MoodSwing Game Summary

Premise

It is almost the year 3000, and <town> is lagging behind – it is nowhere near achieving the UN Millenium 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 goals,

Unique Game Features

1. MoodSwing is a non-linear, multidirectional tower defense game.
2. Instead of using bars and numbers to represent hit points, MoodSwing uses change in saturation.
3. 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 people.

How It Addresses the 2011 Theme

In MoodSwing, each player is

Pre-existing Source Code