



Web-Based Game Design and Prototype

Explore the Virtual World of NTU

Objective:

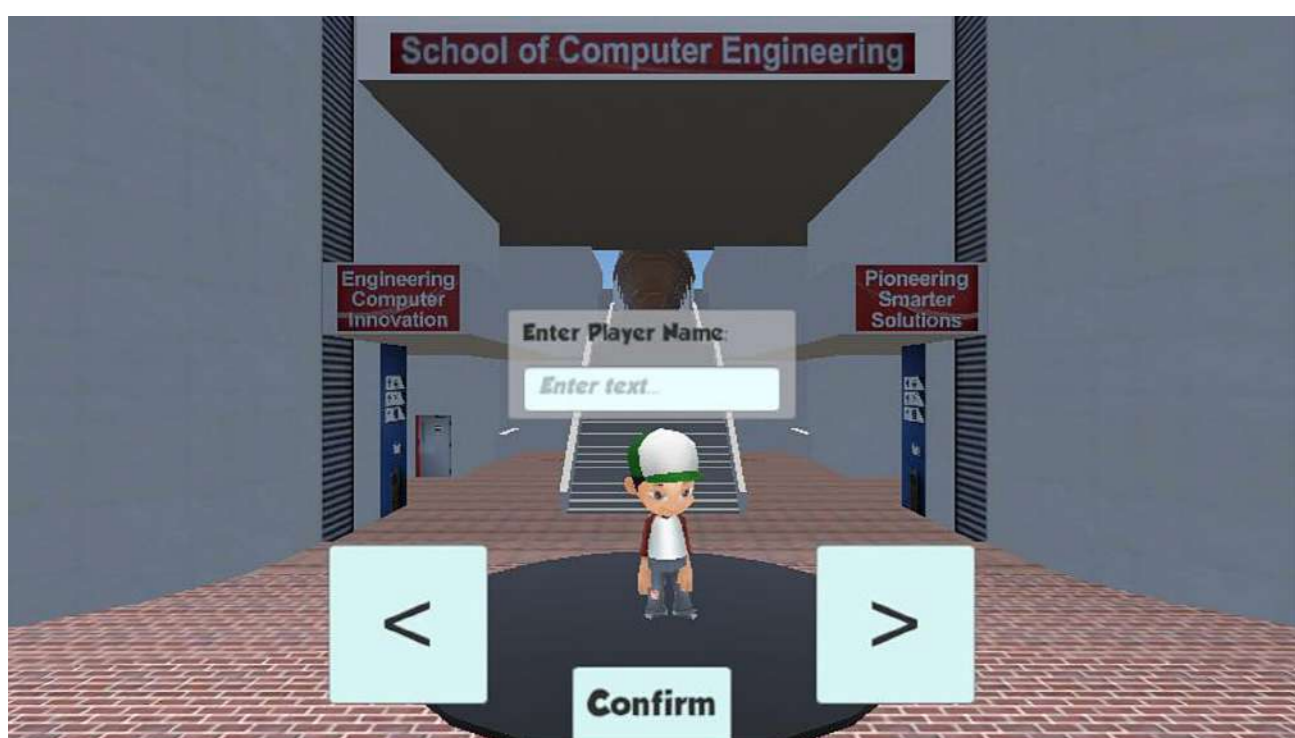
Design and prototype a mobile game application that revolves around the NTU campus with assessing the effectiveness of gamification

Technology used: • Unity 3D  • Android SDK 



Game Features:

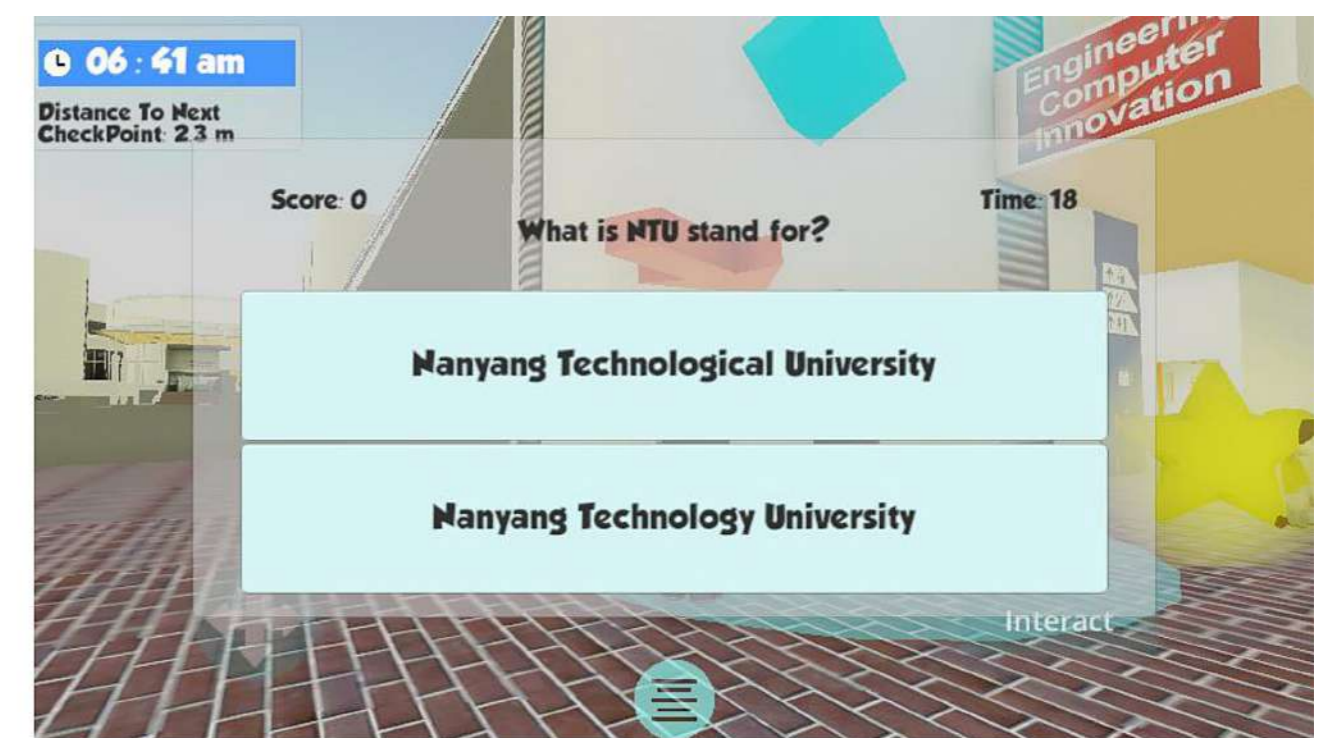
Character Selection



Interactive Interface



Quiz System



Character Selection



Interactive Interface



Quiz System

High Score						
Name	Level	Experience	Quiz Score	People	Distance	Total Score
Michael	1	60	30	0	59.47356	230
David	1	60	0	0	26.13658	170
Player1	1	0	20	0	3.686004	90
Player	1	20	0	0	8.561956	90

Conclusion:

This project explores different methods to assess the effectiveness of gamification on a mobile game using challenge, feedback loops, and uncertainty. This provide a continuous engagement and opens a new way of explore around NTU campus.