

## City Safety Serious Game Brainstorming

Concept: child going out into the city to collect food to bring home

Target Audience: Children

Core loop: going through each level to reach end goal while avoiding obstacles and collecting food.

Meta loop: Getting home

Top Down Game system

Github tutorial: [https://www.youtube.com/watch?v=Y1kHRc9OfN0&ab\\_channel=rayuserp](https://www.youtube.com/watch?v=Y1kHRc9OfN0&ab_channel=rayuserp)

Erica's GitHub username: ericaiduh

### Sources:

Assets:

- City: <https://kenney.nl/assets/rpg-urban-pack>
- Food: <https://piiixl.itch.io/food>
- Health Bar: <https://opengameart.org/content/health-bar-0>
- End trophy to next level: Ninja Turtle pack
- Background image:  
[https://www.freepik.com/free-ai-image/8-bit-graphics-pixels-scene-with-police-office\\_137496034.htm#fromView=search&page=1&position=27&uuid=9bc37664-9742-4693-a085-b39f2e791ed2&query=Pixel+City](https://www.freepik.com/free-ai-image/8-bit-graphics-pixels-scene-with-police-office_137496034.htm#fromView=search&page=1&position=27&uuid=9bc37664-9742-4693-a085-b39f2e791ed2&query=Pixel+City)
- Background Music: <https://pixabay.com/music/video-games-best-game-console-301284/>
- Car horn sound effect:  
<https://pixabay.com/sound-effects/car-horn-beep-beep-two-beeps-honk-honk-6188/>

Code:

- Player movement: <https://www.youtube.com/watch?v=kw1il69kW6o>
- Idea for using positions to determine the movement direction and using absolute value to determine dominant movement direction from ChatGPT
- Switching the level: <https://www.youtube.com/watch?v=GZrALMvOwY8>
- Pause menu: [https://www.youtube.com/watch?v=JEQR4ALlwVU&ab\\_channel=Gwizz](https://www.youtube.com/watch?v=JEQR4ALlwVU&ab_channel=Gwizz)
- Main Menu:  
[https://www.youtube.com/watch?v=Mx3iyz8AUAE&ab\\_channel=CGFastTrack](https://www.youtube.com/watch?v=Mx3iyz8AUAE&ab_channel=CGFastTrack)
- Alerts : chatGPT
- Bounceback from cars: chatGPT

### Game Design Ideas:

Platformer:

- Platforms as sidewalks and crosswalks
- Make the sidewalks the platforms you have to jump up to, need to make sure always traversing on a sidewalk
- Make the crosswalks long with ceiling overhead so need to walk across the crosswalks, cannot jump across
- Start with half a health bar

### Multi-level

- Each level introduces new food to get and new enemies

### Food

- Keep track of food amount collected to take home
- Stay fueled: Healthy choices will add health
- Avoid distractions: Unhealthy choices will lose health (small amount)
- When food health is gone, lose life, restart level

### Enemies

- Look both ways: Cars moving across the crosswalks
- Stranger danger: People offering child things
- Pickpocketers: take food health (large amount)
- When hit enemies, lose life, have to start over level

### Has to cross the road:

- Construction zones
- Get more food
- Roads as losing health every couple of seconds
- Must walk along the sidewalk

### End:

- If he gets to end of Level 4 with some health, he has made it home safely and won

### Scenes:

- Main scene
- *Main guy*
- *Stranger to offer food*
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- Various healthy foods
- Various unhealthy foods
- Health bar
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- Pickpocket
- Car one way
- Car other way

### Level 1:

- Simple healthy food
- Cars going one way

### Level 2:

- Healthy food that's worth more
- Unhealthy food, lose health
- Cars going both ways

### Level 3:

- Various healthy foods
- Various unhealthy foods
- Cars going both ways

- Pickpocketers

Level 4:

- Various healthy foods
- Various unhealthy foods
- Cars going both ways
- Pickpocketers
- Strangers offering food

Details	Our Ideas
Feel	Fun, tiny bit stressful, but not overly
Graphics	Cute, fun, colorful, not serious since pixelated and forms than actual realistic shapes
Interactions	Direct movement
Feedback/Effects	Health bar increase/decrease to show gaining something, dying if hit by car or kidnapped

Simplified Level Ideas:

1. No obstacles, coins leading to house
2. Cross the road, no cars
3. Road with cars
4. More roads with cars
5. More roads with cars, one stranger

### User Experience Journey

Use case scenarios: little children learning city safety rules, looking both ways before crossing

Discourse: graphics look cute so children would be drawn, interested in playing

First impression: engaging graphics to continue playing, like the challenge of watching out for cars

Start tutorial: main level where the player learns how to move around

Core loop: player begins at school, needs to cross roads in order to get home, ends at home

Finish

Our game is intended for teaching children about city safety rules, with a target audience as young children. Each level of the game focuses on a child walking home from school, taking an increasingly difficult path as the levels increase, including pickups to encourage them to walk on the sidewalks and crosswalks and cars as obstacles for them to look out for.

Submit build: album file for mac

- Play game as executable

**Ending message about city safety**

Make sure to stay safe when traveling through the city! Walk along the sidewalk and crosswalks and look both ways for cars before crossing the street. Stay away from strangers and focus on getting home.

**Elevator pitch ideas**

With our game Stranger Danger, we've created a fun way for children to learn city safety rules and gain problem solving skills for city navigation. Stranger Danger is a top down game, where the player must walk home from school through a busy city. Each level of the game focuses on the player's new route. Along the way, there are pickups to encourage the player to safely walk on the sidewalks and crosswalks as well as common city obstacles to navigate around such as cars and strangers. Excitement for collecting points for safe behavior with increases in difficulty of the paths and addition of new challenges as they accomplish each level will keep children enjoying themselves while they gain city safety knowledge and practice their critical thinking skills in making safe decisions.