

Description of Global Game without Borders:

I chose to base my global game around the concept of severe poverty and hunger. I made this decision because I feel like that is indeed the most horrific worldwide issue during this time and most people are not aware of how serious it is and how much the citizens living in poverty need our help. This is troubling because the children in this age are the world's future and many are oblivious to how hurt and poor the people of our planet are. So, I decided to create a fun game to put the tremendous idea of starvation and living on a dollar-per-day into a child's point of view. This way, the children of 2012 can make a difference now and most definitely in the future.

Goal of Global Games without Borders:

The goal of the game is to travel through the life of a young child living in poverty, into his or her life as an adult. You will face obstacles, such as, lack of food, clean water, shelter, money, education and other things that will cause you to live in poverty, until you escape the impediments presented throughout the game. There are several mini tasks that will challenge you on dividing money, building houses, scavenging materials, escaping natural disasters, etc. This will earn you points in the player's energy bar, education bar, food/water satisfaction bar, achievement bar and health bar. If you are running low on any of these, the bar will turn red, and if the bar is full, it will be a vibrant blue. It will take much time for the

player to grow into an adult and win the game, but it will demonstrate the task of escaping poverty in a fun, easy-to-understand way that kids will enjoy and support.

Starting to play the game...

To start your journey, you must log into the online video game, titled, The Children of Change, where a menu will appear on a screen:

-FACTS ABOUT POVERTY & HUNGER

-PLAY

-INSTRUCTIONS

If you click on FACTS ABOUT POVERTY & HUNGER, several pictures will pop up that include a captions and facts and a hyperlink that will take you to a website that will entrance you in details about the severity of poverty and how you can help.

If you click on PLAY, the game, Children of Change, will begin. First, it will take you to a screen, titled, CUSTOMIZATION, where you are able to create your very own character, including your name, clothing of your choice, personalized features and home location. On the bottom right screen, there is an arrow with NEXT printed on it; this takes you to the next screen, LIFE STORY. Each time you play, Children of Change, a different LIFE STORY will appear. There are exactly 175 different partial LIFE STORIES that have been built together randomly, in order to create a new, interesting LIFE STORY each time you play. This will

allow for the player to know exactly where the child grew up, how much money/ land his or her family owns, who his or her family is, their current predicaments, etc. Once the player learns about their character's LIFE STORY, the bottom right NEXT arrow will take you to the start of the game...

The screen that will be present for the majority of the game will have your character's name printed across the top of the screen, your energy bar, education bar, food/water satisfaction bar, achievement bar and health bar below your name, and a backpack on the bottom left corner. The backpack you see is used to store items, such as, food, water, building materials, maps, etc. that you find along the way. To access the backpack, simply click on it with your cursor and the materials will appear on your screen. To put the materials away, click on the backpack again.

Of course, along the way of the game, you can play mini games, which will earn you ACHIEVEMENTS which can be found on the far left side of the screen. You can use these achievements to get a job in the city, money for your family or yourself or as end credits when you win the game.

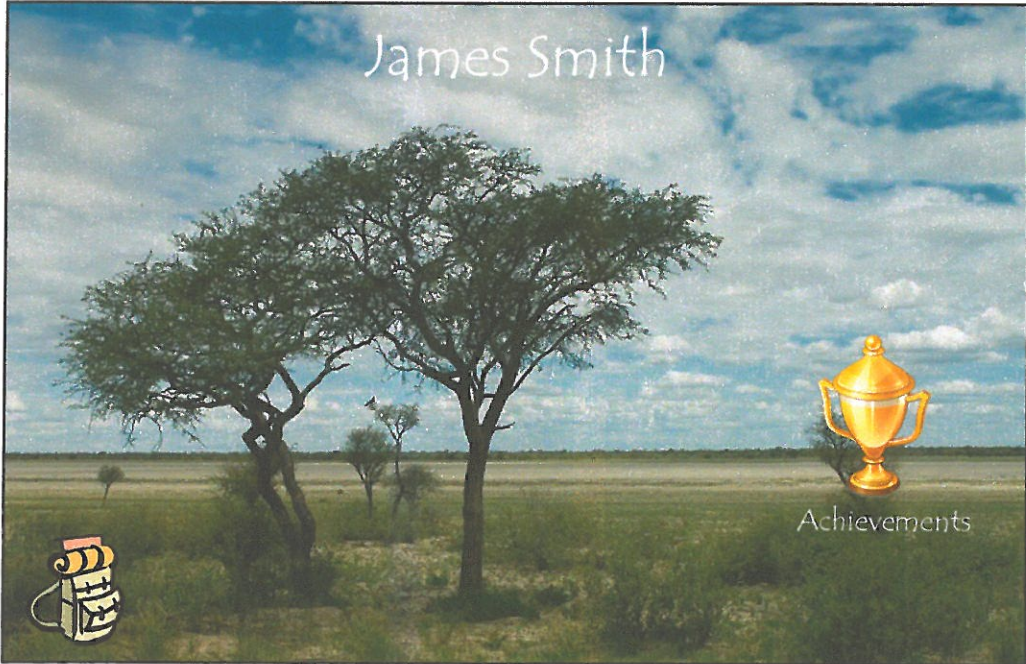
Truly, this game has no "losing," unless you are killed by natural causes or lack of any materials in your "bars." You are considered a winner if you make it to adulthood, living through poverty. The end screen will either say, "CONGRATULATIONS YOU HAVE BEEN TITLED A CHILD OF CHANGE" or "SORRY YOU DID NOT COMPLETE YOUR TASK, PLAY AGAIN?"

If you click on INSTRUCTIONS, this screen will appear and display what is expected and what the instructions are to, Children of Change.

I hope that this game will be both satisfactory and educational to all of its users. Thank you for taking the time to read my proposal!

Global Game Proposal:

Play Screen:



Customization:

Location:

-Zimbabwe



-Haiti



-Bangladesh



-Argentina



Character:

-name

Example:

Type here: _____

-gender

Example:

FEMALE

MALE

-age

Example:

(5-10)

(10-15)

(15-20)

-characteristics (including nose, mouth, eyes, hair/hair color, skin color, height, etc.)

Example:

Choose hair color:



-clothes

Example:

Choose shirt:



Energy Bars:

Examples:



Mini-Games:

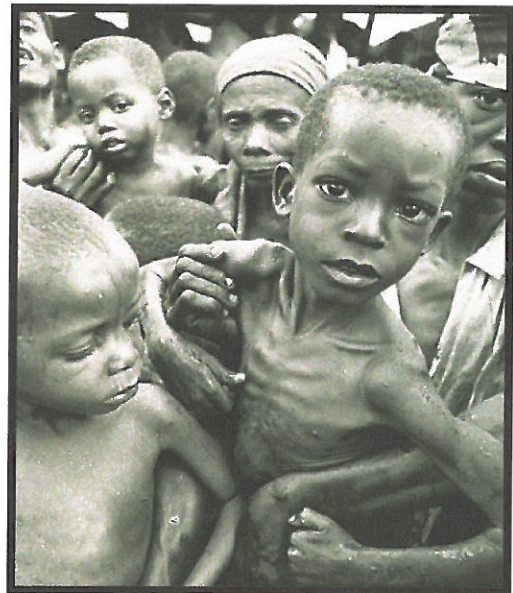
Example:

"To complete this task, you must press the spacebar repeatedly in order to increase the speed when scavenging for loose materials. The right arrow key is used to pick up materials and the left arrow key is used to drop materials you no longer need to carry. The goal is to find 20 pieces of driftwood, 15 pieces of scrap metal and 50 individual nails that can be found in groups of 5 or 10. Good luck!"

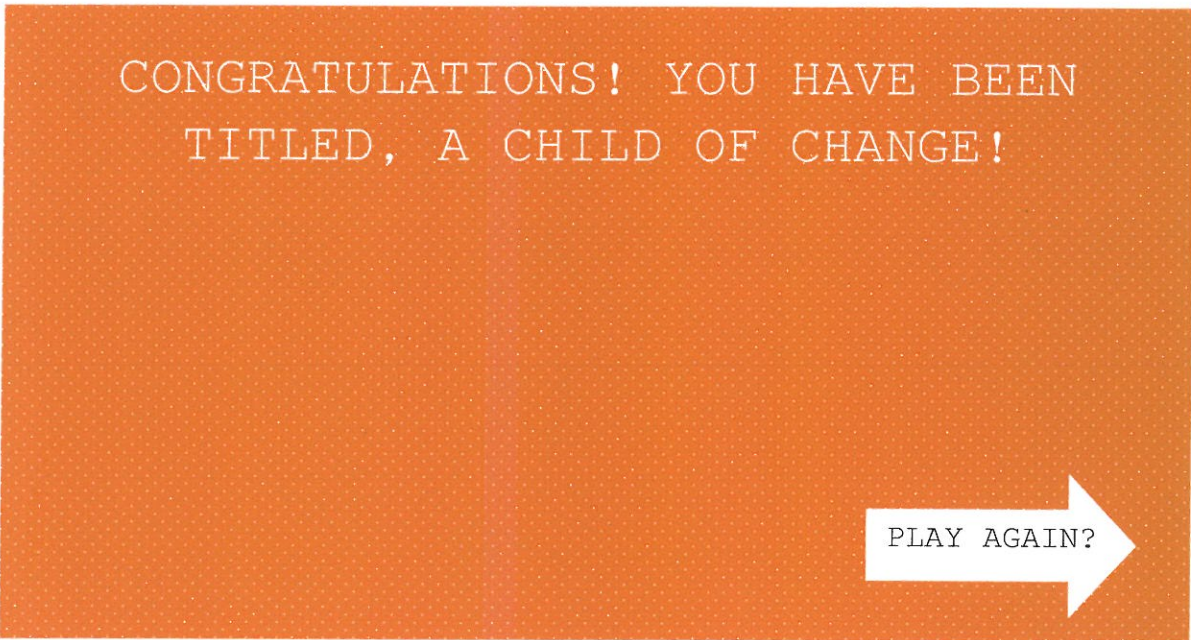
Poverty and Hunger (menu option):

Examples: <http://reviyanti-revi.blogspot.com/>

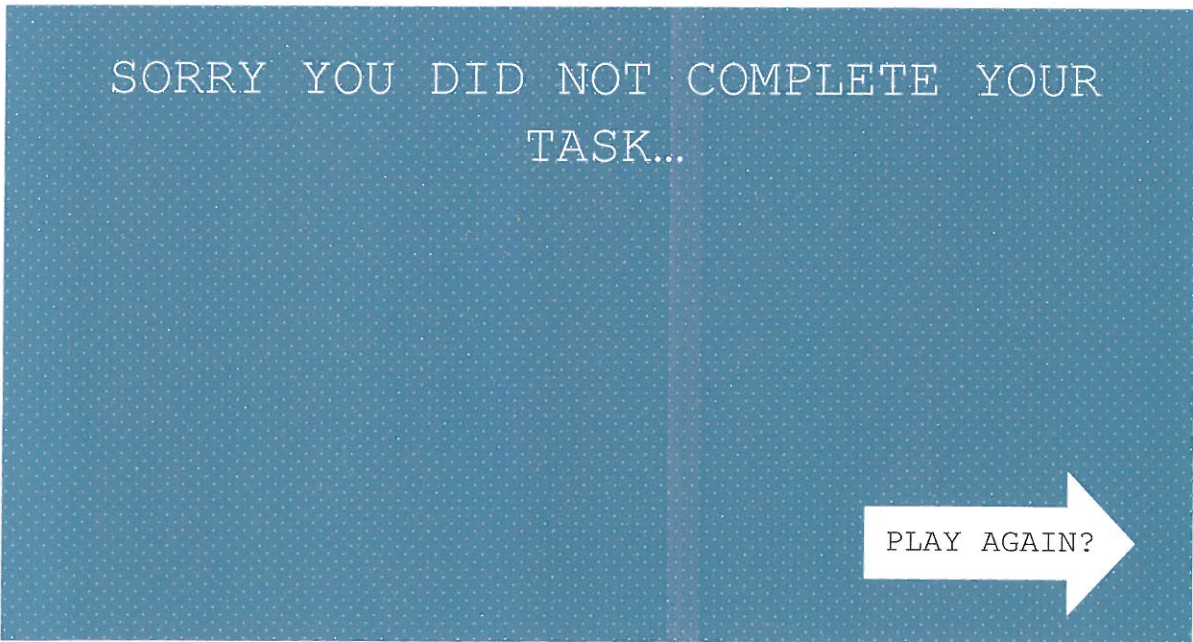
Millions of children are living on less than a dollar a day where they cannot eat, drink clean water or even find shelter at night...



Winning Screen:



Losing Screen:



Bibliography:

Pictures:

- <http://reviyanti-revi.blogspot.com/>
- <http://www.how-to-draw-funny-cartoons.com/cartoon-t-shirts.html>
- <http://blog.travelpod.com/travel-photo/dan.melanie/1/1260378045/village-on-the-edge-of-the-sundarbans.jpg/tpod.html>
- <http://johnbatchelorshow.com/schedules/2010/07/saturday-10-and-sunday-11-july-2010/>
- <http://www.trekearth.com/gallery/Africa/Botswana/South/Kweneng/Khutse/photo37785.htm>

Citations:

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- Pearson, . "World's Poorest Countries." *Infoplease*. Human Development Reports, 2011. Web. 28 Mar 2012. <<http://www.infoplease.com/ipa/A0908763.html>>.