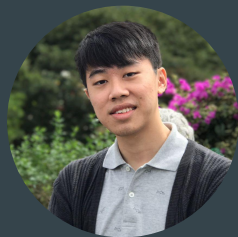


# Synergistics



Mid-Semester Presentation

# Meet The Team



**Benedict  
Tan**

Team Leader  
Designer  
Programmer



**Ian  
Chern**

Designer



**Tean-Louise  
Cunningham**

Designer



**Lachlan  
Frawley**

Programmer



**Kelvin  
Zhang**

Designer



**Max  
Hornigold**

Programmer

# Our Project

# Misinformation and Fake News

Originally presented by Team Grape

# Misinformation and Fake News

## Purpose:

- Educate young people on how to identify, analyse and filter out cases of misinformation and fake news on social-media through the means of a game.

## Proposed Solution:

- Player is in control of an empire -> decisions impact state of empire
- Player develops good habits by learning to investigate different sources.
- One story at a time- -> select true/false -> consult with advisors.

## Design Choices

- Desktop game -> Immersion
- 2D with non-photorealistic graphics -> Implemented using Unity3D and C#

# Features we chose to Implement

1. Original game theme and setting, during the era of kingdoms and empires.
  - Eliminates potential bias.
  - Suits target demographic of young adults.
2. Make informed decisions and filter out misinformation or fake news -> social media platforms.

**How is ours different?** - True/false -> Multiple stories, Deal with consequences

**Why did we change it?** - Social media is not black and white.

**How have we Gone?**

**Our Plan so Far**

# Our Plan So Far

• **August 10**

Project start: team planning

• **August 24**

Draft stories + characters created.

• **September 03**

Game logic implemented. MVP complete.

**Week 2**

**Week 3**

**Week 4**

**Week 5**

**Week 6**

• **August 19**

Game flow + UI wireframes complete.

• **August 26**

UI game screens added to Unity

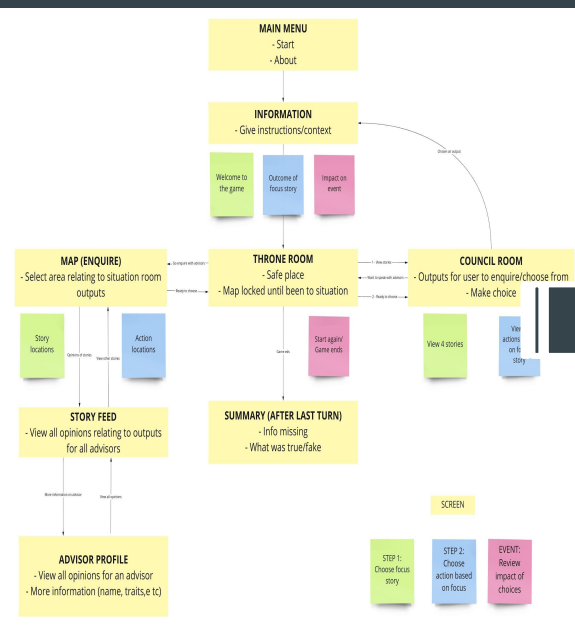
• **September 04**

Preparation for Mid-Project Presentation

# Our Progress

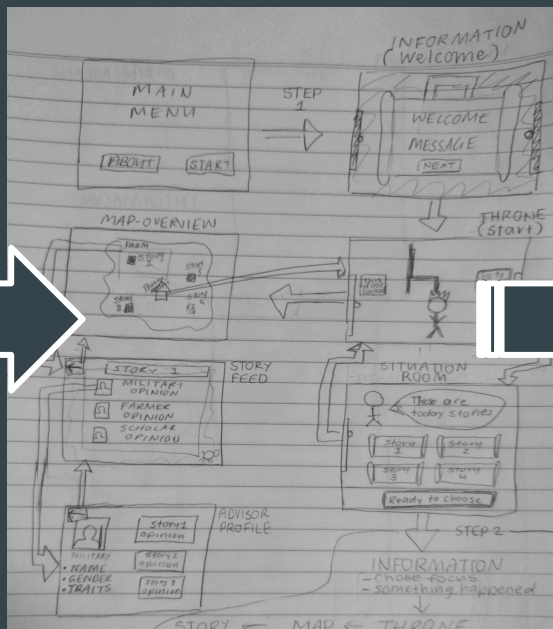
## Workflow

Basic flow of game



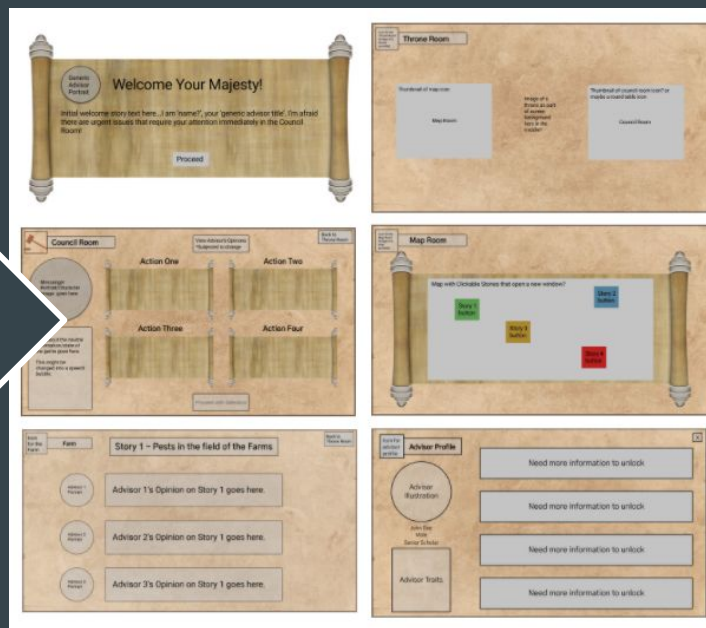
## Paper Prototype

Initial design of game screens



## Wireframes

Used as base for addition to Unity



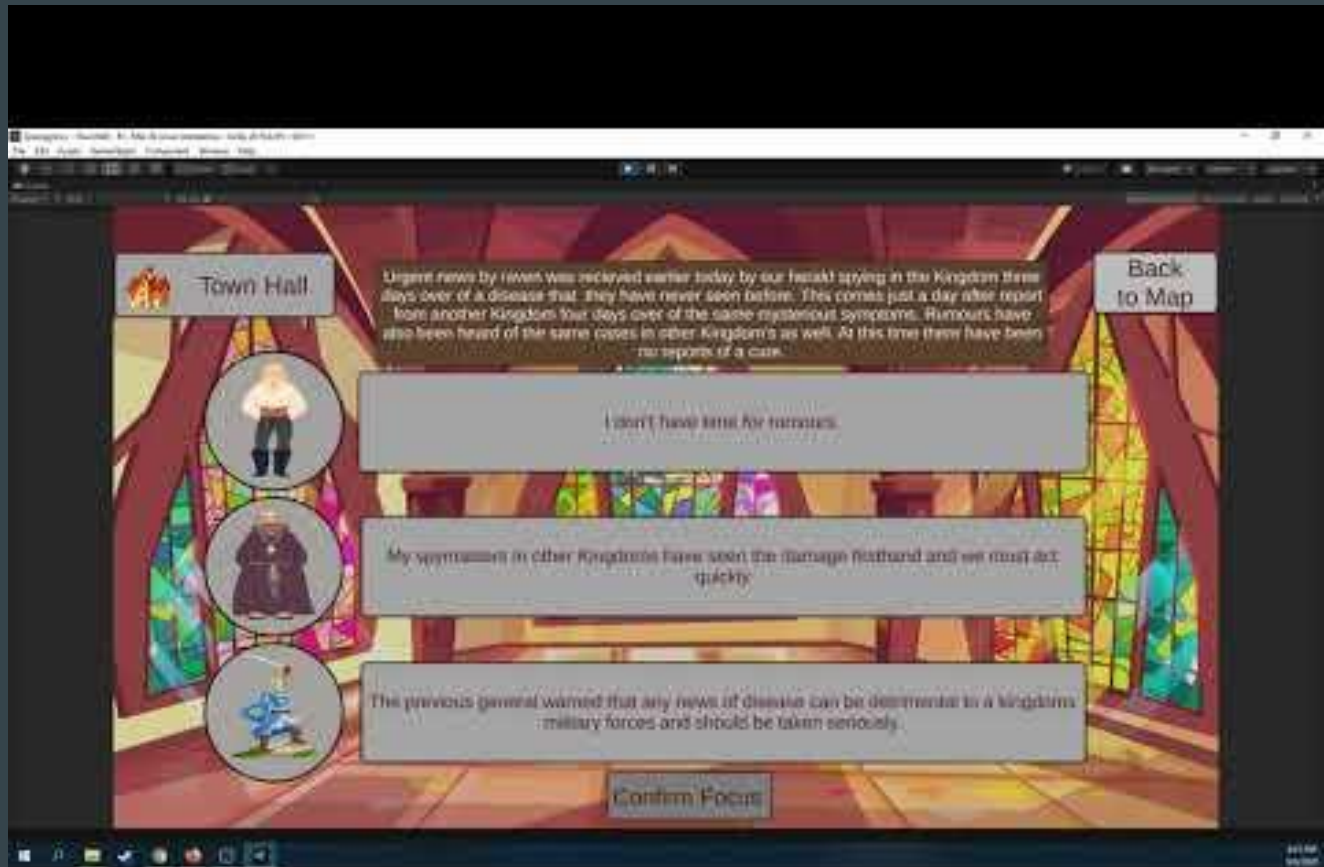


**MVP**

**Overview & Demonstration**

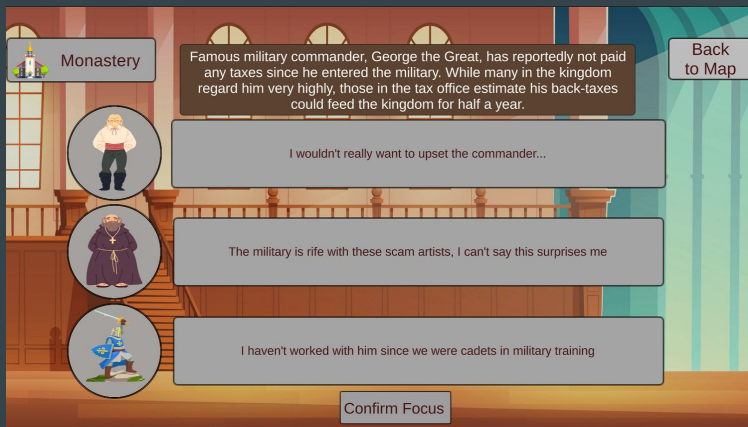
# MVP

- Interactive Game
- 1 Major Story Sequence
- Key Gameplay Screens
- Medium-fidelity GUI
- Aesthetics

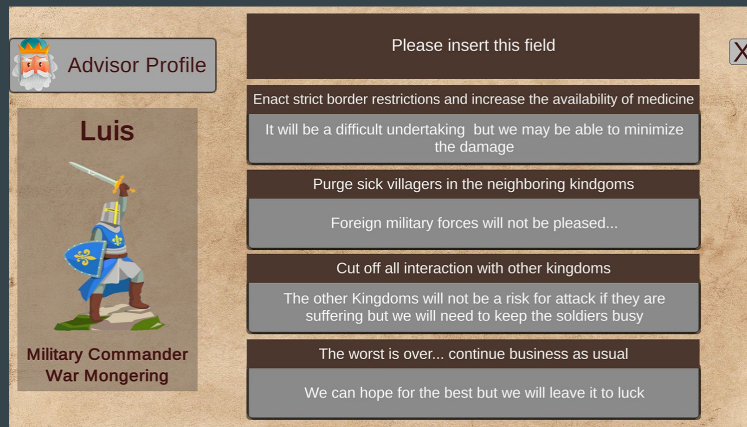


# Interfaces

## Location Screen



## Advisor Profile



- Check sources (speak with multiple advisors)
- Language (stories with worse consequences are misleading)
- Overload of choices (presented with multiple stories at once)
- Reflection of real-world events (stories follow pattern of modern events)
- Mitigating consequences (players must deal with their choices)

**Looking Forward**

**Our Plan**

# The Future

• **September 11**

Apply feedback from  
MVP Presentation

• **Mid-Sem Break**

Apply user testing feedback  
+ refine aesthetics

• **October 18**

Debug + refinement.  
Project build complete.

• **October 26**

Final demonstration  
+ portfolio

**Week 7**

**Week 8**

**Week 9**

**Week 10**

**Week 11**

**Week 12**

• **September 18**

User testing -  
feedback collected

• **October 09**

Additional major  
event sequences

• **October 23**

Final checklist +  
presentation rehearsal

**Thank You!**