

Ava D - 2218486 - CC Group P. Slides

by Ava Daniels

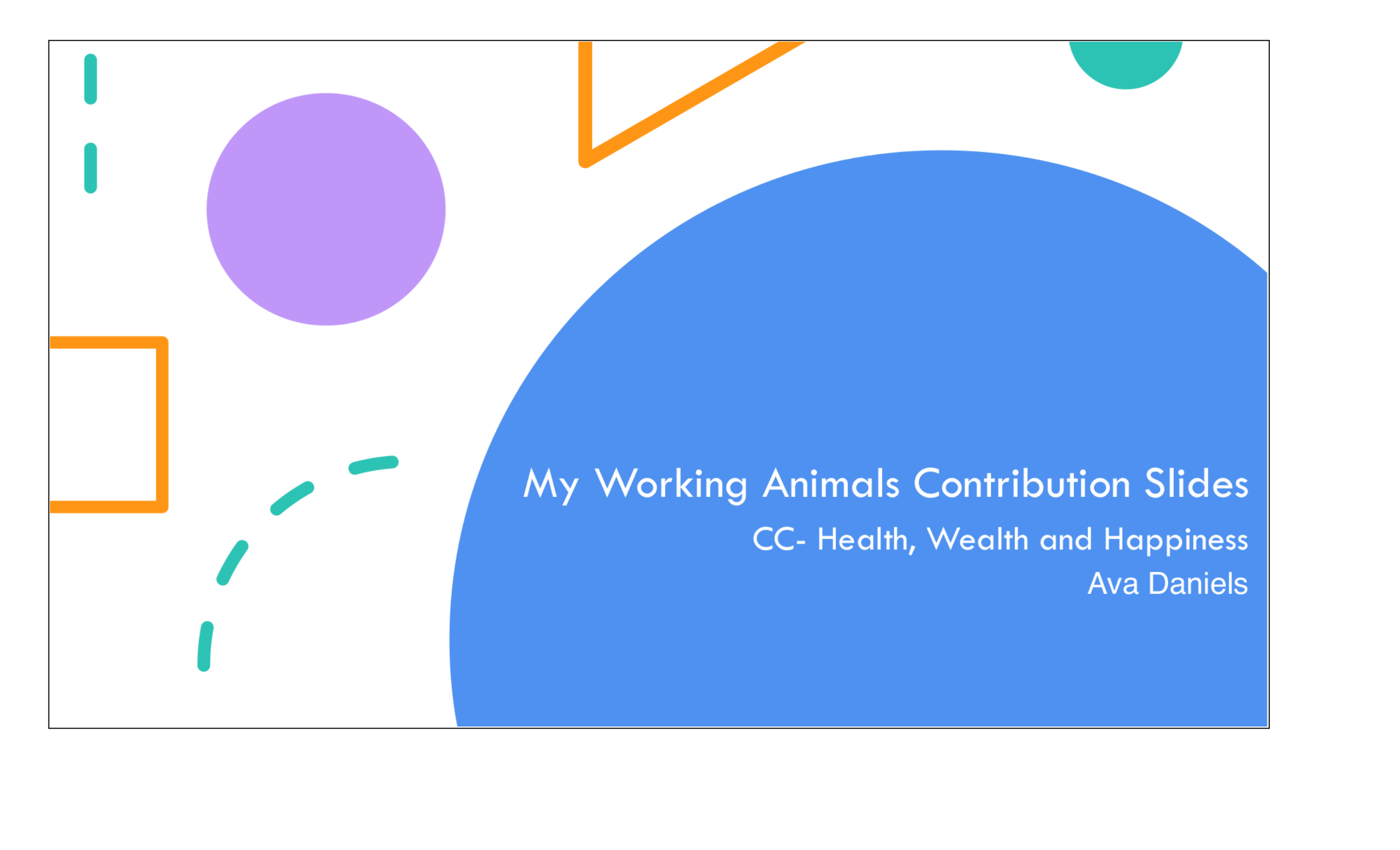
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My Working Animals Contribution Slides

CC- Health, Wealth and Happiness

Ava Daniels

Introduction

Our group project was on Health, Wealth and Happiness. We finalised on the game idea of My Working Animals.



Ava
Home office Environments

My own CC – Report Title :

Working from home – the reality for the games industry: ways to stay healthy.

In my report I look at: is it better to work from home?
I also looked into Feng Shui and how your environment affects you.
I included this into the game design.
The game also involves the others own report research for: physical and mental health management when working from home.



Personal Ideas I contributed and used:

“Maybe it’s a mobile game? – used to help with self care”

Big part = health, happiness bars? Making/eating food adds to health, reduces if you don’t eat (if happiness is too low, character won’t allow to eat?) happiness reduces because of stress or not doing the habits that are good.

The app/game matches your clock, progress’s the day with you? Game set in home office/bedroom – you can buy upgrades for your room?

(e.f standing desks, treadmill, accessories, decorations) – Feng Shui

Lesson= Keeping main habits in track while working from home – eating enough, exercising enough.





Finch :

Inspired by finch (a mobile self-help app, ticking off' own self-care tasks/reminders)
(own character sends notifications about certain things if not completed)

Idea:

Coming on the game is a 'break', self-help messages in the game
Game progresses day with you
Can buy hats for character

[11] "Finch: Self care pet" Finch Care Public Benefit Corporation, Santa Clara, CA, 2021

Moshi Monsters :

Inspired by Moshi Monsters (web browser online role-playing game, character= virtual pet monsters)

Idea:

Get to choose your cute styled pet as your character
Can upgrade room with new furniture and pictures

[10] "Moshi Monsters." Activision, Inc., Los Angeles, CA, 2012

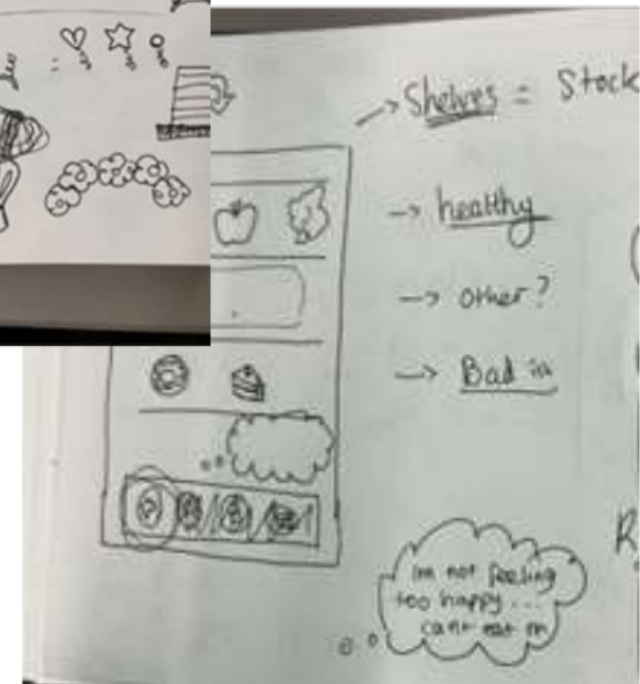


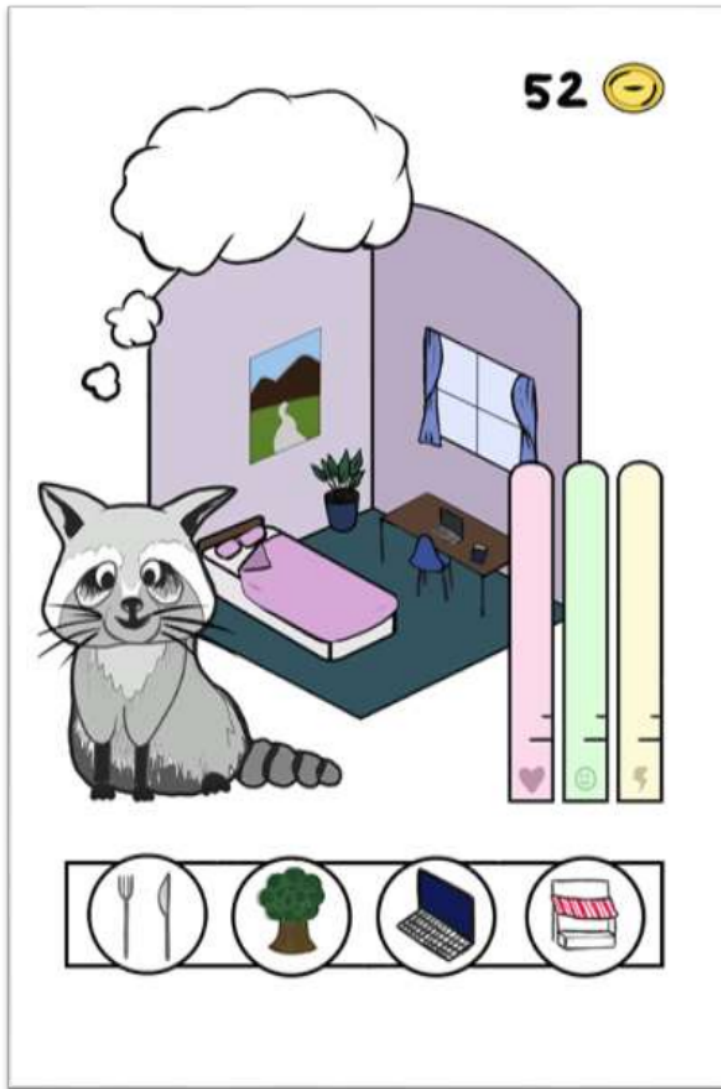
Initial sketches of combined ideas



- Bed
- Desk
- Chair
- Plant
- Rug
- Picture

Click them to upgrade
an amount of money = popup



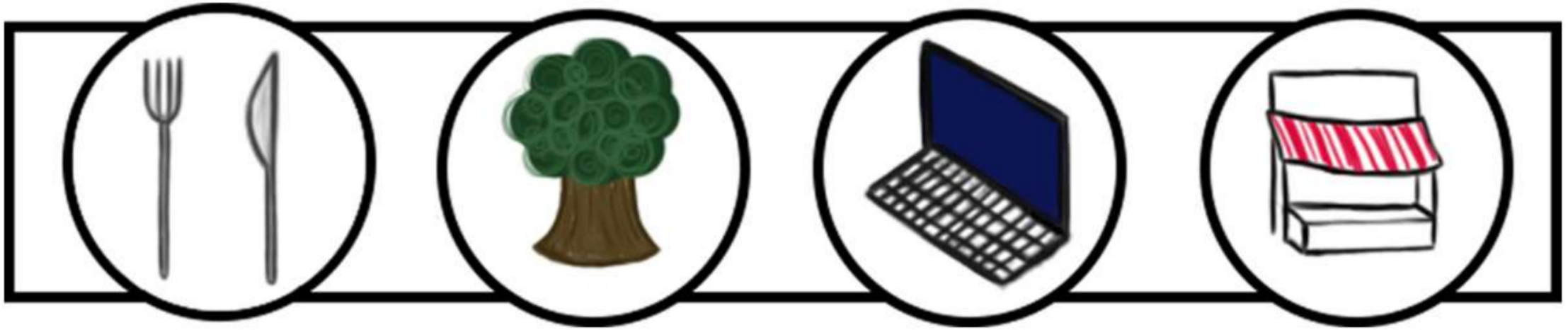


The Game Layout

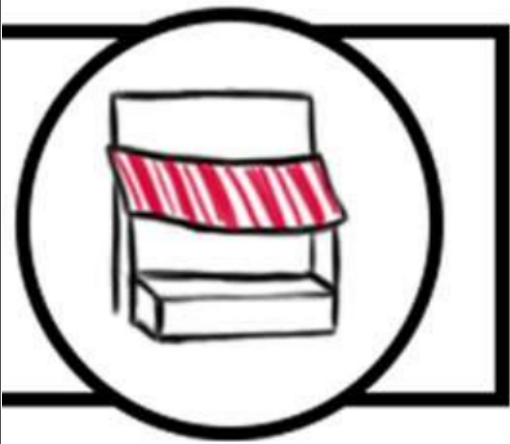
- Portrait screen
- Money balance
- Health, happiness, energy bars
- Main bedroom/ office (changeable)
- Character with thought bubbles
- Action Bar with connections to 'kitchen' and mini games

My Character Idea and Design





All my assets and designs were created in
photoshop



Shop



The Shop screen is where you can buy colours to decorate the walls and floor of your room. Each colour gives different Feng Shui improvements e.g increased happiness.

Colours:

Whites: joy

Light blues and greens: wood energy, growth, new beginnings

Earthy browns, yellows, and neutrals: earth element, grounding, support, self-care

Upgrading the Room – Feng Shui

The pieces of furniture and items in the room can be upgraded adding to health, wealth and happiness.

e.g

Upgrade Desk – to a standing desk
– increases health

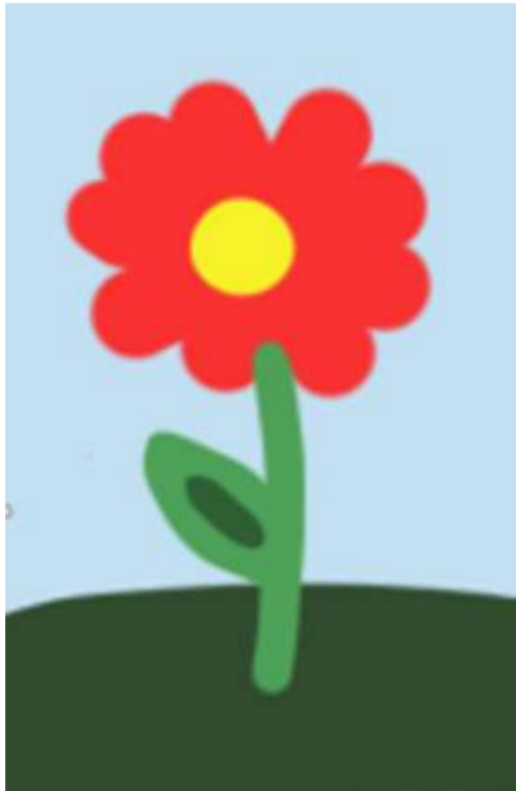
Upgrade Bed – increases energy

Upgrading Curtains/Picture -
depending on the colour's/image



Examples

Flowers symbolize **good luck**.
Flowers possess positive
energy and have powerful
healing qualities.



Sun symbol:
Will help beam **positive news** your way and bring you “into the light” of **recognition** for your efforts and successes.

A mountain defines **support** in the feng shui art world. You can have one behind your seating in the office for **protection**.



[7][8][9]

Add on's



- There was the idea of hats for your character that can be brought in the shop with your coins
- Here are some small sketch ideas
- This can be developed further if liked



Bibliography (Ava's Slides)

[7] "Feng Shui symbols: Flowers - ultimate academy® Feng Shui blog," *Ultimate Academy*. [Online]. Available: <https://ultimateacademy.com/feng-shui-courses/feng-shui-blog/feng-shui-symbols-flowers/>. [Accessed: 01-May-2023].

[8] K. Weber, "The role of the Sun and Moon in Feng Shui," *Red Lotus Letter*, 02-Jul-2019. [Online]. Available: <https://redlotusletter.com/the-role-of-the-sun-and-moon-in-feng-shui/>. [Accessed: 01-May-2023].

[9] A. Cho, "What colors to decorate every room according to Feng Shui," *The Spruce*, 26-May-2020. [Online]. Available: <https://www.thespruce.com/decorating-colors-for-all-rooms-in-your-home-1274398>. [Accessed: 01-May-2023].

I. Bruce, *Plan your home with Feng Shui*. B Jain Publishers Pvt Ltd, 2002 - used before

[10] "Moshi Monsters." Activision, Inc., Los Angeles, CA, 2012

[11] "Finch: Self care pet" Finch Care Public Benefit Corporation, Santa Clara, CA, 2021

FINAL GRADE

72/100

GENERAL COMMENTS

Instructor

Marks Breakdown

- 1. Engagement With Literature Skills (73%)
- 2. Knowledge & Understanding Skills (72%)
- 3.Cognitive & Intellectual Skills (70%)
- 4.Practical Application Skills (72%)
- 5.Transferrable Skills for Life and Professional Practice (72%)

Overall Mark: 72%

Tutor's Feedback:

Research has been evidenced in the presentation and adheres to IEEE format. A bibliography has also been included in the submission as required.

Inspiration from self-help apps such as Finch is good as this is a related product that has served as inspiration.

Research relating to other games is good – it would be good to see a few more visual references of the games that have inspired the project though, as comparisons can be made.

A good appreciation of gameplay elements has been demonstrated by all group members in the project.

An understanding of your target demographic has been evidenced in the presentation, which seems to have influenced the project's content. This is good to see, and should be applied to all future projects!

Reasoning has been provided for colour choices – this demonstrates good knowledge of design.

Custom characters and upgrades to the player's surroundings are great for ownership and replay value. This is enhanced by the idea that the placement of furniture is also tied into wellbeing – this is good as a thematic element as well as an interesting gameplay mechanic.

An analysis of Finch and Moshi Monsters has been delivered as part of the presentation – these are good examples of analysis in the presented work.

A good level of visual content is presented in the work across all team members. You have worked together well and this is evident in the final presentation. Good work.

Game layout visualisations have been supplied as part of the work. The concepts of the game screen are very good and provide an clear idea of what it is you hope to develop as a project.

The introduction and summary of the game is good and you present with confidence. Overall, this is a very good presentation and submission.

An overview of team roles has been provided as part of the presentation, which is important as well as being a good starting point for any presented work.

The slides of the presentation are all consistent in content and visual elements, which is a good indicator of successful group collaboration and co-operation. Well done.

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