GAMES FOR GOOD

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The purpose of this project was to design and create a game that would attempt to address and solve some real-world problem. The first step in this process was to select a problem that could be solved or addressed with a game. For this, I ultimately decided to create a game trying to address the problems of creating a food system that can adequately distribute food to a population. Next my advisor and I discussed how to gamify this problem into a relatively easy to digest form while also using such game mechanics to help inspire a solution. Ultimately, I decided that the tower defense genre has a very similar planning element to what is needed in a successful food system; thus, this was the genre chosen to make the game in. Additionally, I created a survey with the purpose of gauging how well the game addresses the problem of food system planning. I then built the game using the Unity engine. This process involved starting with a tower defense toolkit in Unity to create two levels, then introducing new sounds, 3D models, and user interface elements to make the game better express the message that I wanted it to communicate. Lastly, I gathered a small group of people to play the game and take the survey. While the sample size was small, the consensus among them was that the game was fun and did have some message attached to it, though that message was not entirely clear.

Appendix

The game created for this project, and instructions on how to run it, can be found at https://github.com/philkir22/games_for_good.