

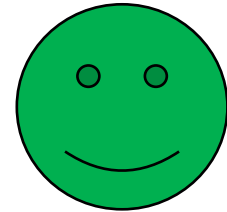
HUL267 POSITIVE PSCHYOLOGY ASSIGNMENT

HAPPINESS GAME

PRANJAL RAI, 2018EE10484

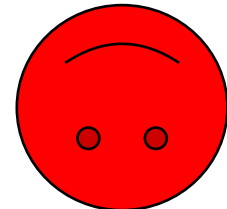
Some traits which I think are in favour of Happiness are:

- Peace
- Perseverance
- Success
- Punctuality
- Humour



Some traits which I think are not in favour of happiness are:

- Violence
- Loss
- Procrastination
- Injury
- Disappointment



“Avoiding the traits which are not in favour of happiness is the easiest way to be happy”.

Based on the above thought I made a Happiness game. In the game the user controls a character named **“Happy”**. As the game proceeds many hurdles tagged with various unhappy traits rushes towards Happy. Happy can jump using the **“Up”** key. The player has the responsibility to press the Up key and help Happy to jump over the hurdles.

Longer the Happy survives the higher user scores.

Higher the score, more hurdles jumped over and, more the hurdles of unhappiness jumped, more motivated and happier the user should be.

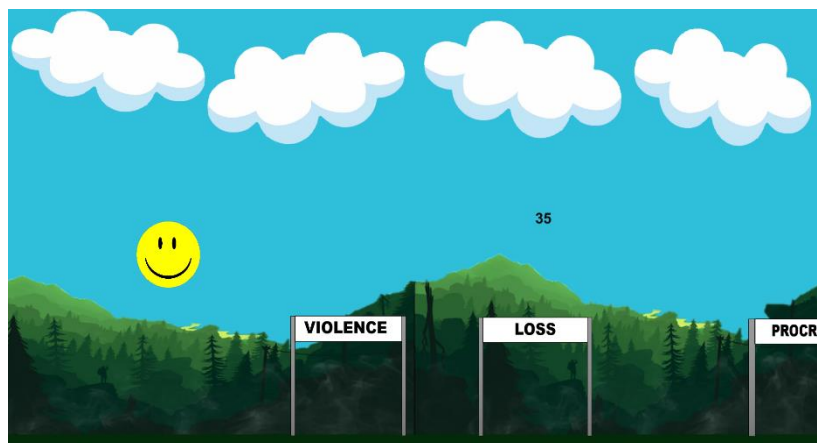


FIG.: INTERFACE OF THE GAME