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

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.

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