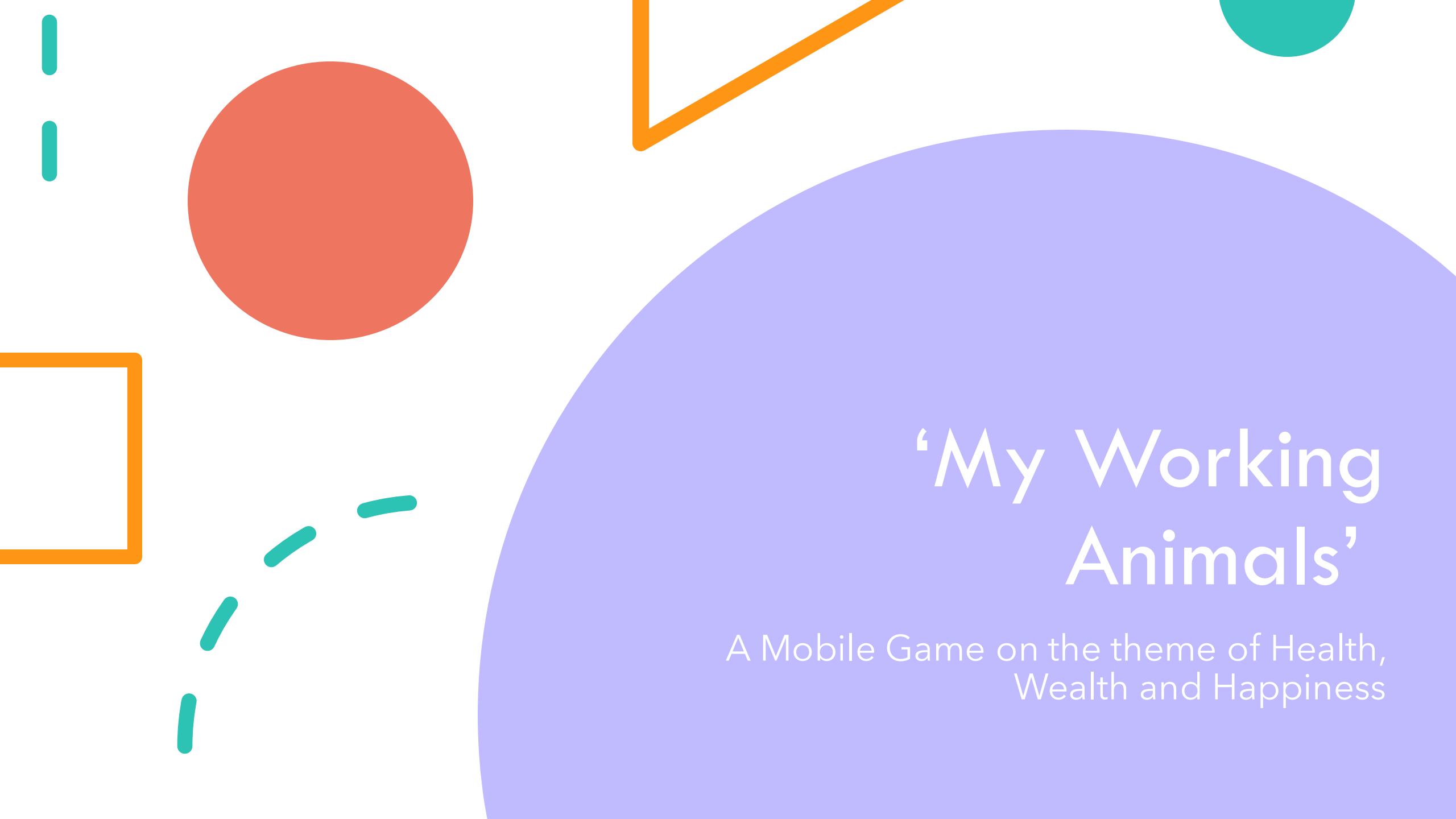




‘My Working Animals’

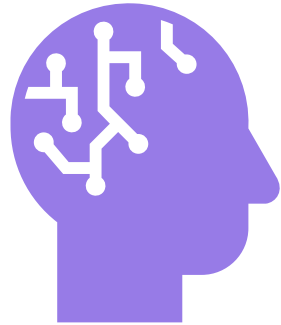
A Mobile Game on the theme of Health,
Wealth and Happiness

Meet the Team



Dan

Physical Activity



Laura

Eating Disorders



Bex

Ultradian Rhythms



Ava

Home Office Environments

- *The activities would represent all the topics we've done, such as*
 - Physical activity. Increased movement
 - Mental health, relationship with eating (ED)
 - Ultradian Rhythms and 9-5 Jobs
 - Working from home, healthy habits for happiness

Elevator Pitch

- *Our game is a mobile game would be based around your animal doing a job and activities to increase their health, wealth and happiness.*
- *The game would be like Tamagotchi or Moshi Monsters, where the player would take care of the animal character they choose. The character would have a happiness, health, energy meter, which may affect what the character is able to do. Manage the animals exercise, eating, sleep and happiness.*
- *Minigames for physical activity and work. Game has currency - coins which will allow the player to buy food, cosmetics and upgrade room.*
- **The app/game matches your clock, progress's the day with you. E.g sleeps at similar times**

Games Inspiration

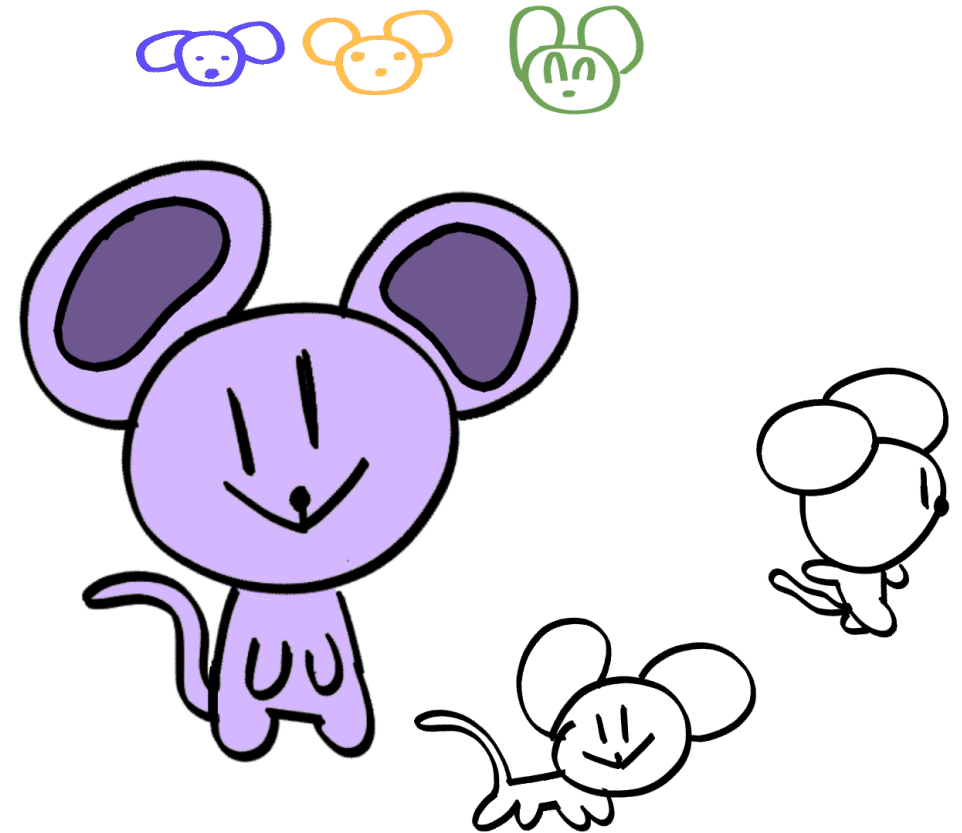
- Tamagotchi
- Hamster playground
- Duck Life
- Pixelchix
- Moshi Monsters
- Finch
- Unpacking
- Cookie Run

This is a slide Beccy worked on, though I presented it in the presentation and we all shared ideas as to what to include. Cookie Run was an addition linked to what I did

Character Ideas and Designs

The Idea for the character is different options of cute cartoonish animals to choose from at the set up of the game.

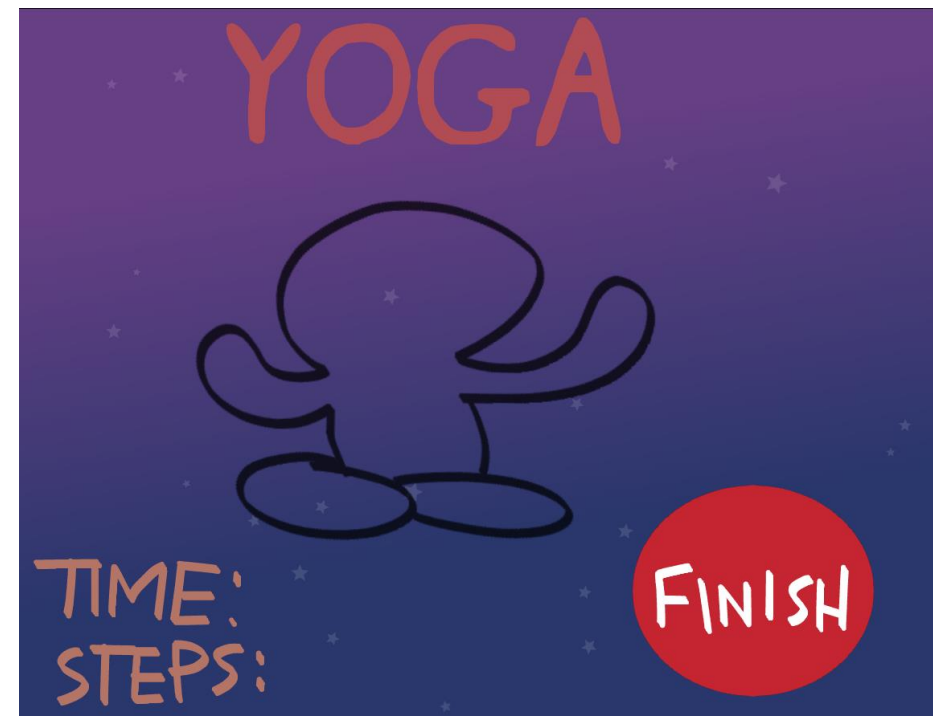
The character then has different modes which help the player understand the needs of your working animal



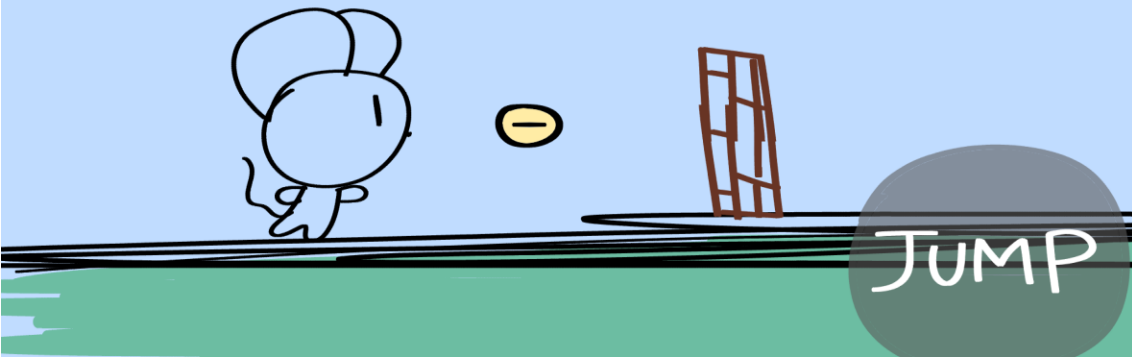


Exercise Mini Game: {Daniel}

- Character does yoga while the player can move around
- The game records the steps taken by the player and the more steps taken happy meter based on how many steps were taken.
- No energy is required to access the game



Coins Collected:
Time Ran:



- Character runs until they maximum of [X] minutes or until they run into an obstacle.
- The game will include coins which will be added to the total of the game
- The player can make the character jump over the obstacles and into reach of the coins.
- The game would require some energy to access

Dan Bibliography

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