

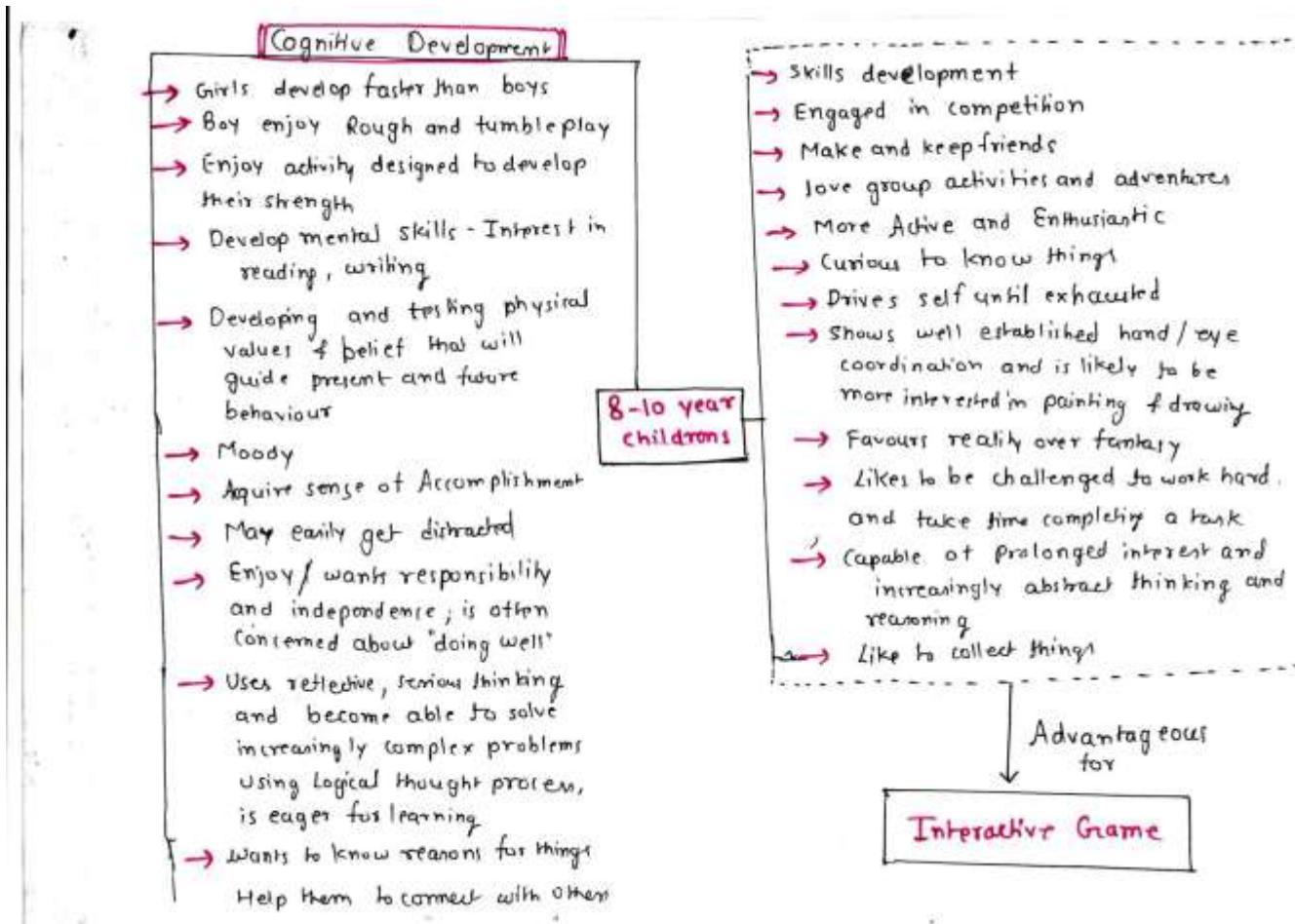
Liyo's Geo Safari

Guide – Prof. Phani Tetali

Presented By :

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Research



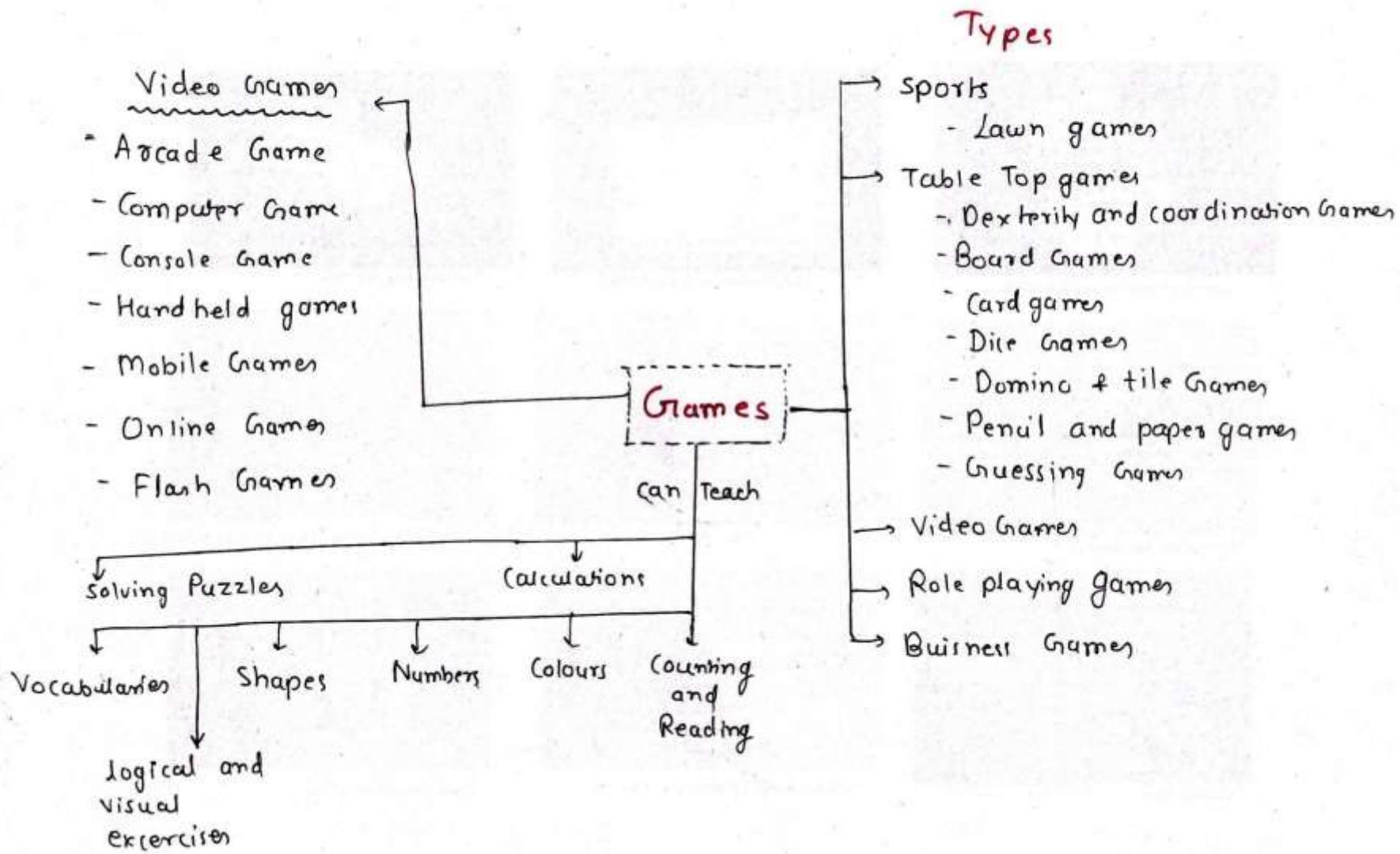
Key components

- Goals
- Rules
- challenge
- Interaction
- Strategy
- Uncertainty
- Ambiguity
- Choices

Games

Structured playing

- Involves mental or physical stimulation or both
- An expression of aesthetic or ideological elements
- Undertaken for enjoyment and sometimes used as an educational tool
- Practical skills are developed, serve as a form of exercise. Perform an educational, simulational or psychological role.
- Helps to connect with others, preventing from isolation



Learning from
Prof. Athvankar's Module - "Game design"

Includes

- Uncertainty
- Strategy
- Operator
- Possibility to play in different level
- Ways to reach- easy, difficult
- Luck, skill, chance, Penalties
- Learning
- Fun



Should have following

- clear winner
- 1st player's Action/move affects the next player
- 1st player challenges the next player with his strategies
- Successful game - playing it again and again
- Development of strategies
- Individual style
- Allows equal chance of winning
- Fair game
- Unpredictability is reward.

Point to be noted.

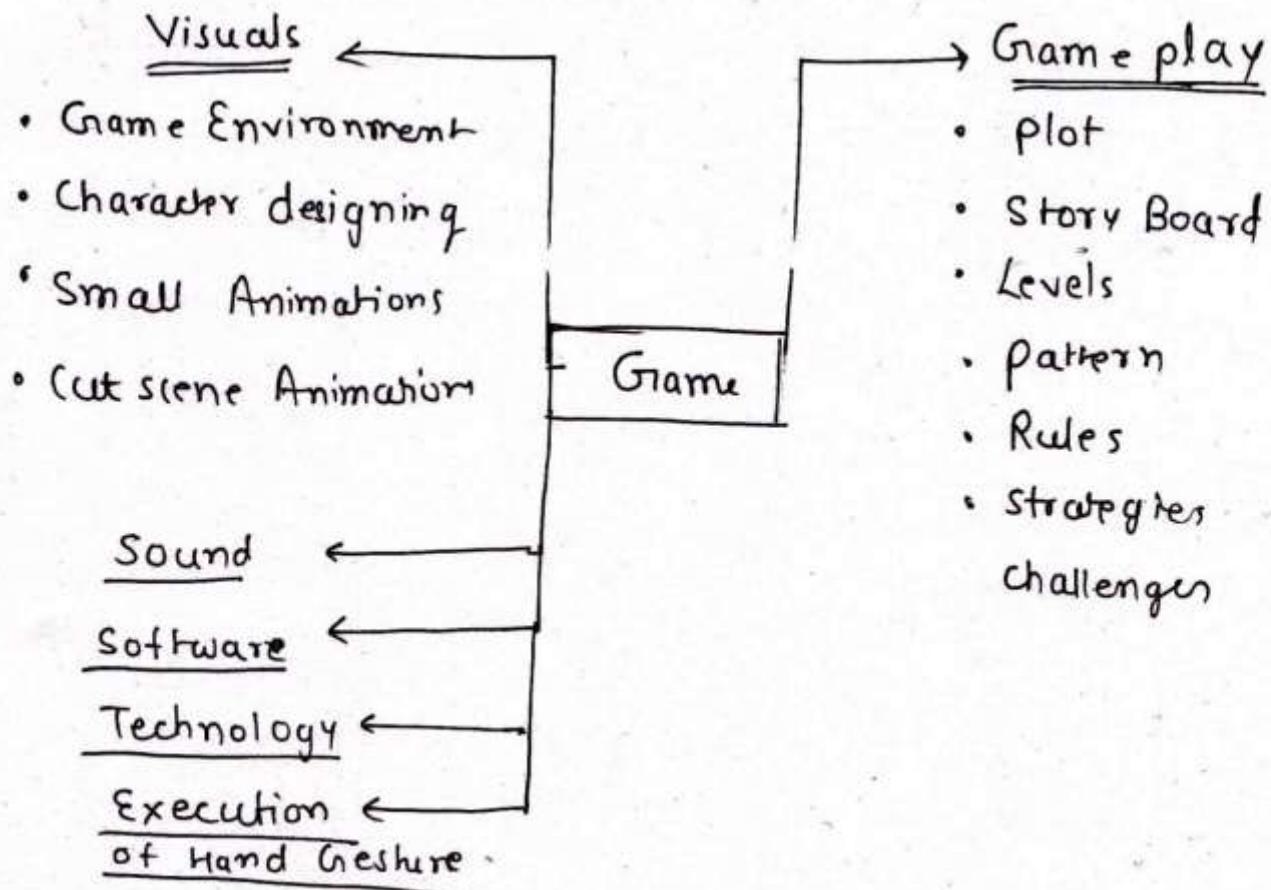
- Hardware has a limited role, Rules, Strategies matter most
- Designer only creates' world and conditions' players react to it.

Cognitive skills of children at 8-10 year

- See order of relationships
- Attend and concentrate
- Associate words and symbols with objects
- Perceive and discriminate
- Identify similarity & difference
- Classify objects
- See order of relationships
- Develop concepts - space, size, shape
- Explore and be curious
- Manipulate
- Use creative imagination

Games can Teach

- Cause and effect Relationship
- Long term winning versus short term gains
- Creating order from seeming chaos
- Second order consequences
- Complex system behaviours
- Counter-intuitive results
- Using obstacles as motivation
- The value of persistence



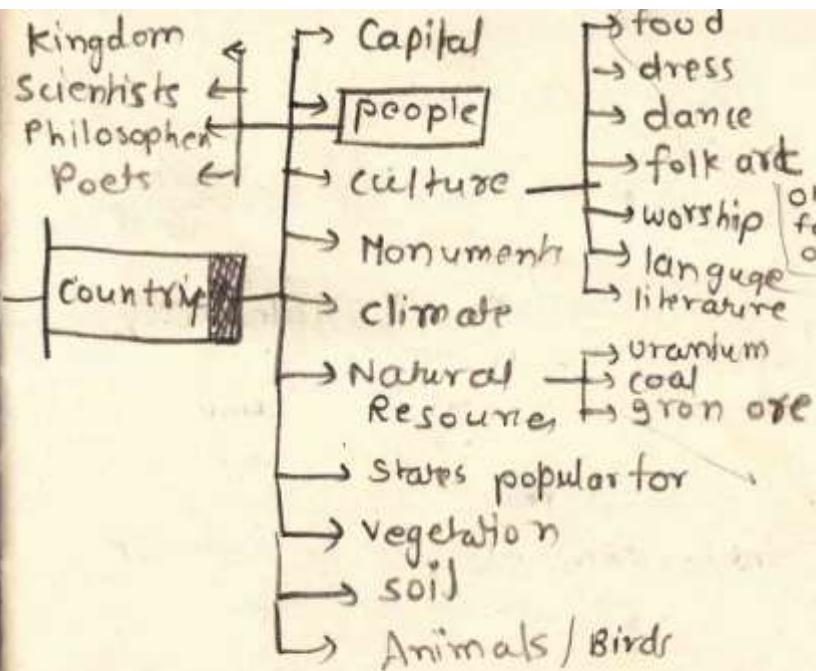
- **Advantages**
 - ☐ Player's concentration, involvement to much extent gives pleasure
 - ☐ Reality feeling
 - ☐ The way we control computer is not just boring press action. IT becomes much richness and more accord with our behaviour
 - ☐ we don't need to touch machine, so it is not easy to destroy machine.
 - ☐ Comparing to keyboard, gesture-based interaction is more advanced
 - ☐ Kind of Exercise
 - ☐
- **Disadvantages**
 - ☐ Person with Disability cannot play properly
 - ☐ Become Tiring
 - ☐ Precision and Accuracy is a bit lacking

- Temperature
- Birds migration
- History
- Population
- Pollution
- Cold countries with Ice, Glaciers
- Directions in which winds blow due to wind
previou
• volcanic eruption.
- Architecture
- 7 wonders of world

World

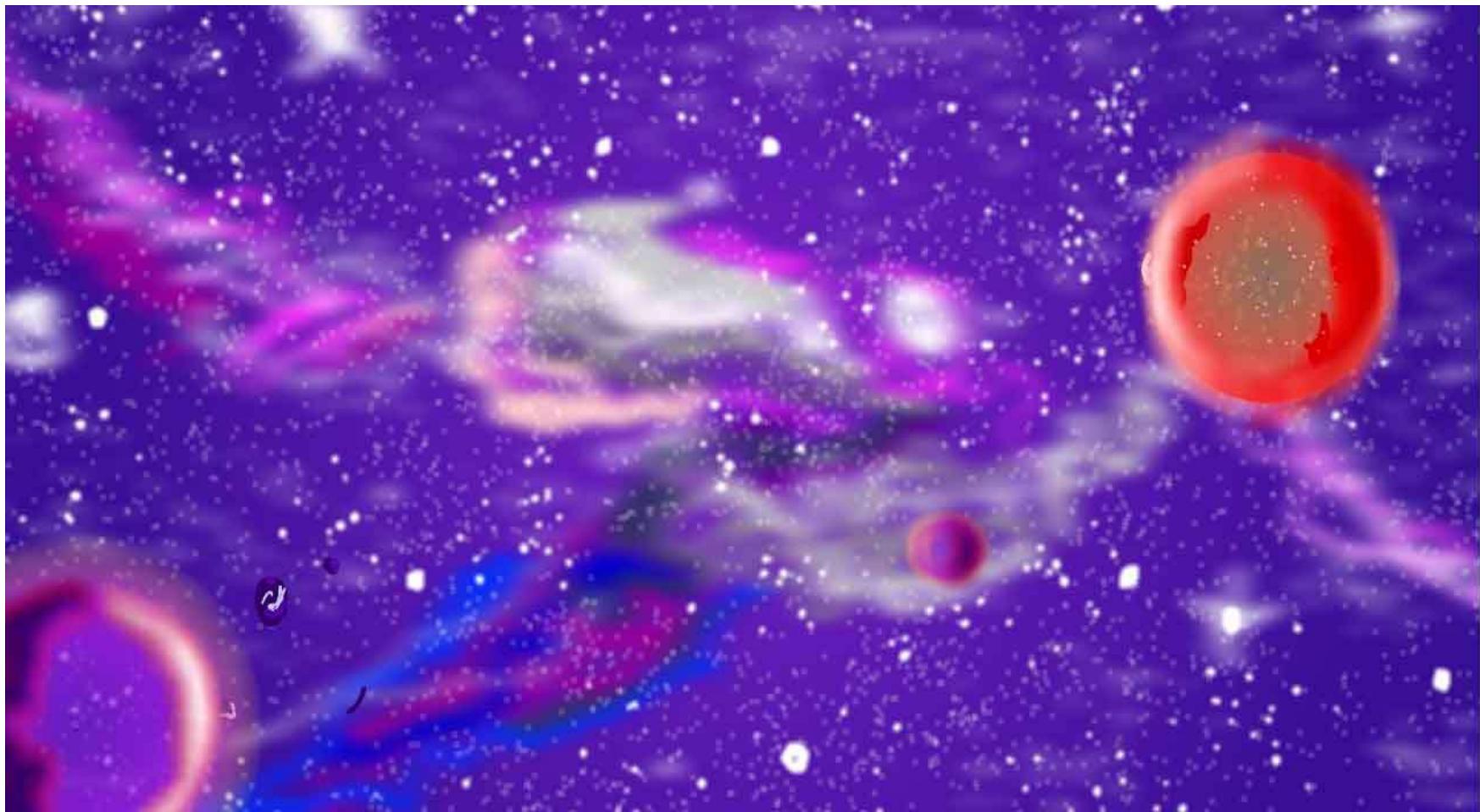
Continents

Oceans

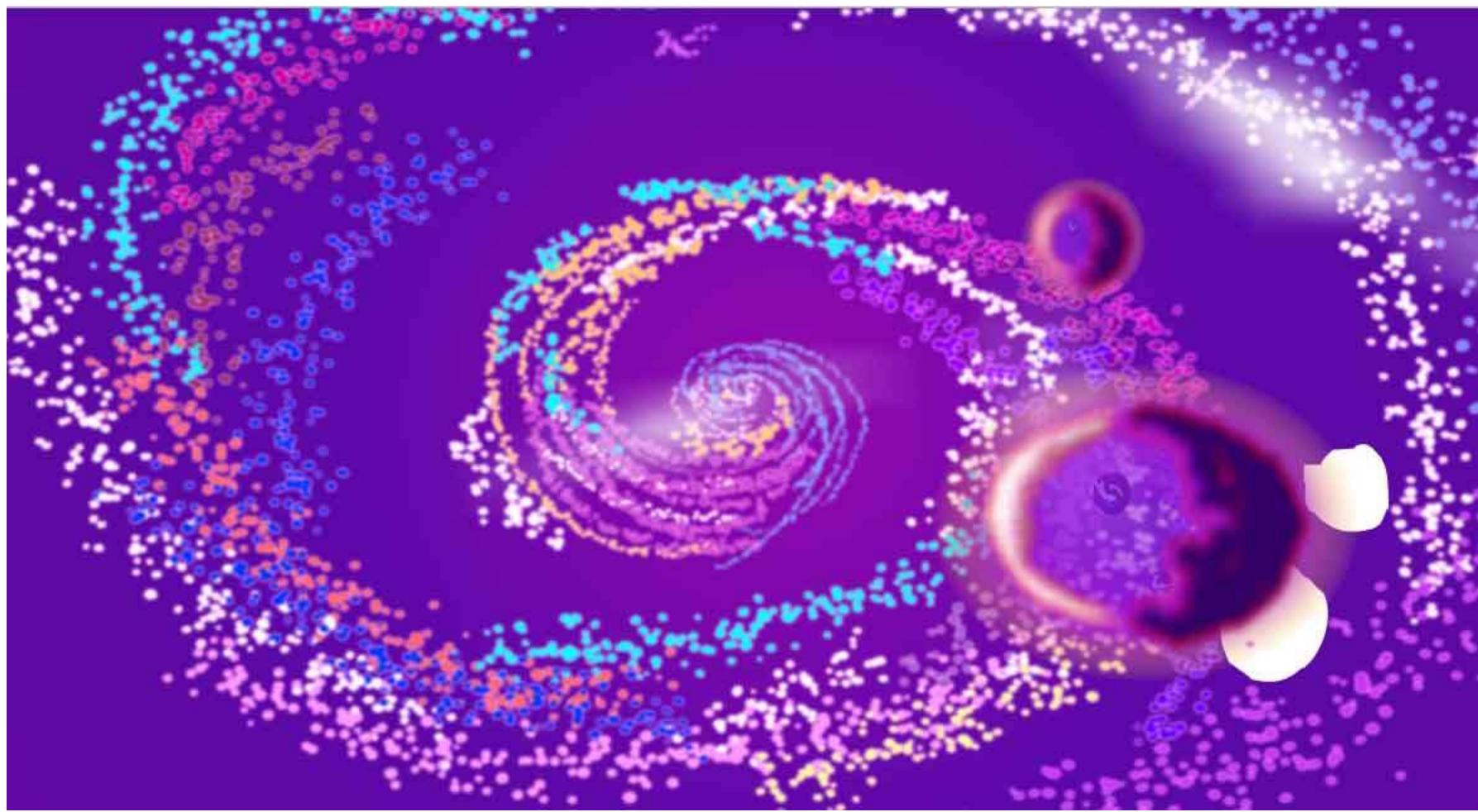


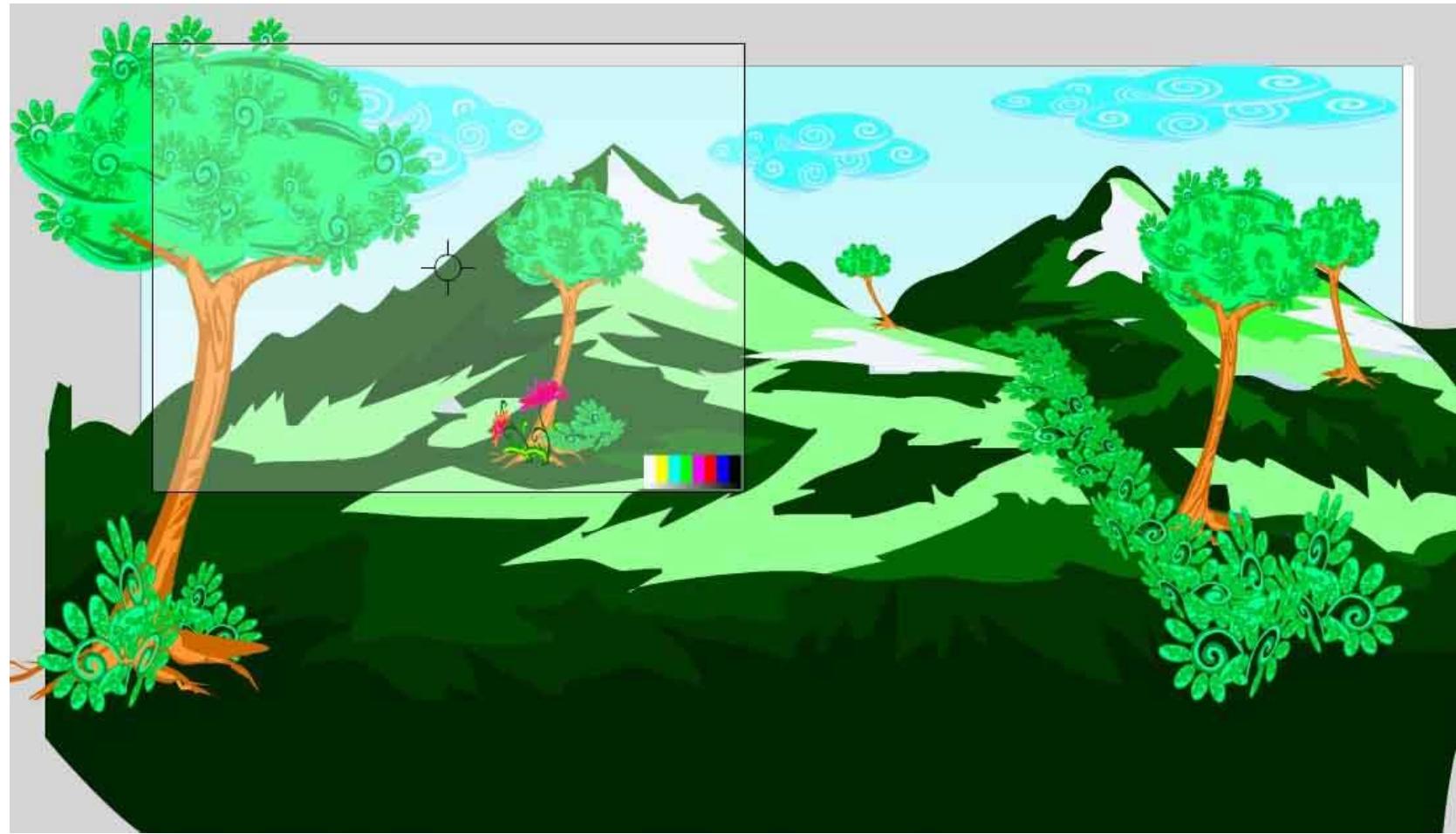
- **Concept -**
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- **Initial concepts :**
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- To design a game more related to Physics (and Chemistry involved to some extent) . In which the activities will be performed through Hand gestures.
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- **Concept-1 :**
- It will be related to Astronomy. I will be setting different levels to it.
- Plot- The player will be running around using spaceship in different planets, fighting the aliens, to reach to a planet in which something precious, either be a person or some material is present.
- Drawback - As suggested by professors in the jury , I was trying to bring cultural aspect by inserting Indian Mythological stories in game.
- But while researching about the Indian constellation stories, I realised that it is vast and need a lot of time to come up with a Concept which is effective for game
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- **Concept-2 :**
- The content will be more confined to the syllabus which is taught from 4th to 6th standard children. It will be based on the level of science in 'General science' textbook.
- Players with different powers(Electricity, Magnetism etc) will keep moving gaining powers through chemical compounds (Also there will be hurdles by inserting some poisonous compounds or exploding compounds,or freezing compounds) in order to search Scientists to receive objects from them (Cut scenes will be involved to give intro about the the scientists that what they have done, may include few equations) and some task will be given to help the scientist or to help themselves to come with an output. To build an electric circuit to open a door or a lever pulley system with magnets in order to save something from falling down in a well.
- Game will be having initial story to tell about the game to the player. At every step whenever introduction to a scientist, or compound is required there will be animation
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Visual style and exploration



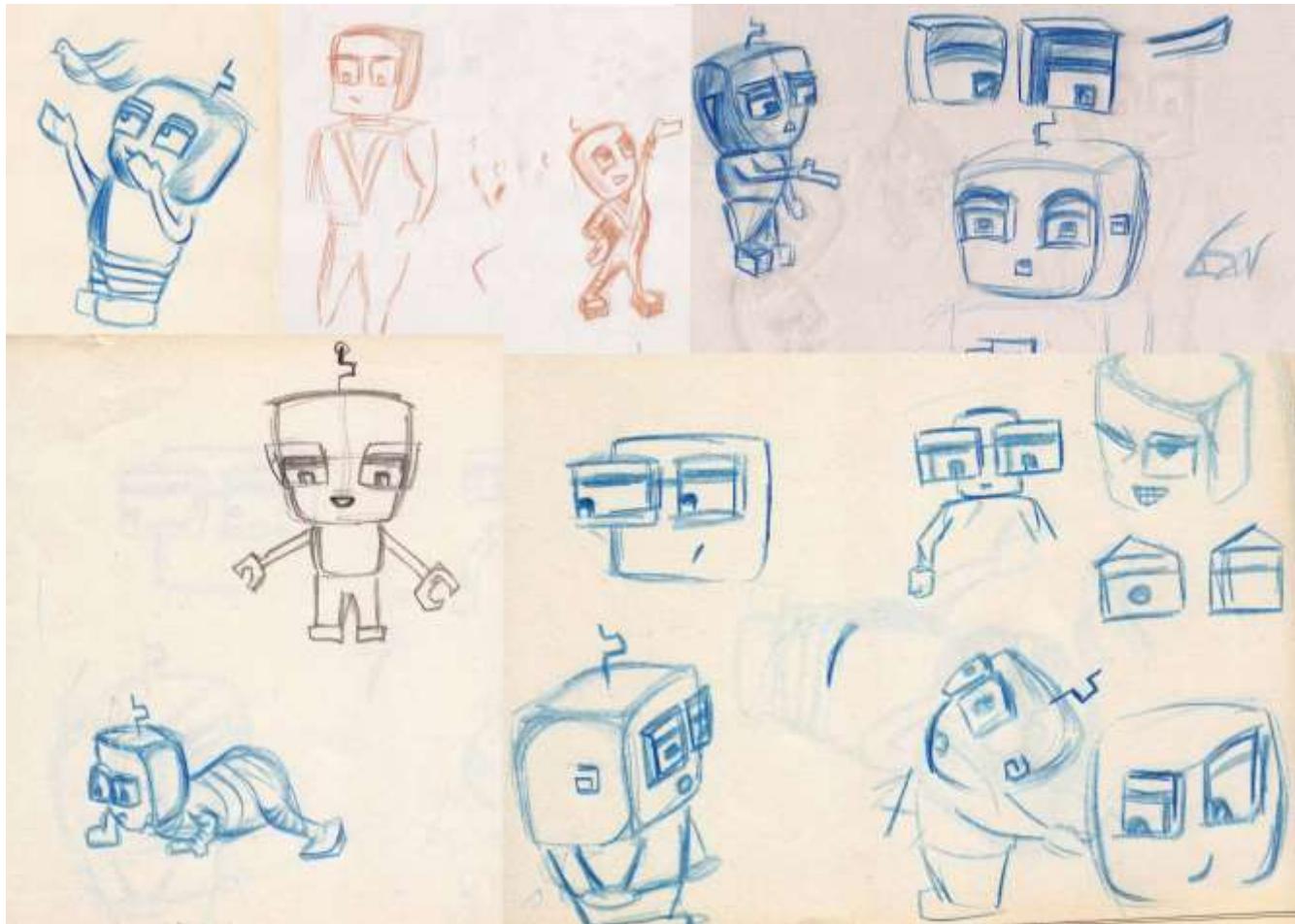


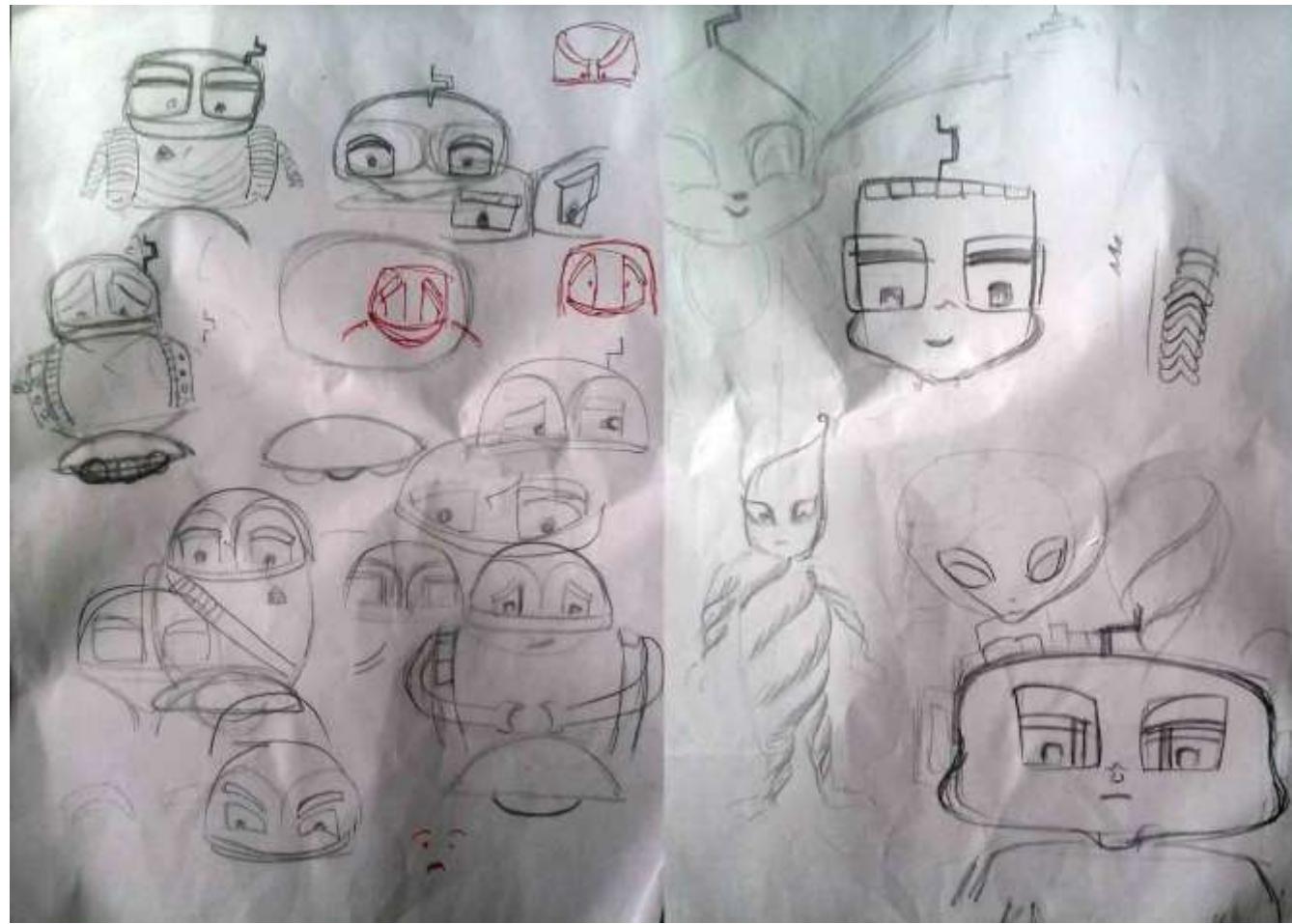


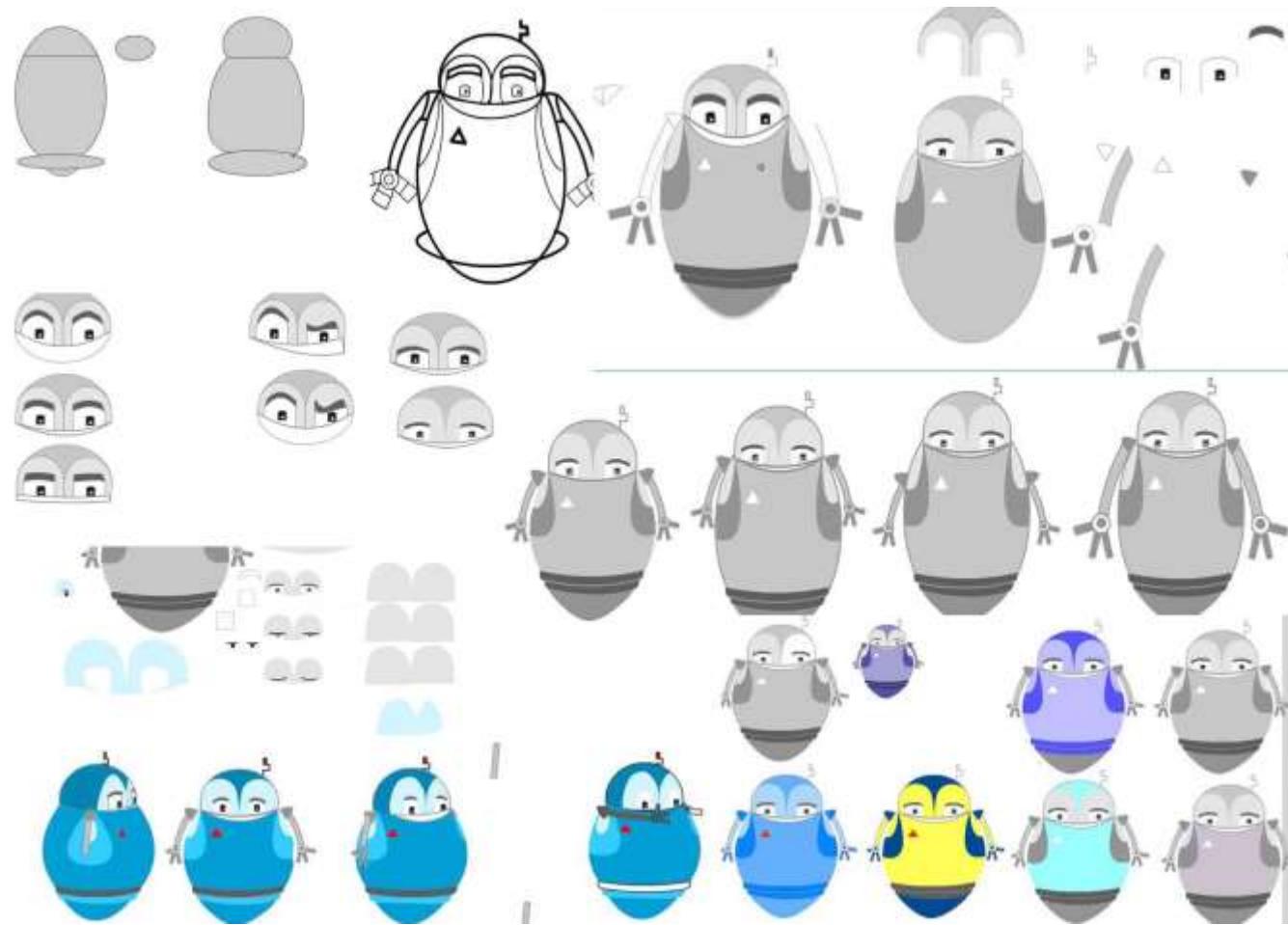


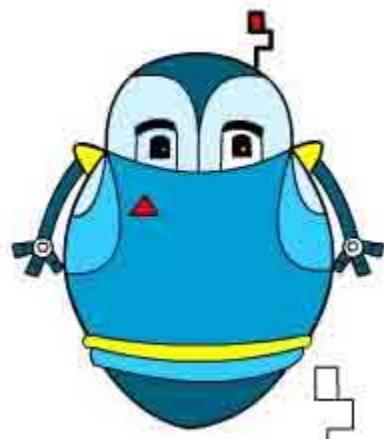


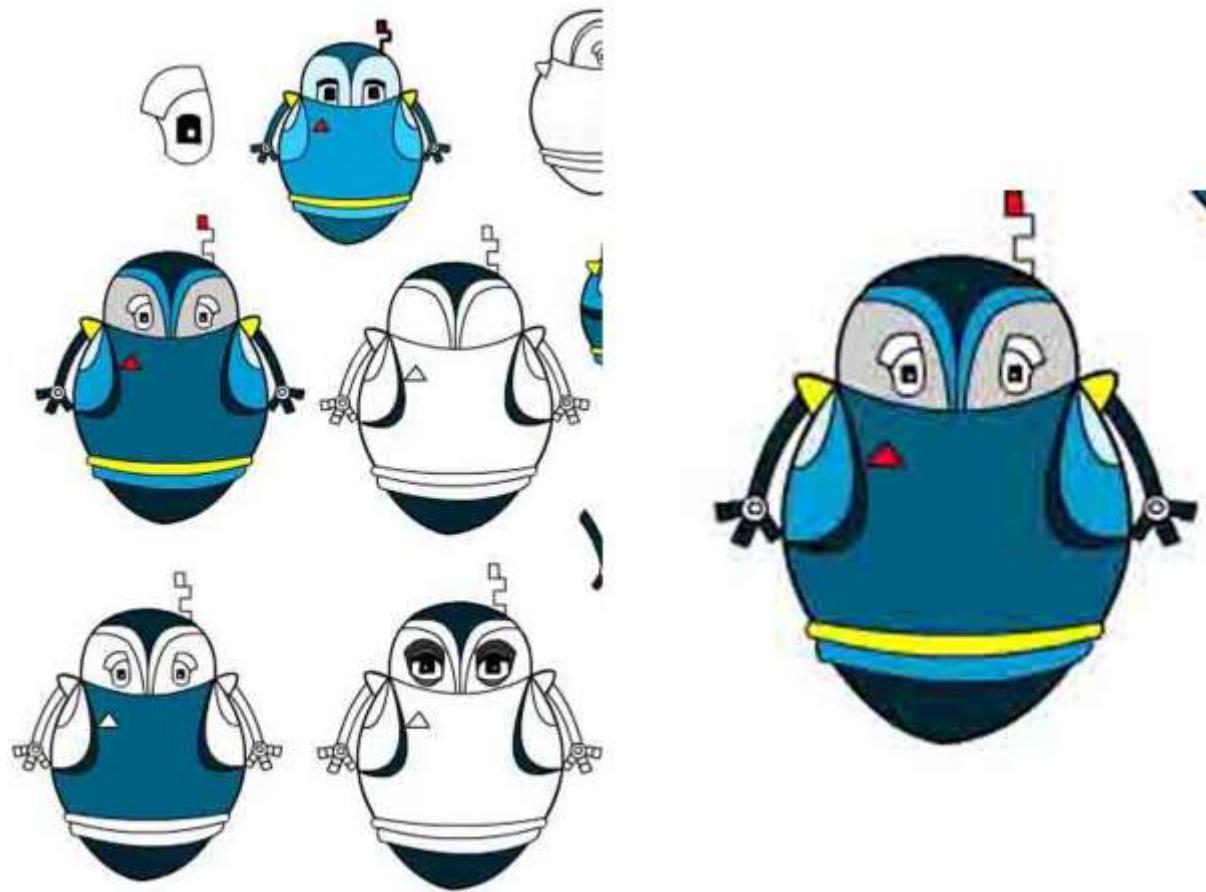
Character Exploration and development

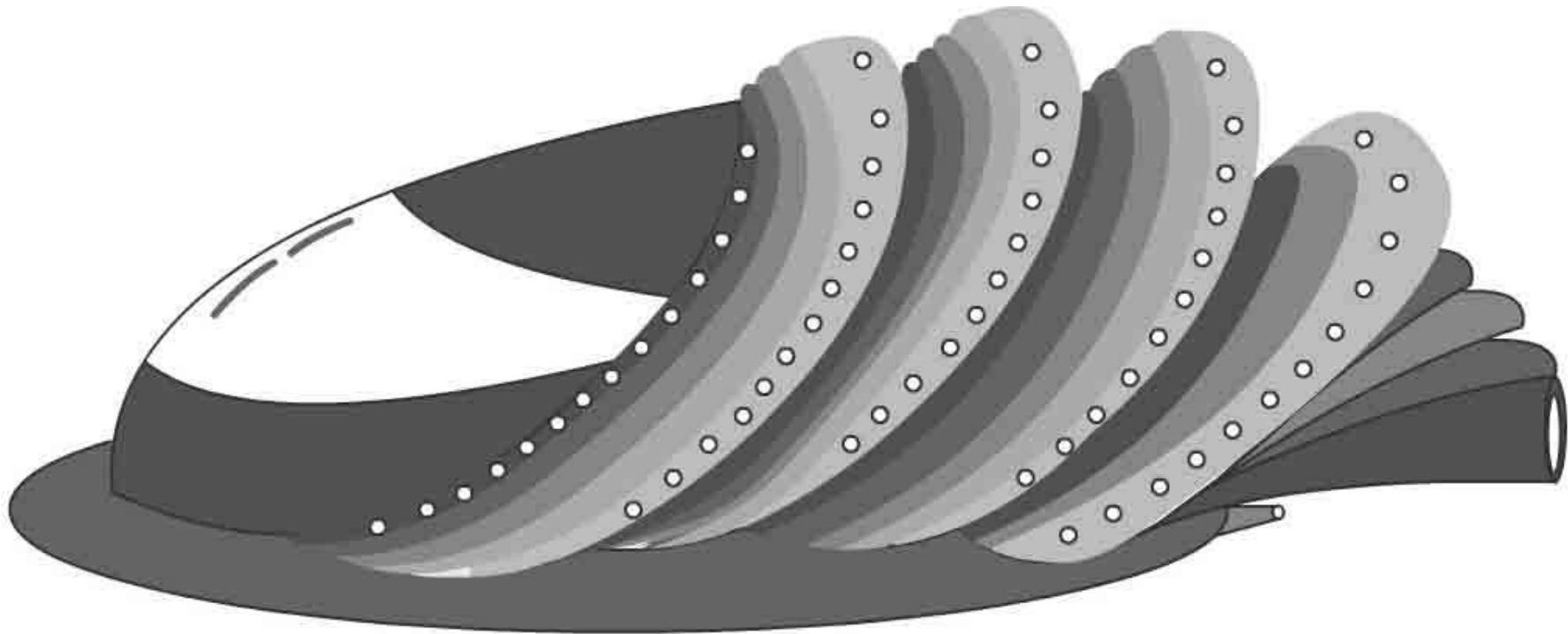


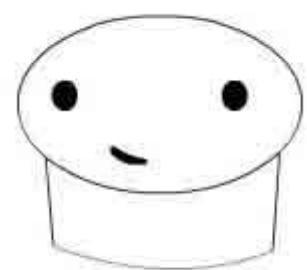


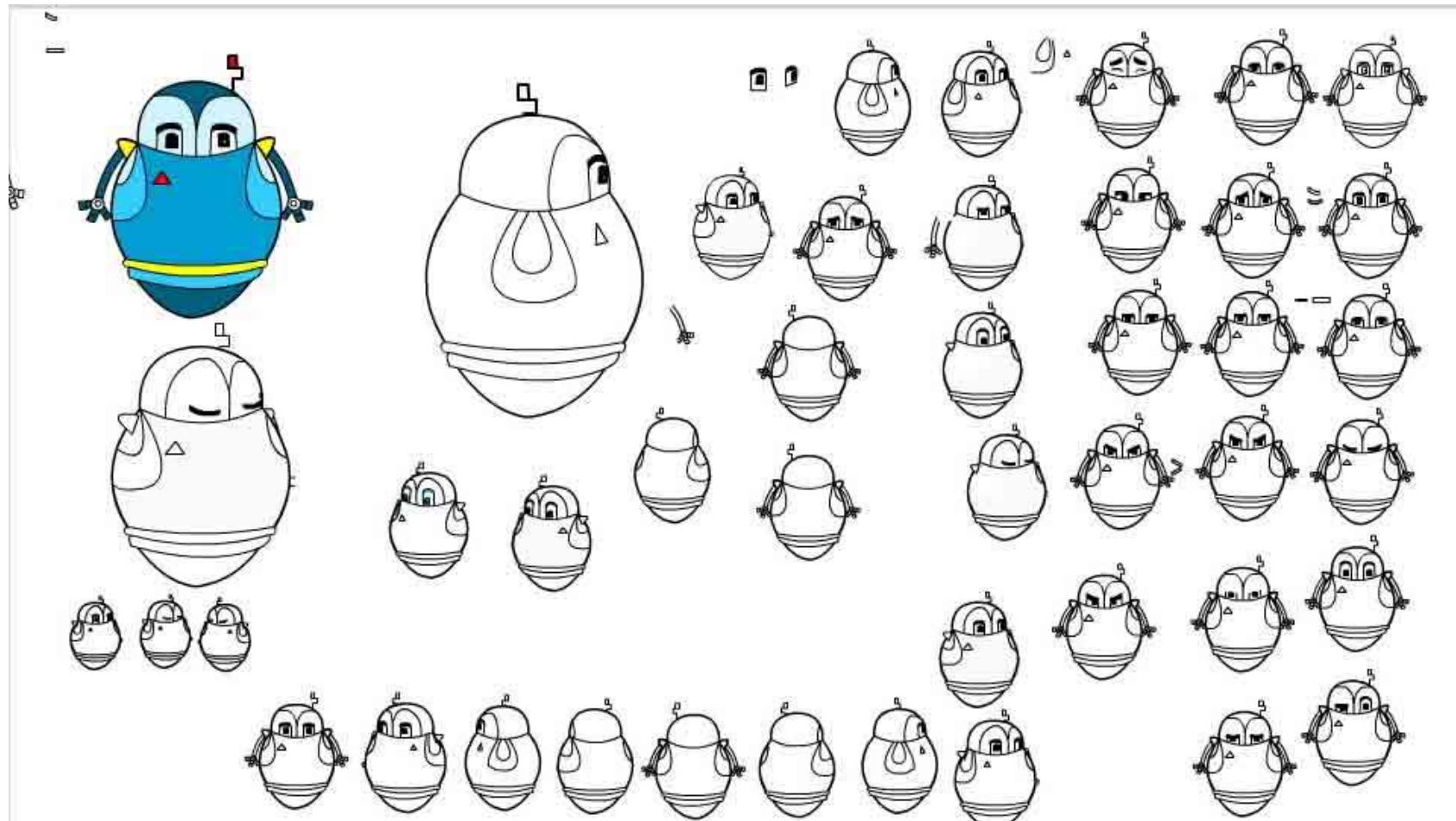












Game assets

