

MoodSwing Game Summary

Premise

It is the year 2014, and Rainbow Town is lagging behind – it is nowhere near achieving the United Nation’s Millennium Development Goals. The city is having violent mood swings. People are rioting everywhere about its ill conditions. Now, it is up to you to lead an NGO to help these people, help achieve the millennium development goals, and to brighten up Rainbow Town once more, one district at a time.

Unique Game Features

- I. MoodSwing is a non-linear, multidirectional tower defense game. The strategy involves setting up towers around the map to efficiently defend the goal.
- II. Instead of using bars and numbers to represent hit points, MoodSwing intuitively adjusts the saturation of the city and the intensity of the music.
- III. Instead of building towers to kill monsters as is done in conventional tower defense games, the goal of MoodSwing is to build centers of development to help the community.

How It Addresses the 2011 Theme

In MoodSwing, the player is tasked to build up a community of helping hands and to build, using the player’s scientific and technological know-how, technological centers that will help solve the world’s toughest problems.

Pre-existing Source Code

“Collision Detection Using a Color Key” from XNA Game Development for the Masses - <<http://www.xnadevelopment.com/tutorials/theroadnottaken/theroadnottaken.shtml>>. This code was used in MoodSwing for checking collision against non-rectangular and non-circular GUI items.

“Picking” from RB Whitaker’s Wiki - <<http://rbwhitaker.wikidot.com/picking>>. This code was used in MoodSwing for mouse to 3D model collision detection, required when picking buildings onscreen.