

GAME DESCRIPTION

In our first version of the game, all of the characters will displayed as blocks. One of our team members learned to use anime studio in order to create animations for each character.

In the past, we read the book “Graphic Design for Kids” and decided that we wanted the colors of the characters to reflect their attitudes. All of the characters and bonuses were created on Anime Studio.

Target

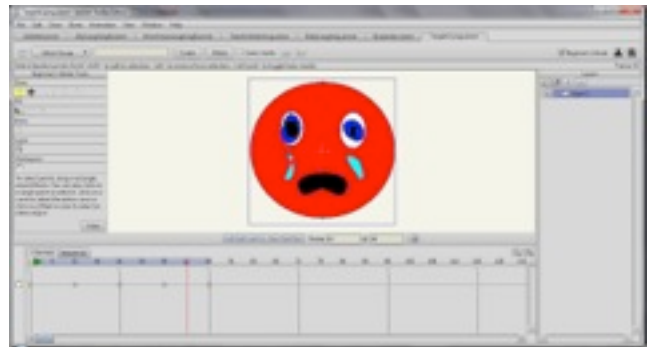
“Will” aka “Billy Bob” is an 11 year-old fifth grader. He has a passion for science and he wants to cure food allergies. He has a severe food allergy that makes him afraid to eat anything other than burritos. Because he eats lots of burritos, he farts all the time and his farts are really stinky.

He is not a good “team sport” athlete because he has asthma. He does participate on a swim team. He loves the fact that when you fart underwater, no one notices!

When the target farts, it coverts nearby bystanders to henchmen because people do not like to be around someone that is constantly farting.

He has friends on a lego robot team and he is a huge nerd.

We wanted to pick characteristics in our target that would make him unliked by his peers but that could also be easily understood. We also think that farting is funny and we thought that our game should be funny.

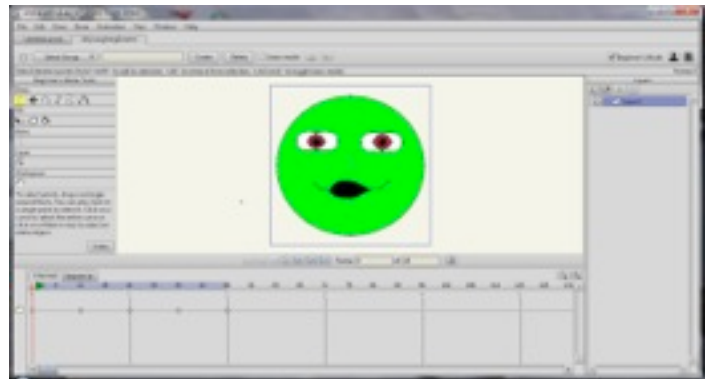


Ally

“Mark” is a very strong athlete and popular. He is one of the only kids that can stand-up to John. “Mark” loves jokes and is an excellent student. He loves helping people outside and inside of school.

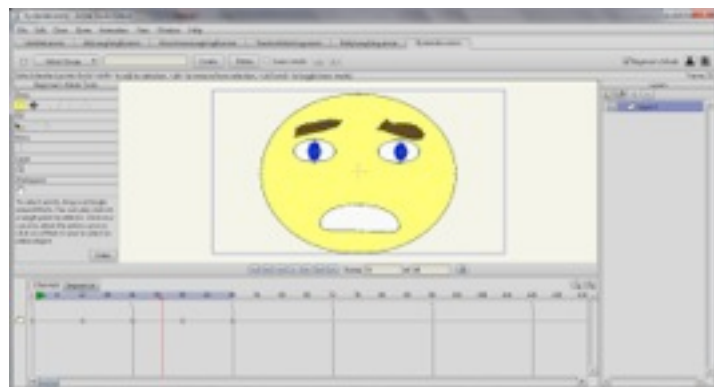
The ally is controlled by the player. The ally repels the bully and can make contact with other characters, such as bystanders and henchmen. When the ally makes contact, the ally tells a joke. We all love to laugh and we think that this is a great way for an ally to get people to like him more. We also thought that a popular ally will get other kids to listen to him and follow him.

If an ally makes contact with the same bystander twice, the bystander becomes an ally too. This is like a power-up and allows the ally to be much more powerful.



By Stander

The bystanders are colored yellow. They are neutral characters that do not do anything unless the target farts or unless the ally makes contact with them.



Bully

“John” is an amazing athlete and very aggressive. He takes what he wants and no one challenges him because he is so strong and fast. He is a star of the soccer and basketball teams. At games, he routinely yells at the other kids when they make mistakes. He is a bit of a dirty player and trips kids when they are not looking and smiles at the referees when he gets caught.



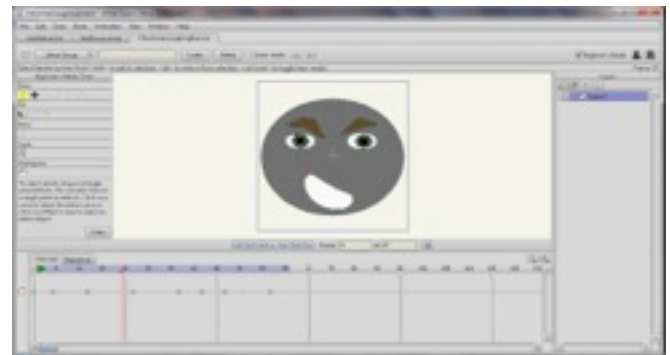
He is a great liar and adults believe him. His parents are powerful members of the community and adults are afraid of the parents so they tend to look the other way when John gets caught bullying another kid. For example, after numerous reports of bullying, the principal put a camera at recess to watch John. When John's parents found out, they threatened to sue the school so the school stopped the surveillance.

Many kids stopped playing soccer at recess because John was so mean. The kids made reports and things would stop for a little while and then start right up again.

Henchman

The henchmen do not have names. They follow the bully and enable the bully to move faster.

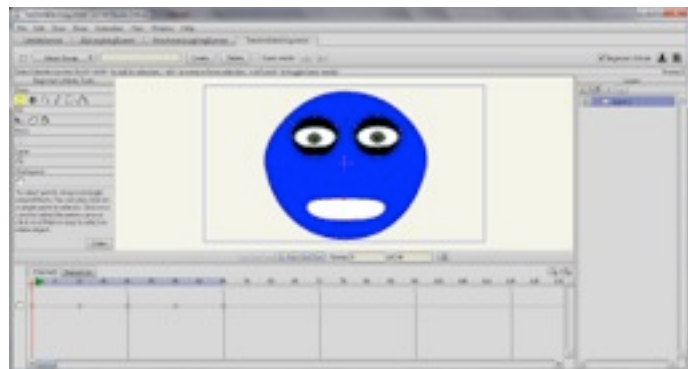
If the ally contacts a henchmen twice, the henchman becomes a bystander.



Teacher

The teacher is not much help in this game. If the ally reports bullying to the teacher three times, the teacher will follow the bully.

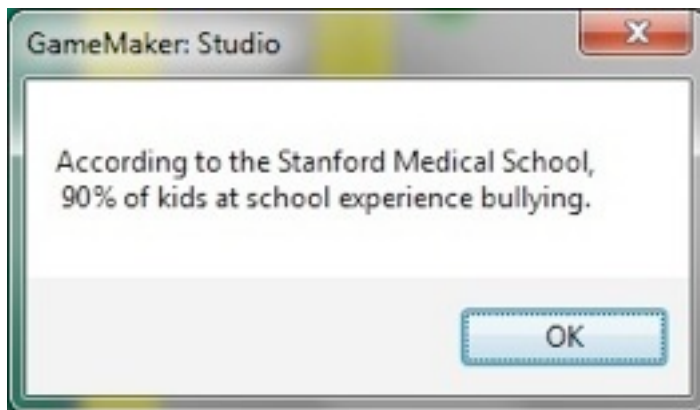
In our research, we learned that teachers often do not respond to bullying, even when they observe it



Bonuses:

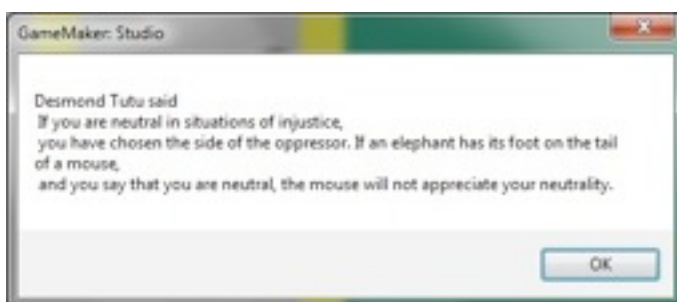
Fact Bonus

If a player makes contact with the fact icon, the player will see a fact on bully and receive bonus points. The facts were selected from our research. We thought the facts were very motivating to help kids want to get involved.



Quote Bonus

If a player makes contact with a quote icon, the player will see an inspiration quote that made us want to get more involved with helping others.



Star Bonus

If a player makes contact with the star bonus, the player can move much faster for a few seconds. This bonus moves across the screen quickly and is launched at random intervals. We thought this would make the game more exciting.



Beginning the Game

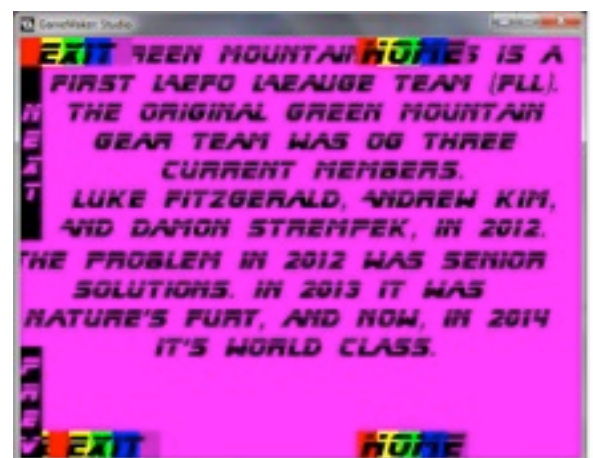
At the splash page, the user is given the option to play the game, learn more about our research or to learn more about us.



We transferred our research powerpoint into a series of slides for players so that they could see our web research in one space.

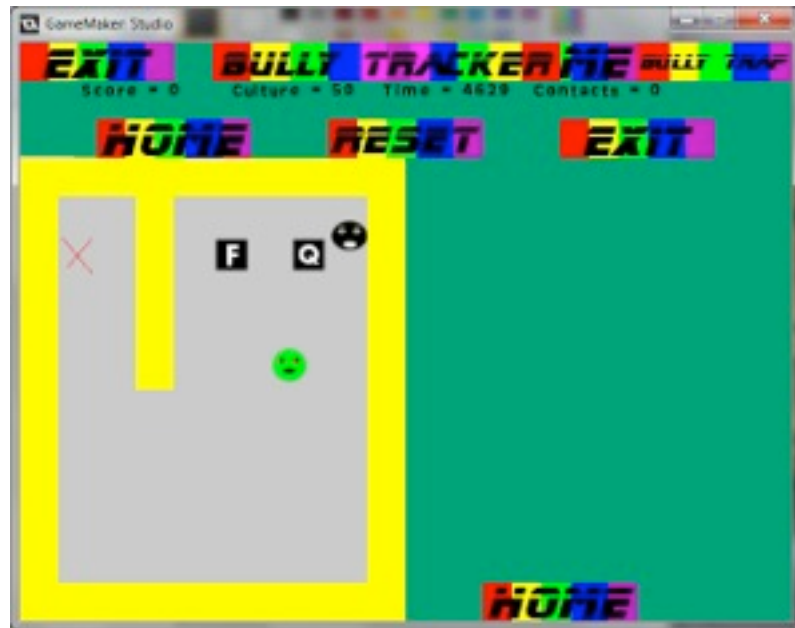


We added a small section to tell players a little about our team.



Training Level 1- Trap the Bully

In this level, the ally uses their ability to repel the bully to push the bully toward the X mark. The ally can also access the fact, quote and bonus bonuses to raise their score.



Training Level 2- Convert a Bystander and Trap the Bully

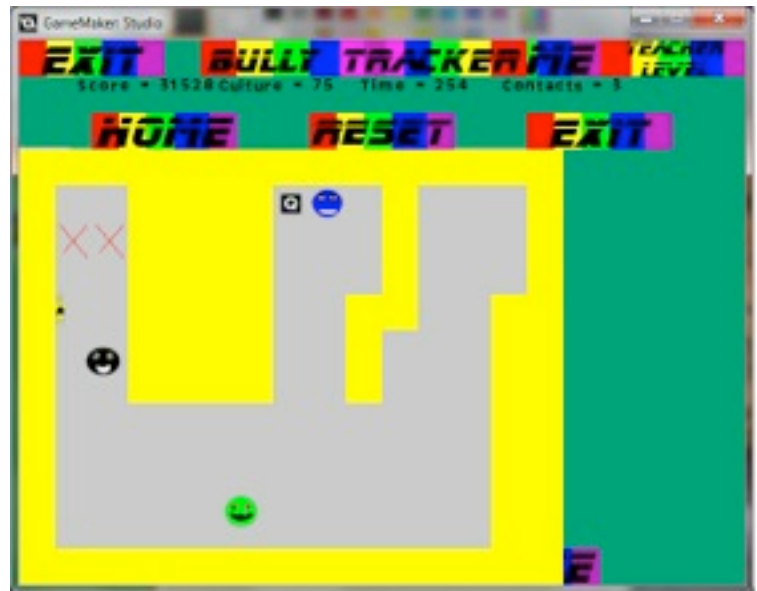
In this level, the player adds to their previous skills by learning to make contact and to tell the bystander a joke. We think that users will enjoy the jokes. We wrote many original jokes and included some from the internet that we thought were appropriate for school.



Training Level 3-

Make Contact with a Teacher and Repel a Bully

In this level, the player has the opportunity to make contact with the teacher. The player will learn that nothing happens the first time or the second time the report bullying. However, on the third time, the teacher will follow the bully around.



Training Level 4-

Convert a Henchman and Repel a Bully

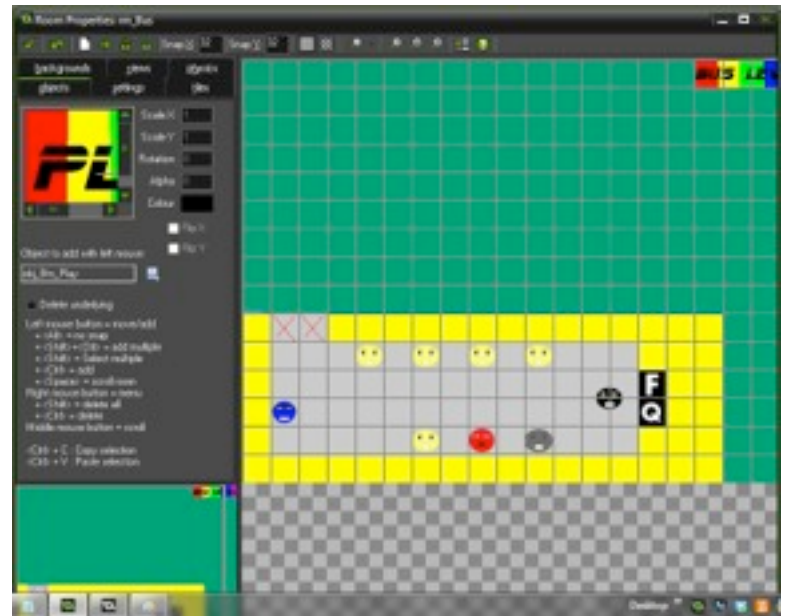
In this level, the player makes contact with a henchman. The space is so large that the player will have to make repeated contacts in order to get the double ally bonus to trap the bully.



Game Level 1-Bus (easy)

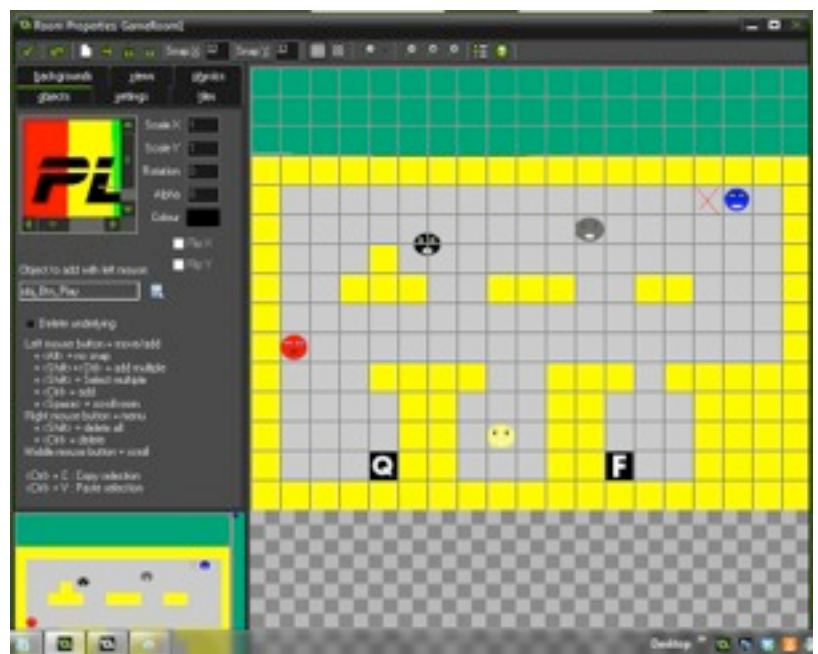
On the bus ride to school, Will has to listen to rude comments. Kids take photos of each other on their iTouches and doodle on the photos. Most kids say they are fine with this but I think it makes some kids sad and they are afraid to tell John to stop. During the bus ride, Will feels nervous and anxious. He hopes no one will bother him. The bus driver is too busy to notice and there are no teachers around.

The player has to make sure that the target gets off the bus, the X, without being bullied. If the target gets bullied three times, the game ends.



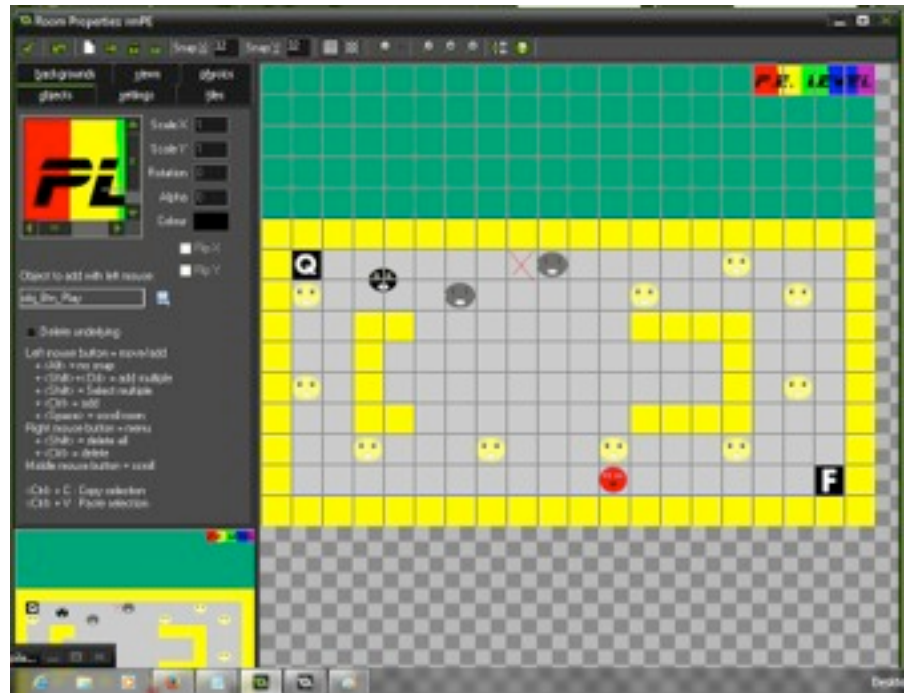
Game Level 2-Class (little harder)

In class, kids pass notes and whisper to one another. When Will farts, kids pinch their noses, laugh and pretend to pass out. This makes Will feel terrible inside but he pretends to laugh along with everyone else. When kids make groups, kids always try to pair with someone else quickly so that they do not get stuck with Will. The teacher is around so this is generally when Will feels the most safe in his school day.



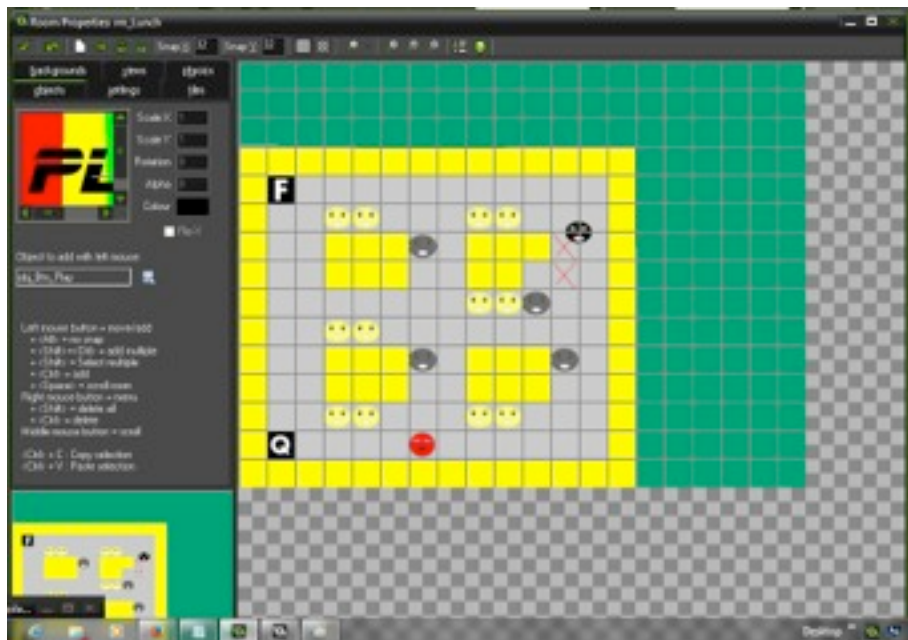
PE (hard)

In PE class, Will gets very nervous because he is not a good athlete and when they make teams he is always the last to be picked. Also, with the kids moving around, the teacher has a hard time noticing kids kicking him in the butt to get him to stop farting. He laughs along with the other kids, but he is very sad on the inside.



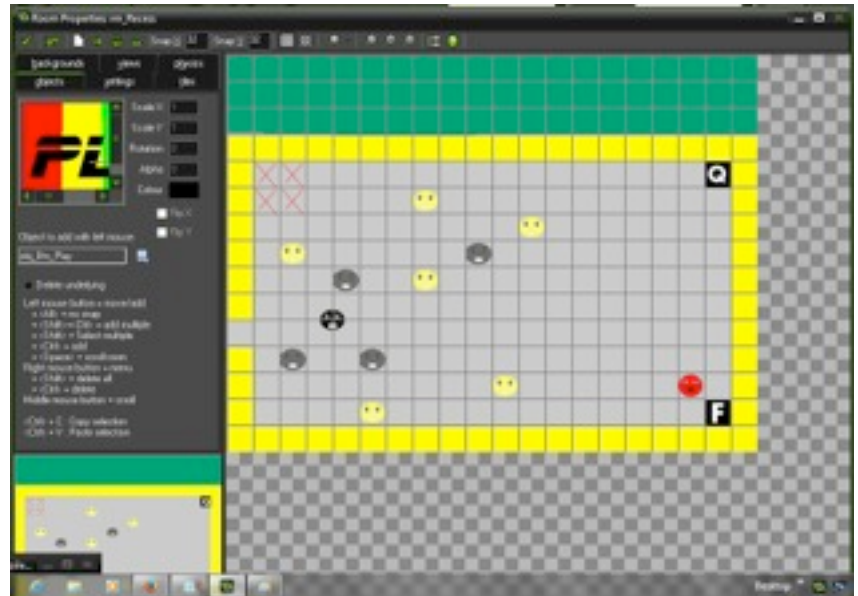
Lunch (very hard)

Will wants to sit by himself. There is very little supervision at lunch and he is terrified of other kid's food. He is anxious about having an allergic reaction. Kids taunt him by showing him food that could cause a reaction. He gets red-faced and asks to go to the bathroom constantly. He also asks to go to the nurses office because he feels sick.

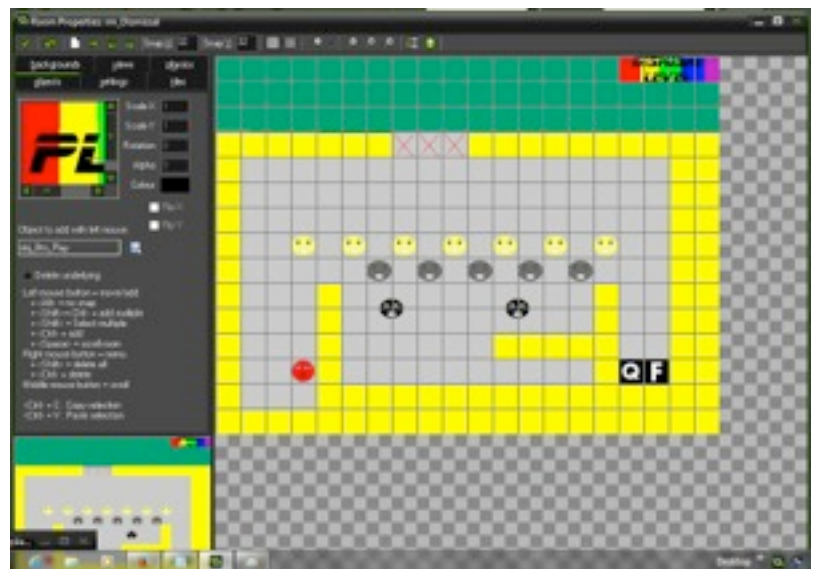


Recess (impossible)

This is the worst time of the day for Will. Recess is supervised by para-educators who are a little afraid of the kids. Most of the kids play soccer, and they trip and push kids when the supervisor is not looking.

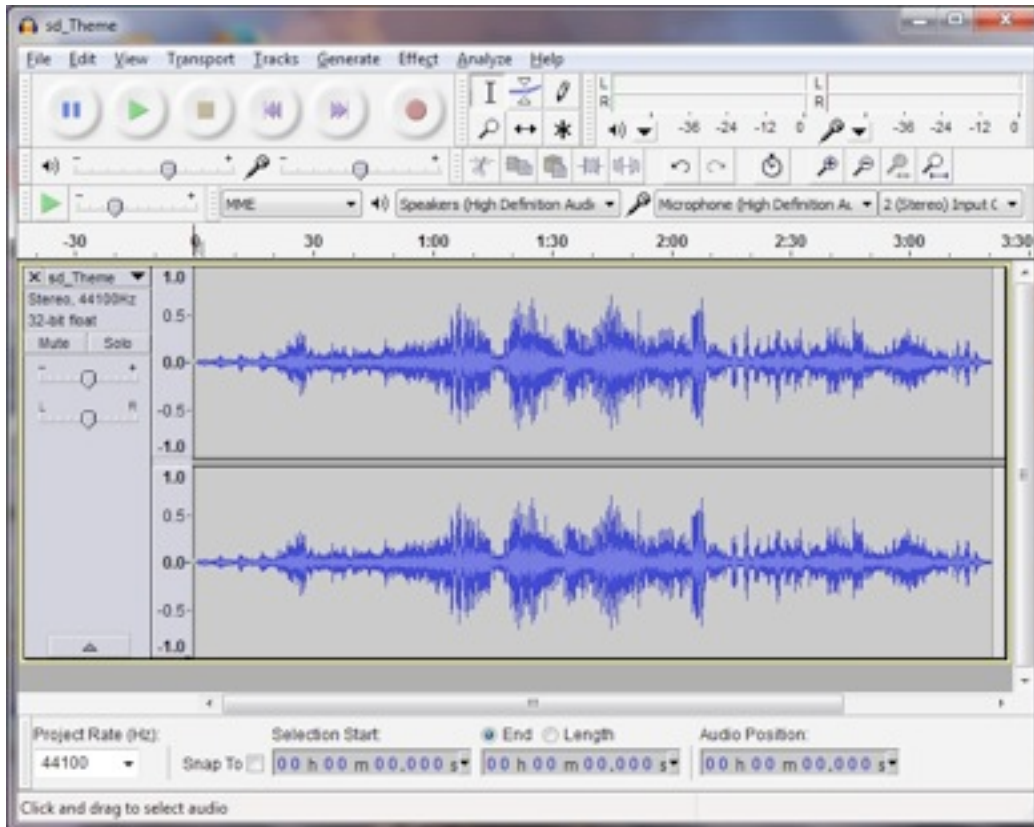


Dismissal (harder than impossible)
During dismissal, Will is excited to go home. This is his favorite time of the day.



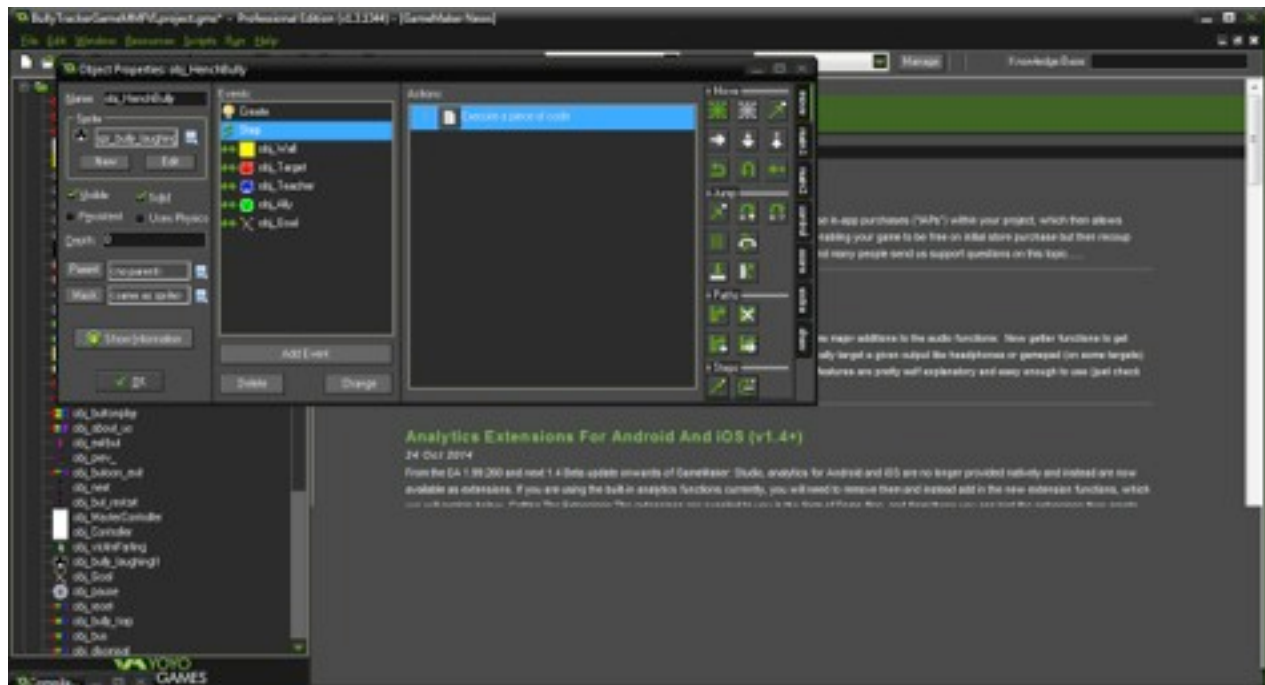
Audio Effects

One of our team members composed an audio song for the game. We recorded the song and the Fart sound effects using Audacity.



Programming

All of the programming was conducted using GameMaker. We selected GameMaker because lots of people write games with GameMaker and there were loads of books and tutorials for GameMaker.



This shows the object view in GameMaker. Each object gets a sprite (created in Anime Studio) and behaviors. The behaviors can be drop and drag or coded in GML

