

CCMAD Group Presentation Laura Jackson

by Laura Jackson

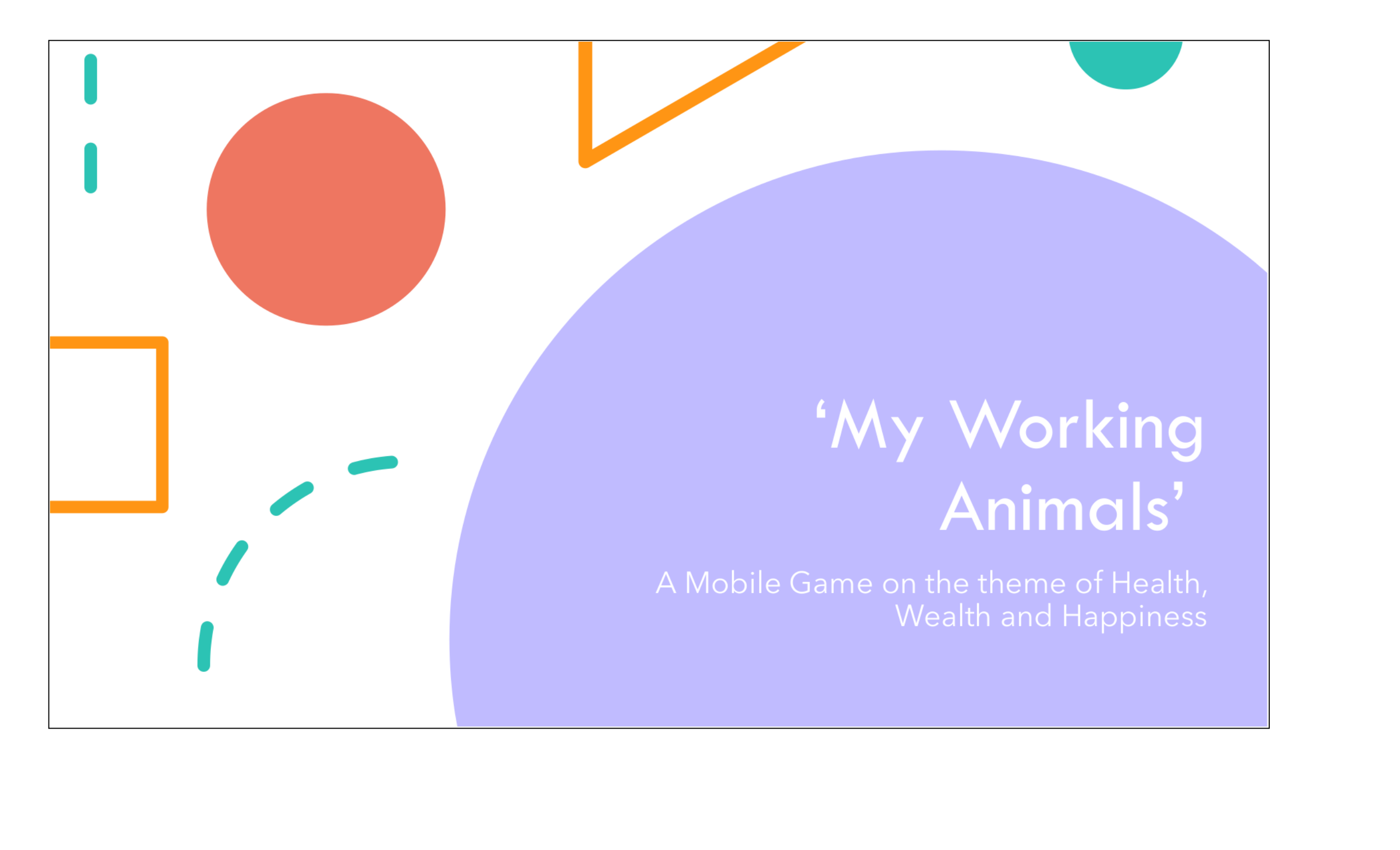
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Word count: 502

Character count: 2931



‘My Working Animals’

A Mobile Game on the theme of Health,
Wealth and Happiness

Meet the Team

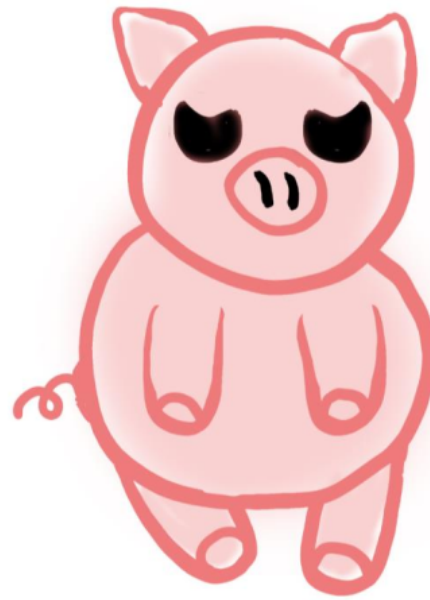
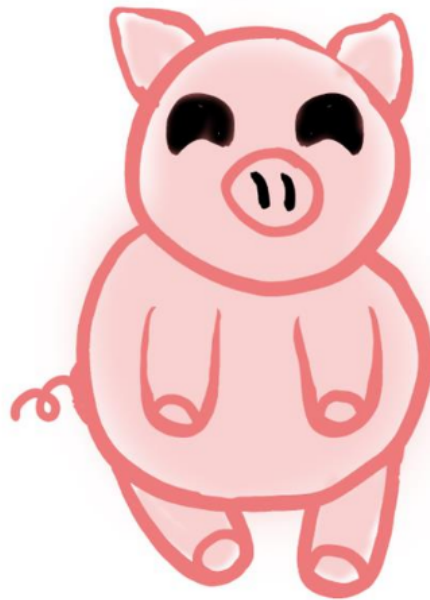


Laura
Eating Disorders

We got **doll house feel graphics, jobs** and **buying fashion items - Pixel Chix**

(A side scrolling human character management game. You watch out for her wellness and fashion choices) [1]

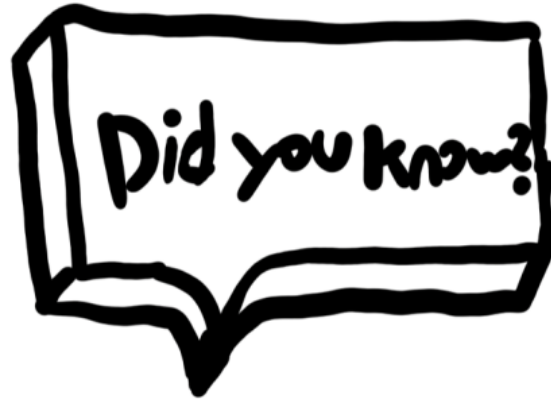
Character Ideas and Designs



Style for our characters

- The style for our characters had to include cute characteristics and baby-like features.
- Big heads, big eyes, with a variety of other features.
- Then characters **had to be animals**.

The fun fact prompt



- Will show in the kitchen
- Fun facts will appear briefly before vanishing

Fun Fact Prompt purpose

- My group has every intention of making this mobile game **educational as well as fun**.
- The fun facts ensures that our players gain **knowledge of food, weight and self-care** without interrupting the gaming experience.
- I want my fun facts to be **cheerful**, but the subject matter can make that tricky.
- I also must be mindful not to **trigger anyone's eating disorders**.

Fact examples

When your happiness is low, your character stops eating. Facts will appear, like:

- Did you know you can get hypothermia if you don't eat enough? [2]

Facts that appear in the kitchen will include:

- The recommended daily calories range from 2,000 to 2,500 kcal [3]

Food-specific facts will include:

- Carrots weren't always known to be orange [4]
- Did you know, mushrooms protect general brain health [5]

Eating Mechanic:

- There are three stat bars: Energy, Happiness and Health.
- When energy is low you can't work, exercise and need sleep.
- When happiness is low your character stops eating.
- When you stop eating, your health goes down.
- When health is low your character is restricted in their activities and will need to eat and exercise.

Food eaten will influence these stats. For example:

- Carrots increase health and energy like most vegetables and fruits will
- Cookies increase energy and happiness like most desserts will

Bibliography

- [1] "Billiam", Pixel Chix: 2D Girl In A 3D World | Billiam, *YouTube*, 4, Oct, 2020. [Online] Available: https://www.youtube.com/watch?v=uKxzLQY3odU&ab_channel=Billiam [Accessed 16/Mar/2023]
- [2] "National Eating Disorders", HEALTH CONSEQUENCES, *National Eating Disorders*, N/A. [Online] Available: <https://www.nationaleatingdisorders.org/health-consequences> [Accessed 15/Apr/2023]
- [3] "NHS", Understanding calories, *NHS*, 23, Aug, 2019. [Online] Available: [https://www.nhs.uk/live-well/healthy-weight/managing-your-weight/understanding-calories/#:~:text=As%20a%20guide%2C%20an%20average,\(8%2C400kJ\)%20a%20day](https://www.nhs.uk/live-well/healthy-weight/managing-your-weight/understanding-calories/#:~:text=As%20a%20guide%2C%20an%20average,(8%2C400kJ)%20a%20day) [Accessed 15/Apr/2023]
- [4] "Yahoo News", Did You Know That Carrots Weren't Always Orange In Colour?, *Yahoo News*, 30, May, 2012. [Online] Available: https://news.yahoo.com/news/did-you-know-that-carrots-weren%E2%80%99t-always-orange-in-colour-.html?guccounter=1&guce_referrer=aHR0cHM6Ly93d3cuZ29vZ2xlLmNvbS8&guce_referrer_sig=AQAAAKyUyxIrmzl65Tfg1Gs6GayEAWZSYmA5tjZf_i2SJ22PeflegHr6Xa8cW0L4d8qTNmXeqVNed7HYGLgqK2MSF0oVuKZVmdLVgulHbUTCtjaZ8G9xhmOvH7FkmlUB5yHskWn5hbqImIIUx510Y6j1pWwa8XYJQ1gaKuAP7HjIKD5p [Accessed 16/Apr/2023]
- [5] "UCLA Health", 7 health benefits of mushrooms, *UCLA Health*, 24, Jan, 2024. [Online] Available: <https://www.uclahealth.org/news/7-health-benefits-of-mushrooms> [Accessed 16/Apr/2023]

FINAL GRADE

71 / 100

GENERAL COMMENTS

Instructor

Marks Breakdown

- 1. Engagement With Literature Skills (73%)**
- 2. Knowledge & Understanding Skills (74%)**
- 3.Cognitive & Intellectual Skills (68%)**
- 4.Practical Application Skills (69%)**
- 5.Transferrable Skills for Life and Professional Practice (69%)**

Overall Mark: 71%

Tutor's Feedback:

IEEE Referencing has been used and is present in your slides, along with a Bibliography – this is good to see.

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.

Understanding and application of your topic's research has been evidenced with the inclusion of your fact section. In addition, the 'Fun Fact' prompt is a useful and educational element to your idea, which adds value to the concept as a whole.

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!

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 Pixel Chix is good to see as you are comparing your project to similar products and identifying key elements that are common in both.

An appreciation for sensitivity regarding word choices has been made clear, with an intention to avoid 'triggering' words – perhaps a more important element than it may first seem, particularly in a self-help themed app directed at wellbeing.

Aesthetics of the project have been discussed in the presentation.

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.

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.

You have presented your work clearly and with confidence – this is encouraging. This approach should help with any future presentations as part of your studies or future professional life.

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.

