



By **Team 8 (Winx Club)**

## Problem Statement

To create a mobile application for social good

## Solution

Home Green Home is a mobile game that aims to cultivate sustainable living habits among users aged 9-16 years old

- Guided with UN Sustainable Development Goals (SDGs) 12 and 13 - responsible consumption and production and climate action

## SDGs Targeted

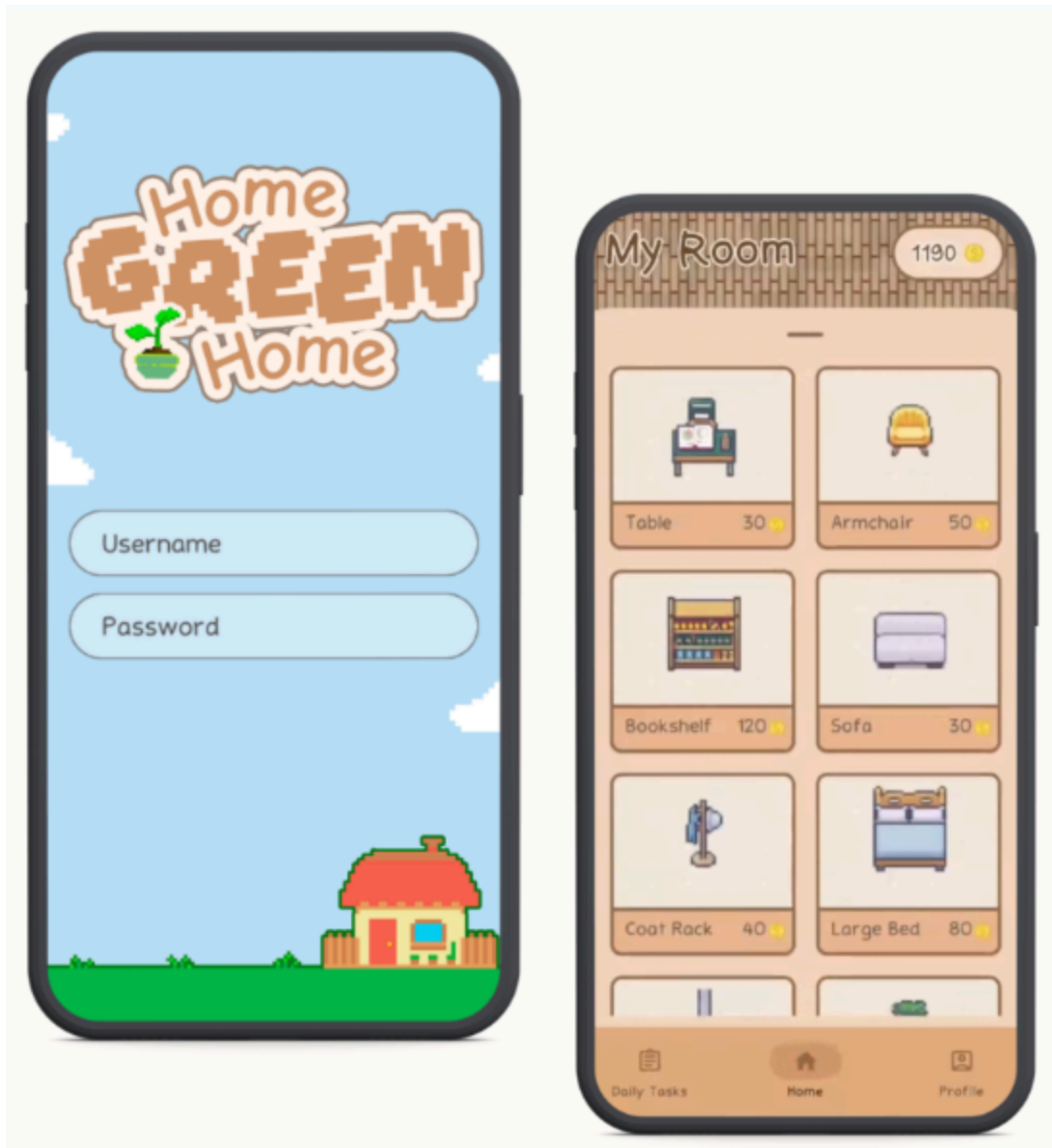


## My Project Contributions

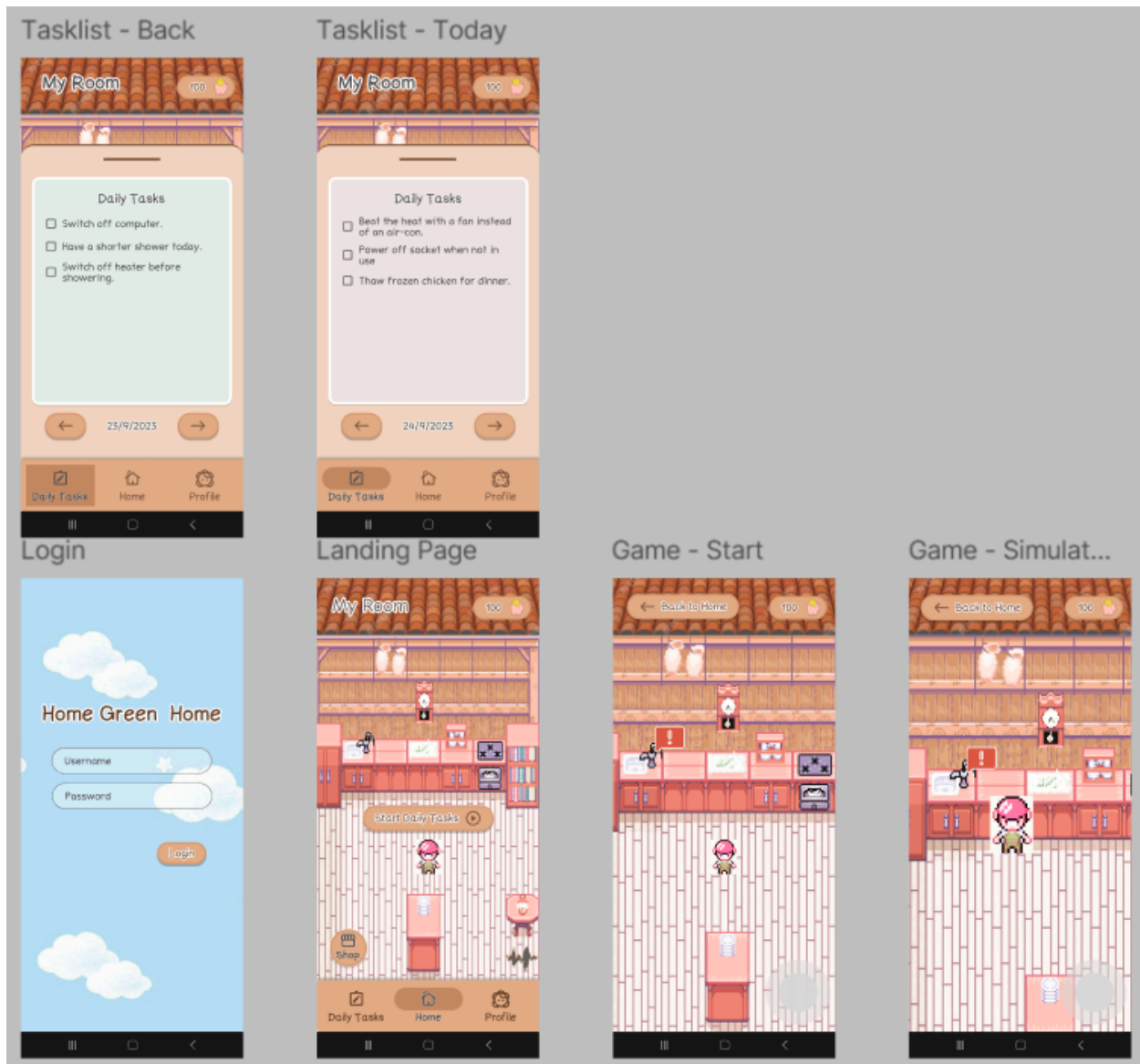
- Design prototype game screens using Figma
- Design game map and game character using Tiled and tileset assets from LimeZu <https://limezu.itch.io/moderninteriors>
- Learn Flutter and Dart programming language during the hackathon competition and apply it directly into the project
  - [Frontend Development] Render the game map; code the animated movement of character and collision detection with other objects

## Game Demo

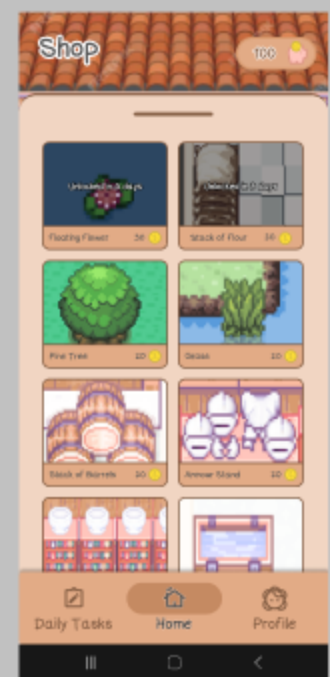
[https://prod-files-secure.s3.us-west-2.amazonaws.com/3ef852f9-a9f9-421a-97bd-a8ed242279f3/3db5e387-b7b6-425b-a0da-1fc36f159303/google\\_ignite\\_game\\_demo.mp4](https://prod-files-secure.s3.us-west-2.amazonaws.com/3ef852f9-a9f9-421a-97bd-a8ed242279f3/3db5e387-b7b6-425b-a0da-1fc36f159303/google_ignite_game_demo.mp4)



## Figma Prototype



# Shop Catalogue



# Profile

