTIVE OF THEIR AGE, THAT IS THE TARGET AUDIENCE IN THIS GAME IS PEOPLE OF EVERY AGE, NOT JUST 'YOUNG PEOPLE' WHICH ARE GENERALLY THE TARGET ONES FOR MANY GAMES

TASK MASTER ALSO ALLOWS ITS USERS TO CUSTOMIZE CONTENT ACCORDING TO WHAT THEY WANT TO LEARN, WITH ITS WIDE VARIETY OF CONTENT USERS CAN LEARN ALMOST EVERYTHING IN A FUNNY AND GAMIFIED WAY.



TASK MASTER WILL CREATE AN URGENCY AMONG USERS TO POST, TO BE A FRONT RUNNER AMONG THEIR PEERS.

USERS WILL GET GIFTS ALSO ON ACHIEVING MILESTONES LINE 100 DAYS STREAK OR COMPLETING 25 LEVELS AND MANY MORE WHICH WILL MOTIVATE THEM TO ACTIVELY PARTICIPATE.

IF ONE WANTS TO CLEAR A LEVEL WITHOUT COMPLETING THE TASK THEN HE CAN USE THE KEY FEATURE .USER WILL GET 4 KEYS ON THE STARTING OF THE GAME AND OTHER KEYS HE CAN COLLECT BY PARTICIPATING IN MISCELLANEOUS TASK EVENTS ORGANIZED ON SPECIAL OCCASIONS

THE GAME LOOKS IN SUCH A WAY THAT THE USERS WILL THINK OF IT AS A NORMAL GAME RATHER THAN AN ‘BORING EDUCATIONAL GAME’.

THE BEST PART IS THAT, THIS GAME NEVER ENDS, THUS THE USER CAN ALWAYS AVAIL THE VAST KNOWLEDGE.



METHODOLOGY



USE OF ARTIFICIAL INTELLIGENCE, THAT IS TO INTERACT WITH THE USERS WOULD BE REQUIRED. WITHOUT PROGRAMMING LANGUAGE WE CAN'T EVEN THINK OF GAMES, IT IS THE BACKBONE OF EVERY GAME. TO BRING OUR GAME INTO LIFE ,THE ROLE OF GRAPHICS IN THE GAME WILL BE AS OF ANIMATION.THERE WILL BE A MANAGEMENT TEAM TOO TO REPLY TO THE QUERIES OF THE USER AND MAKE NECESSARY UPDATES. FOR MAKING THIS APPLICATION A GROUP OF 4-5 ENGINEERS WILL BE REQUIRED WHO WILL HELP US WITH THE PROGRAMMING, GRAPHICS , ANIMATION AND OTHER TECH BASED WORK.WE CAN EVEN HOST OUR APP ON PLAYSTORE/APPSSTORE TO INCREASE THE NUMBER OF USER BASE.





APPROACH



A WELL DEFINED APPROACH WHICH WILL TELL ABOUT DIFFERENT PRODUCTION STEPS INVOLVED IN THE MAKING OF THE GAME WILL BE MADE. WE WOULD ALSO REQUIRE THE HELP OF TEACHERS, DOCTORS, RESEARCHERS, ENGINEERS ETC. FOR HELPING US WITH THE CONTENT REQUIRED.



WE WOULD TAKE HELP FROM STUDENTS AND TUTORS TO IMPLEMENT THE GAME WITHIN THE REAL WORD ENVIRONMENT, WHICH WOULD HELP US TO TAKE THEIR FEEDBACK.

A SET OF MACHINES WOULD ALSO BE REQUIRED THAT WOULD HELP US TO CREATE THIS INTERACTIVE GAME.



ABOUT US

Member 1

- NAME - YASH CHOUDHARY
- UNIVERSITY - IIT(ISM) DHANBAD
- MAJOR - ELECTRICAL ENGINEERING.
- EMAIL - 21JE1066@IITISM.AC.IN

MEMBER 2 / TEAM LEADER

- NAME - HIMAANSHU MITTAL
- UNIVERSITY - IIT(ISM) DHANBAD
- MAJOR - Chemical Engineering
- EMAIL - 21je0399@iitism.ac.in





THANK YOU

