

Heroes of Aleppo

Intelligent Game Design Project

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1. Introduction

1.1 Objective

The game is a relief/disaster management game in the torn city of Syria after the Aleppo bombings that happened in 2016. The objective of the game is to play as people who were actually real life heroes rescuing and saving people in Syria. The main game agenda would be to reach from the start point to the end point in a 2-D map while saving people in a timed manner. The player will have limited supplies. There will be enemies in each level that the player has to avoid or defeat.

1.2 Educational Aspect

As we know, the Syrian crisis is one of the greatest tragedies in the world right now and a lot of teens/kids are unaware of the misfortune of those people. The tragedy has also led to the Syrian refugee crisis which is one of the most debated things in politics. A game that shows the condition of Syria to the teens is a step to make them understand the situation and the horrific condition of the Syrian people and of the refugee crisis and makes them more sympathetic and approving of these victimized people especially in the first world countries. The game also informs them about relief operations and puts them in that role. Along with that it touches upon people so that they have a more helping/sympathetic outlook and teaches them disaster management and management of available resources.

1.3 Targeted User Group

The target age group is 12 years to teens and young adults. The game also aims to target people who are unaware of the Syrian crisis.



2. Story Line/Scene and Level Descriptions

2.1 Booting of the Game

Before the start of the game – There will be 3-4 scenes of context which describe the situation in Syria (mostly text based with a background image or a short video):

- The first two scenes will provide a brief history about Syria and the crisis. As of now, we plan to use parts of this video as a reference: [Syria and Refugee Crisis Explained](#)
- The next scene will detail about the Aleppo bombings that happened in 2016.

2.2 Start Screen

The start screen design will look something as described:

- There will be buildings in the background with flags of countries on top of each building. The buildings of nations like USA, UK will be very flamboyant with happy faces inside the windows. But the Syrian building will be burning and destroyed.
- There will be standard Play, Quit and Rules buttons on the start screen .

2.3 Chapter 1

The game will start with the introduction to our 1st main character: Muhammad Waseem Maaz

- Background of Muhammad Waseem Maaz: He was a doctor in the Al-Quds Hospital in Syria and was one of the last pediatricians in Syria. During the Aleppo Bombings, the hospital was bombed and he died during that.
- Game/Level design: It will be the top view of the inside of a hospital. The map that will be used is present in Figure 2.1
- The main character will be placed at one of the cells in the corner along with two side characters - 2 wardboys. They will be walking with the main characters as lives, i.e. our player has 3 lives as 3 people walking together. Whenever hit by enemy one of the side character dies and if the last life is finished, the main character dies. Whenever one of the side characters dies, the ammunition and resources go down.

- The health bar will be placed in the top left corner with the indication of remaining supplies below it. The timer will be placed in the top center area of the screen and the top right corner will have a key depicting the time for each kind of victim before which they need to be rescued.
- At the end of this chapter, we have scenes which tell that Muhammad Waseem Maaz died in these bombings and died a hero. [Scene will be text-based]

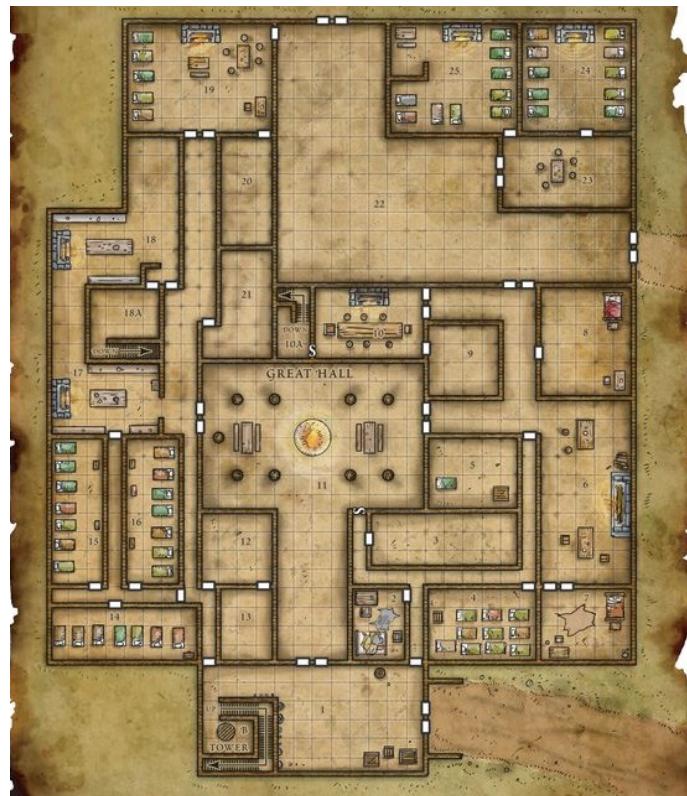


Figure 2.1: Map for Chapter 1 of the game

2.4 Chapter 2

The 2nd chapter will start with the introduction to our 2nd main character: Khaled Omar Harrah.

- Background of Khaled: Khaled Omar was a White Helmet which is a group of rescuers working in Syria to save people. Khaled Omar became famous in 2014 due to a video of him saving a small child that went viral and he was titled “Hero of Aleppo”. Omar died in an air-strike while on a mission. This video will be used : [Last Men in Aleppo](#).
- Game/Level Design: It will be the top view of a torn/destroyed city like. An example of the map is given in Figure 2.2
- The placement of characters/indicators will be similar to the previous chapter.
- The chapter ends with the story of how Khaled died in an airstrike while in a rescue operation in Aleppo.

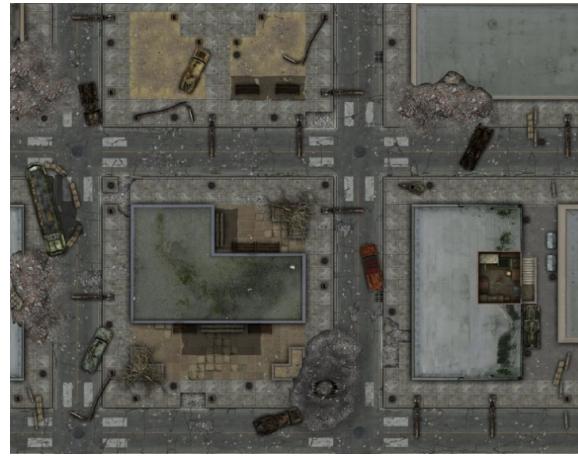


Figure 2.2: Map for Chapter 2 of the game

2.5 Chapter 3

The 3rd chapter will start with the introduction to our 3rd main character: Radi Saad

- Background of Radi Saad: Twenty-three-year-old Radi Saad was a topography student at Aleppo University itching to get out of Syria, when the revolution began and his life changed. Now he is a part of the White Helmets and volunteers for rescue operations.
- Game/Level scene: It will be the top view of a school. An example of the map is given in Figure 2.3



Figure 2.3: Map for Chapter 3 of the game

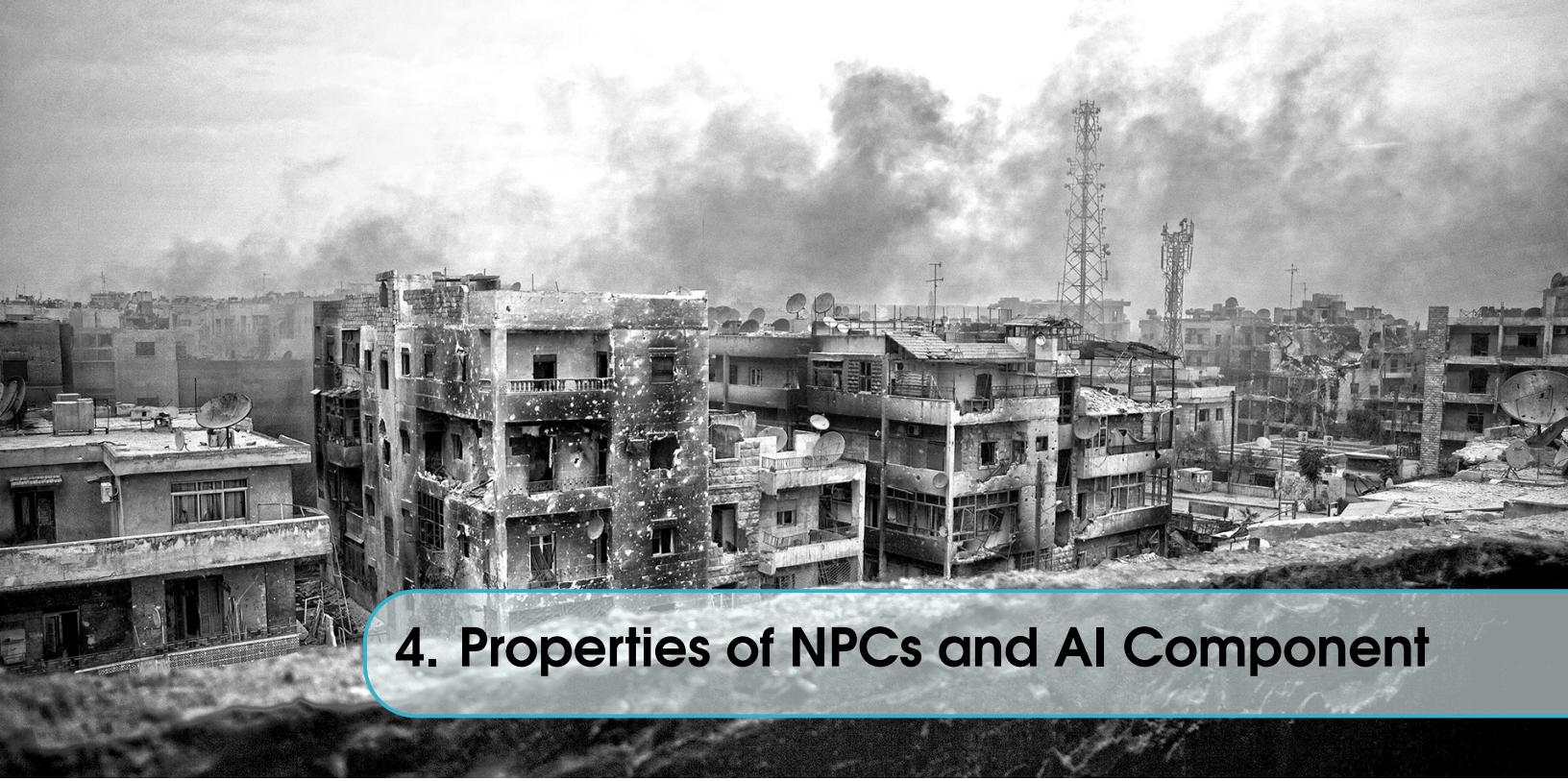
- The placement of characters/indicators will be similar to the previous chapter.
- The chapter and game will end with the message that heroes like Radi Saad are still out there working for those people. These heroes are not special people but just ordinary people like most of us made special due to circumstances and we spread the message that everyone should come out to help these people in Syria.



3. Rules

The rules of the game have been described below:

- User Movement will be allowed in only 4 directions, throwing stones/ weapons will be allowed in all 4 directions. The side characters are resource carriers and cannot attack enemies.
- NPCs can move in 8 directions.
- In each level, the main character is followed by 2 side characters in a V formation, these two characters will be walking around with our main characters as lives. This means that our player will have 3 lives in the form of 3 people. But only the player can be hit and not the NPCs.
- The player will lose one life when hit twice.
- Since, NPCs are resource carriers, when the player loses one life, 1/3rd of resources are lost.
- The player will have to save at least a k number of victims in said time period (say 3 min).
- Victims will be divided into 3 types, type 1 victims should be saved in 1/3(total time), type 2 victims should be saved in (2/3) of total time, type 3 in total time, they will be differentiated using colors, whose key will be shown on screen at all times.
- Score calculation: Calculate sum of (total time-time passed) when a victim is saved, divide this by k, and add it to the current score.
- For the second and the third chapters, the militants will be the enemies.
- If the player dies, he will re-spawned at the start of the chapter in which he/she dies.



4. Properties of NPCs and AI Component

- The following figure will act as an enemy sprite for the first chapter:



Figure 4.1: Enemy sprite for Chapter 1 of the game

- For the second and the third chapters, the militants (normal sprites) will be the enemies.
- Radius of vision: The enemies will have a radius of vision within which if the player enters, they will start to follow him/her.
- NPCs which are the supporting characters to our players will form a V formation with the player as their leader.
- Shooting by the NPCs will use decision making.