GAMES 4 AMNESTY

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GOAL OF THIS SPRINT

CREATE 3 CONCEPTS

CONCEPTS

THE AMNESTY MACHINE IN THEIR SHOES SPREAD THE LIGHT

THE AMNESTY MACHINE

GAMIFICATION BASED CONCEPT

TELLING THE AMNESTY MECHANISMS IN AN INTERACTIVE, PLAYFUL AND PERSONALIZED WAY

http://vimeo.com/80938731

INTERACTIVE & PLAYFUL

THE USER IS RESPONSIBLE FOR MAKING THE MACHINE WORK AND THAT THE MACHINE KEEPS ON RUNNING.

<u>GAME GOAL:</u> KEEP THE MACHINE RUNNING
GAME CHALLENGE: FIX DIFFERENT PROBLEMS IN THE MACHINE WITH TIME PRESSURE

https://marvelapp.com/259eb0

PERSONALIZE THE STORY

PERSONAL APPROACH
LINK WITH THE PROBLEM
HOW THEY CAN HELP

https://marvelapp.com/3240d3

EVALUATION

WHILE PLAYING YOU ARE DOING SOMETHING USEFUL
INFORMATION AND ACTION
OVERVIEW OF HOW AMNESTY WORKS
CLEAR HOW YOU CAN BE OF HELP

DO THEY WANT TO PLAY IT AGAIN?
VISUALS ARE VERY IMPORTANT

IN THEIR SHOES

LINK: http://zgobnm.axshare.com/#p=start_1&hi=1&c=1

EVALUATION

GIVES USERS FEELING OF THE VIOLATED PERSON
TELLS WHERE AMNESTY COMES IN
RICH ON INFORMATION

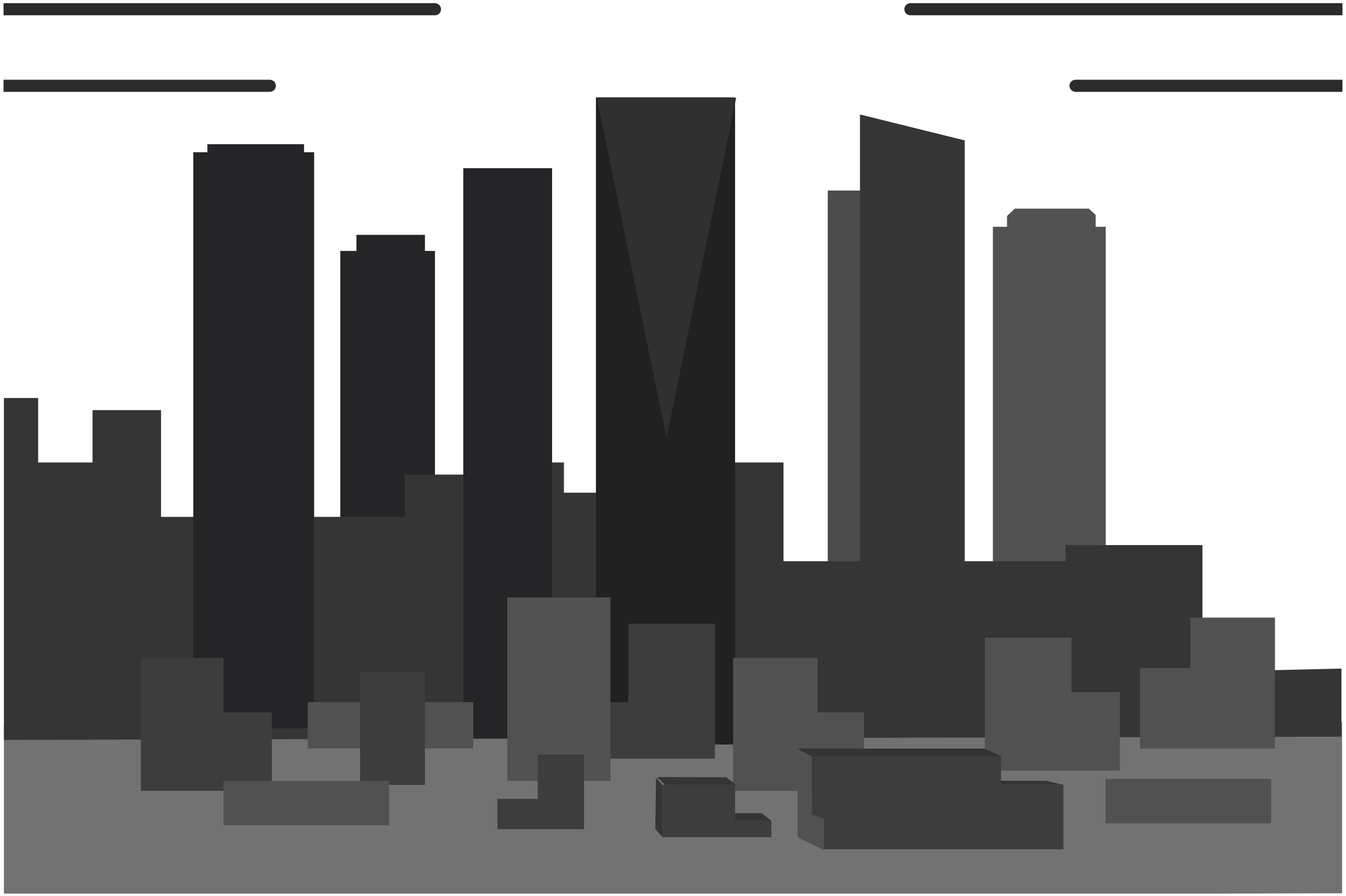
TECHNICALLY COMPICATED IF IT’S A MOVIE

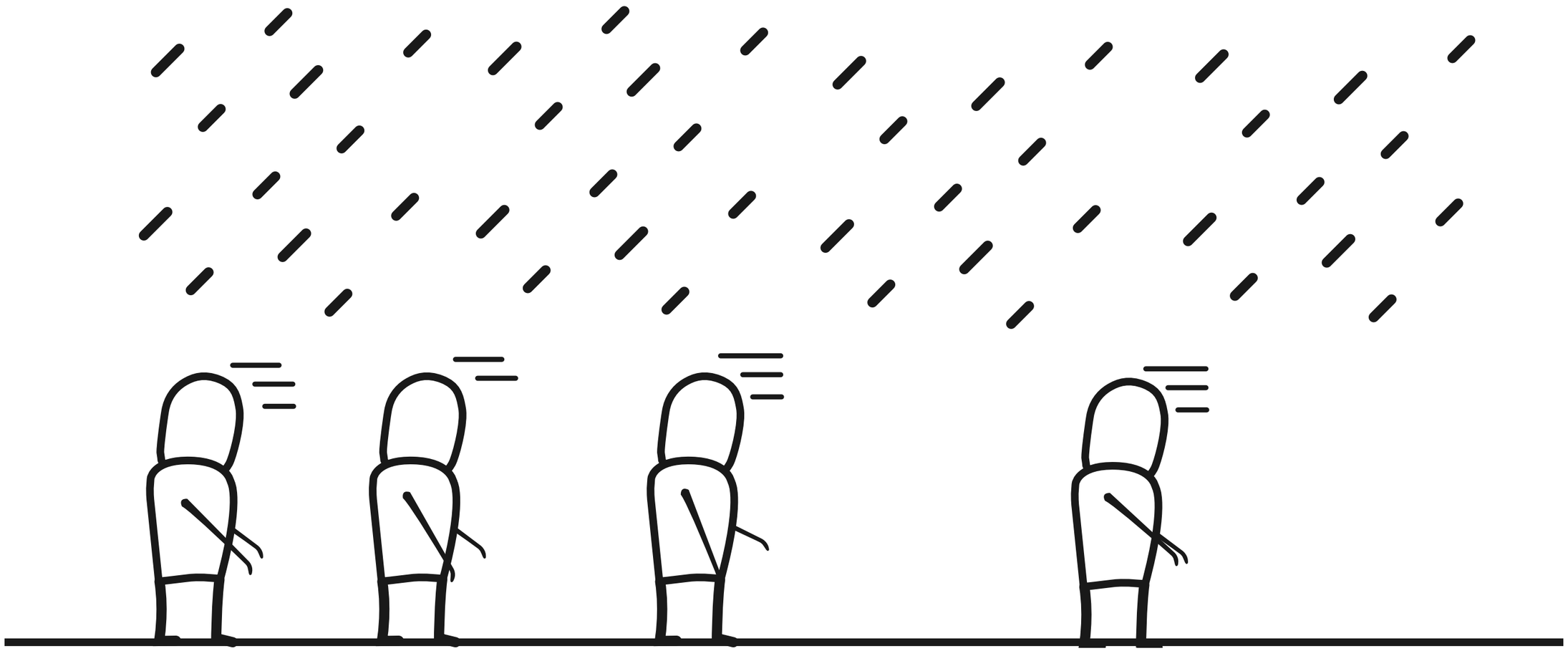
SPREAD THE LIGHT

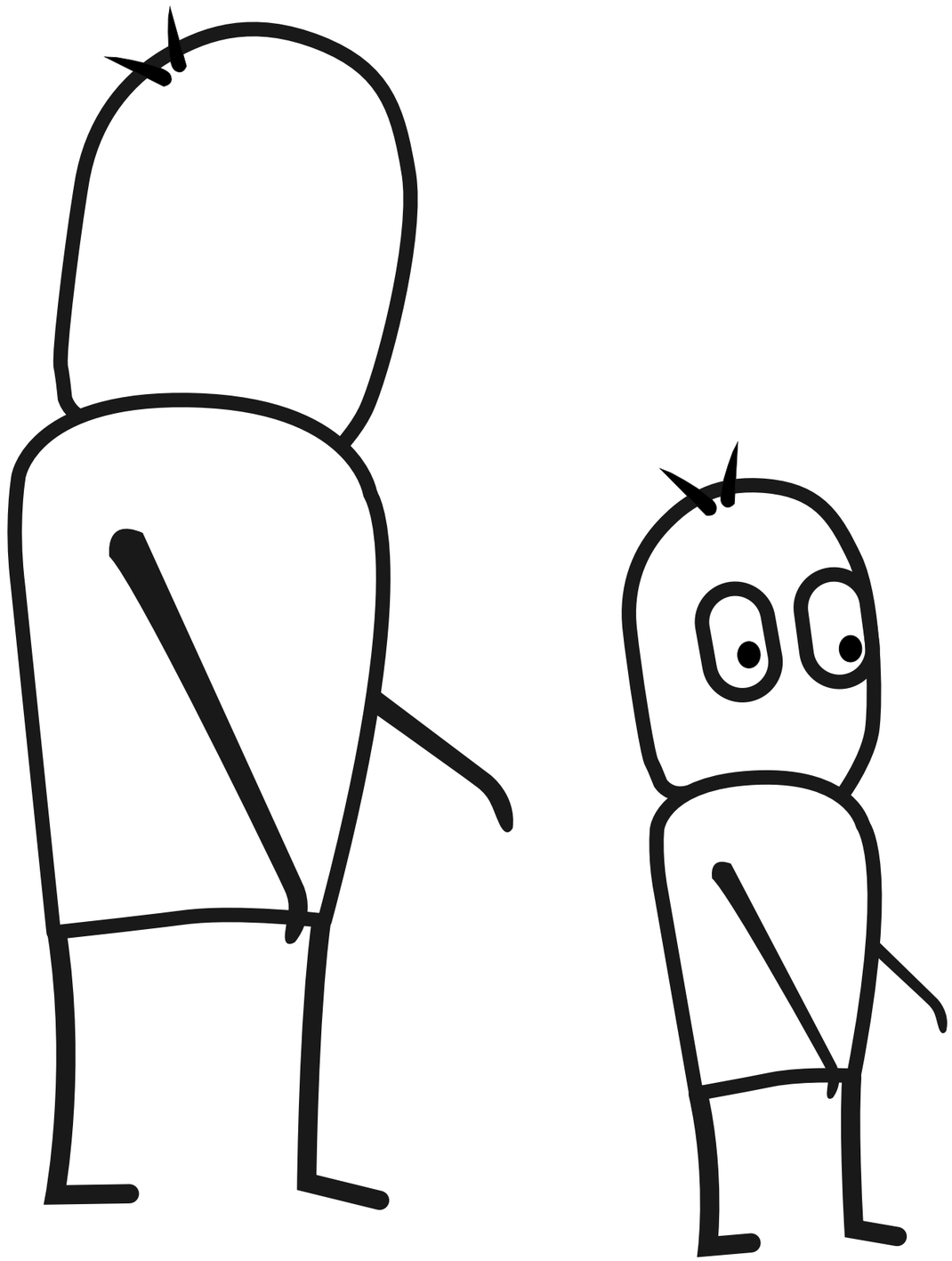
SPREAD THE LIGHT

WORK TOGETHER

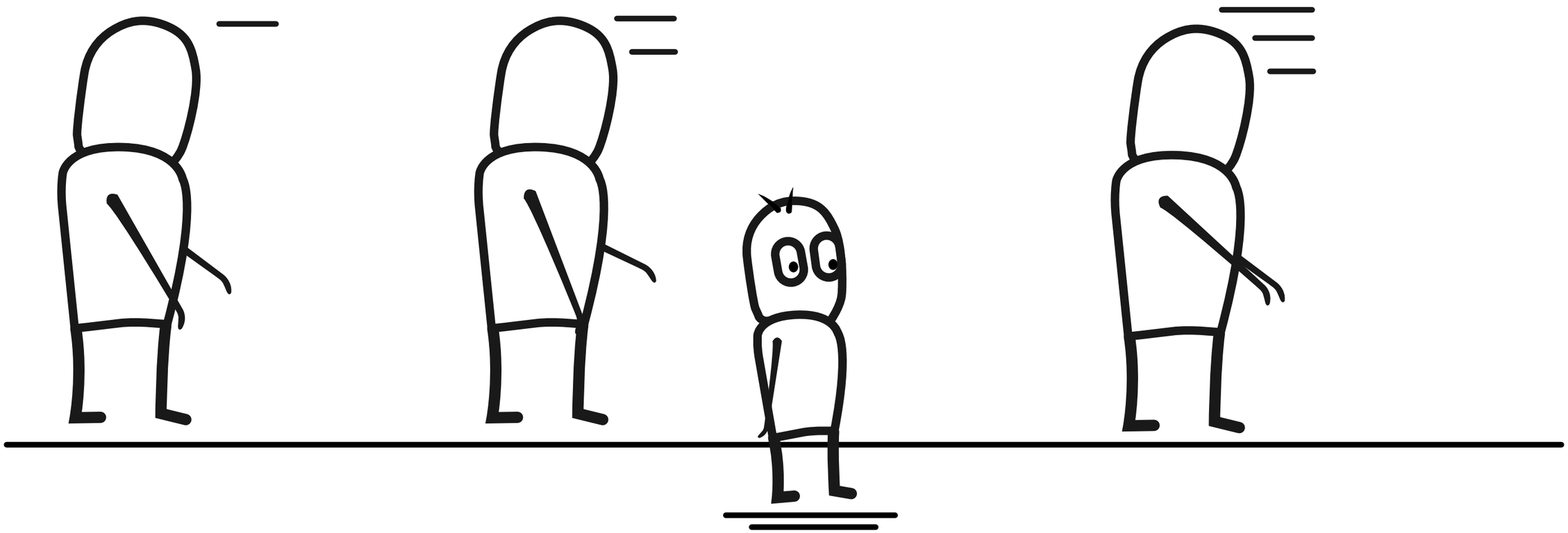
These storys are inspired on true events



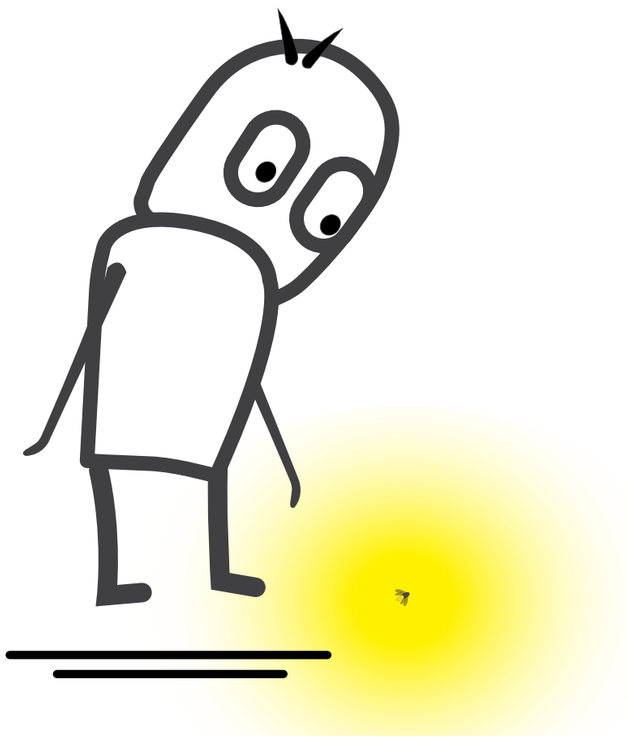


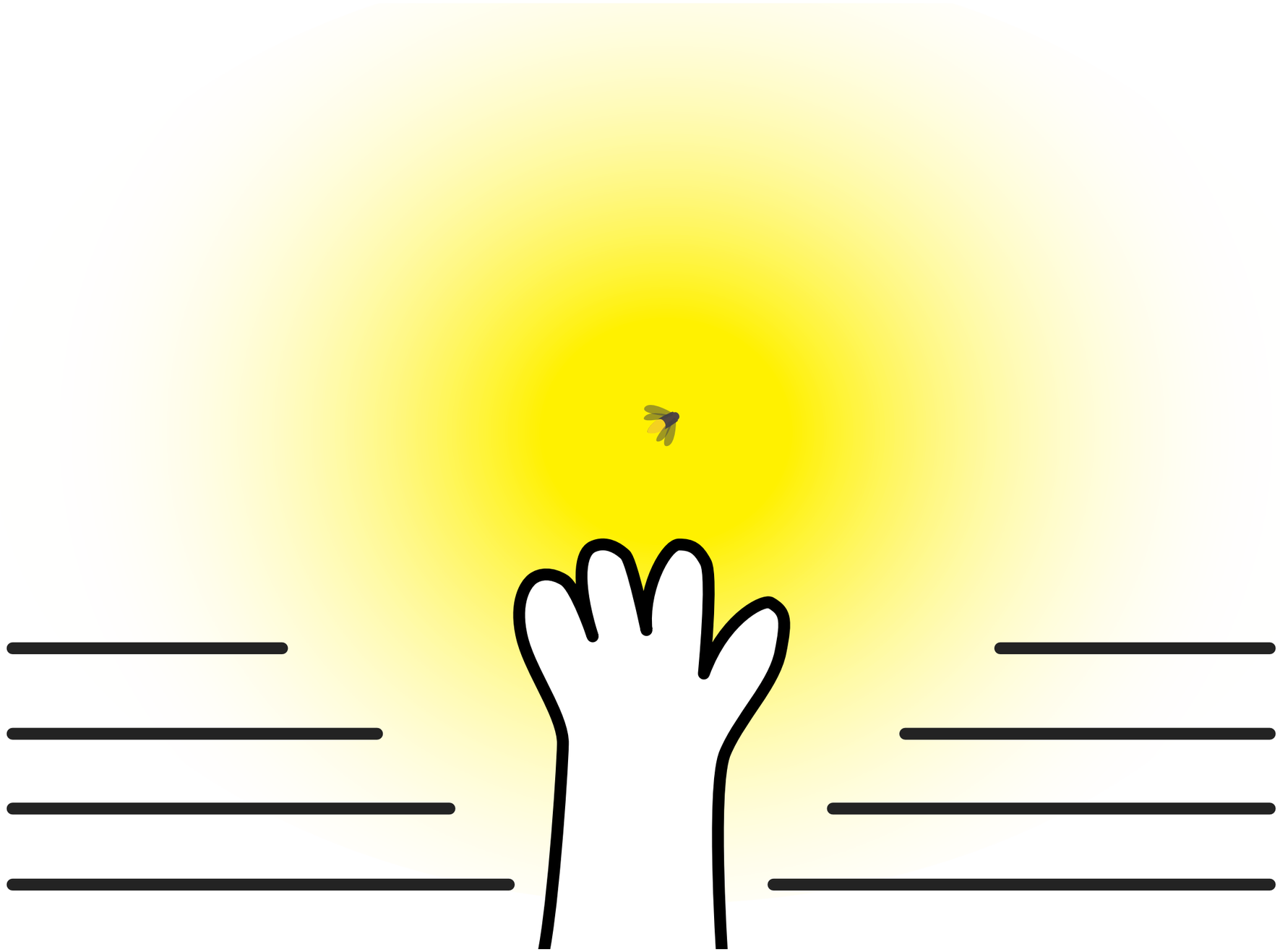


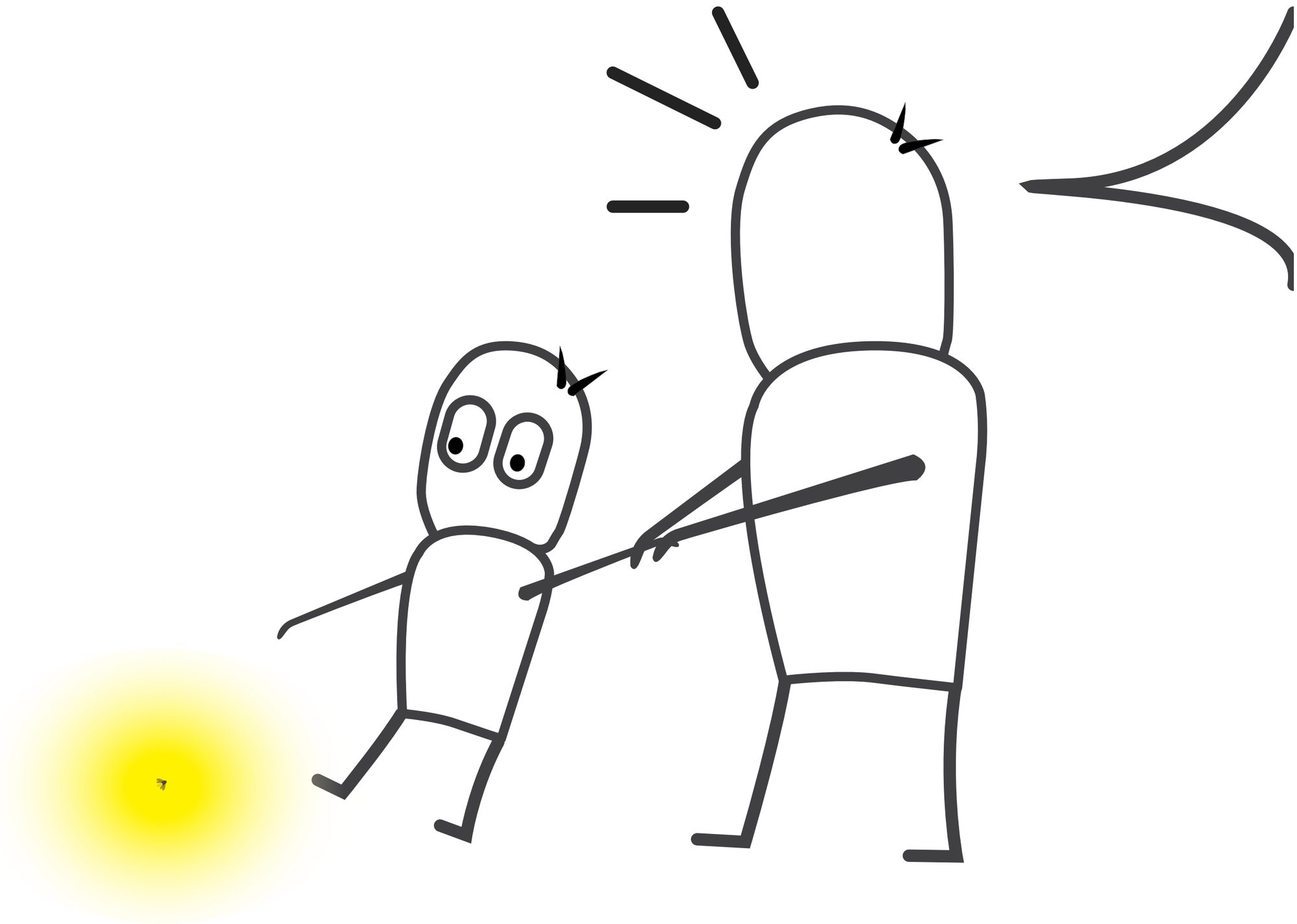
Press D to move right

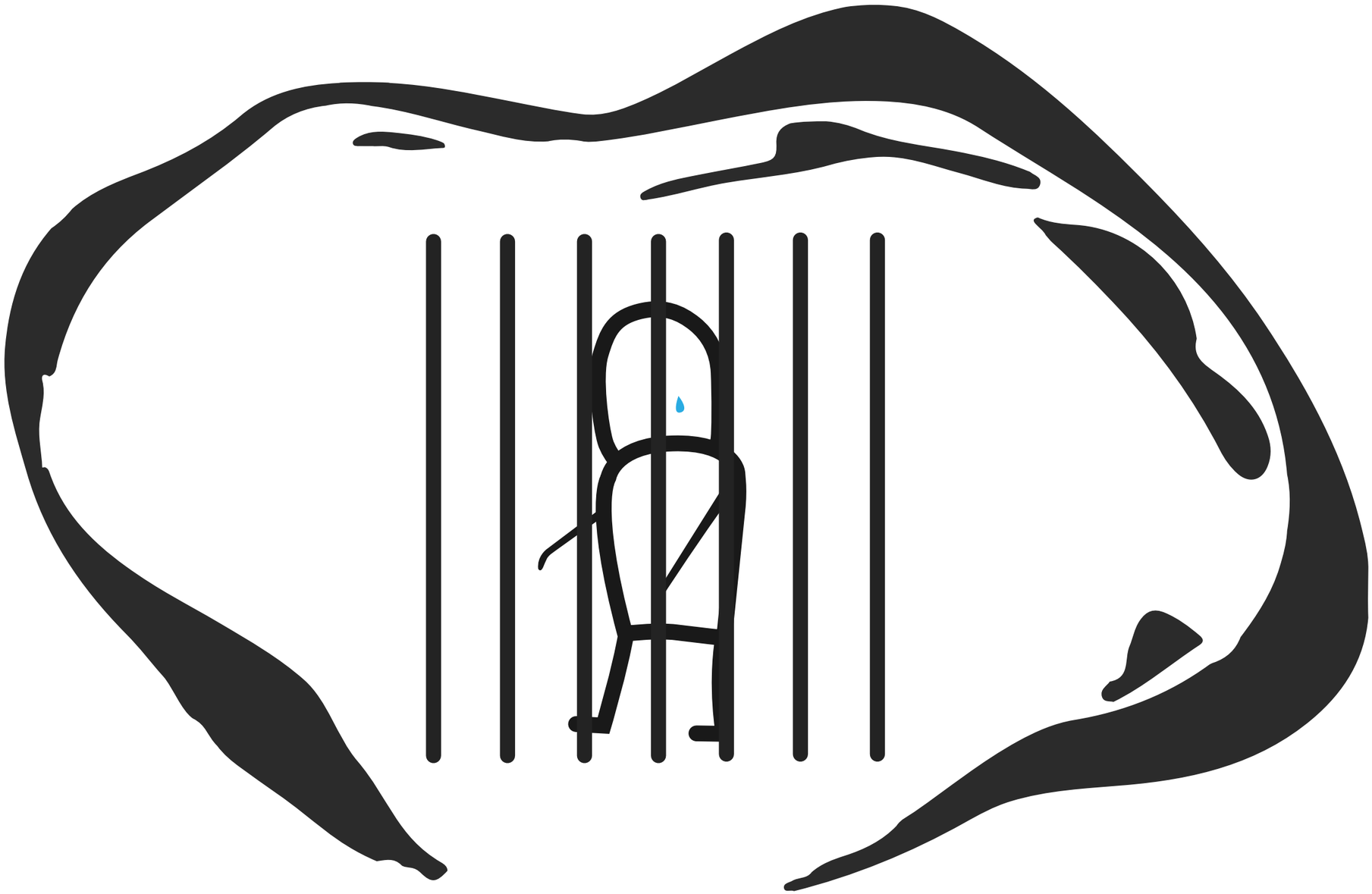


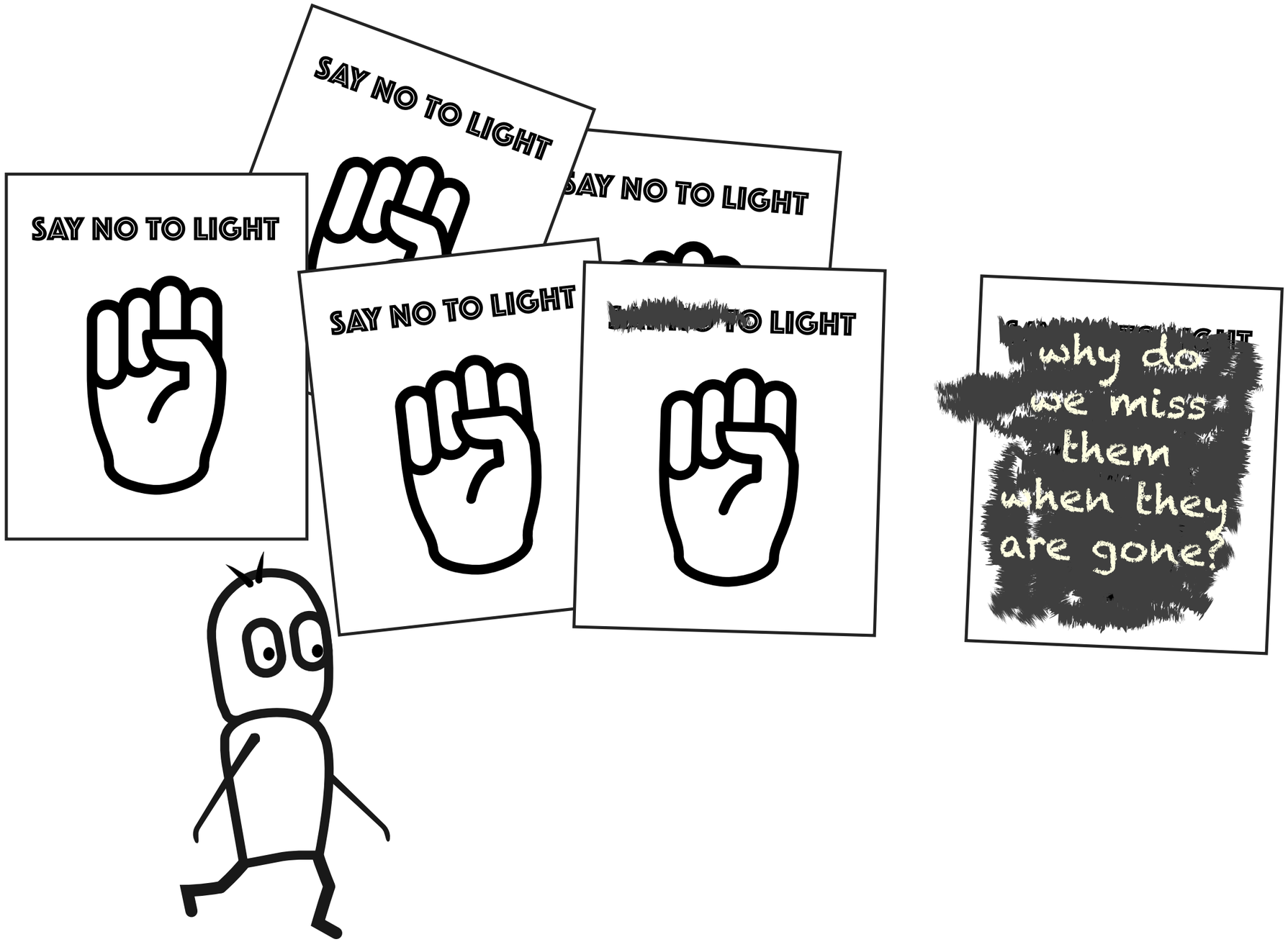
Press E to touch

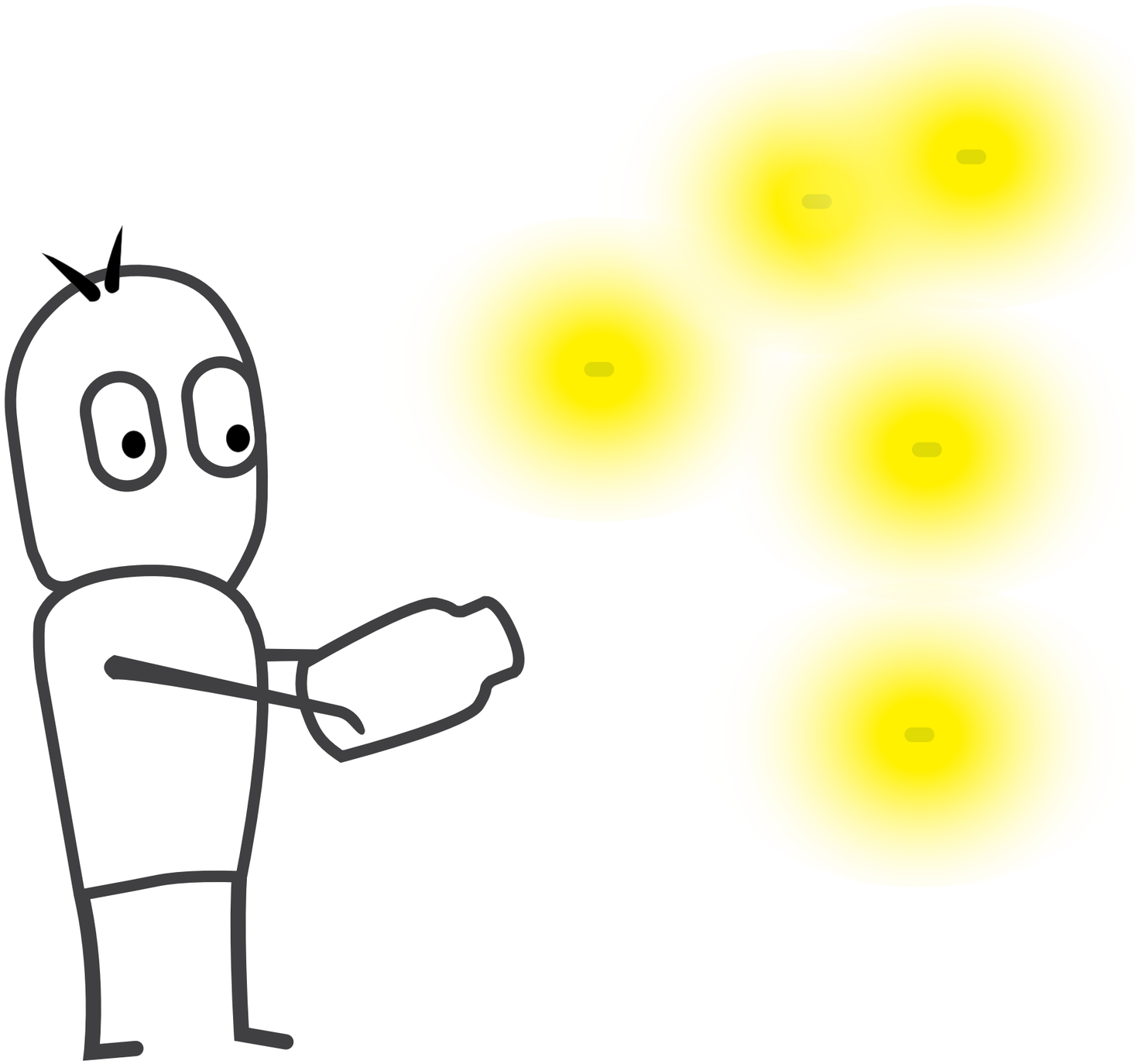


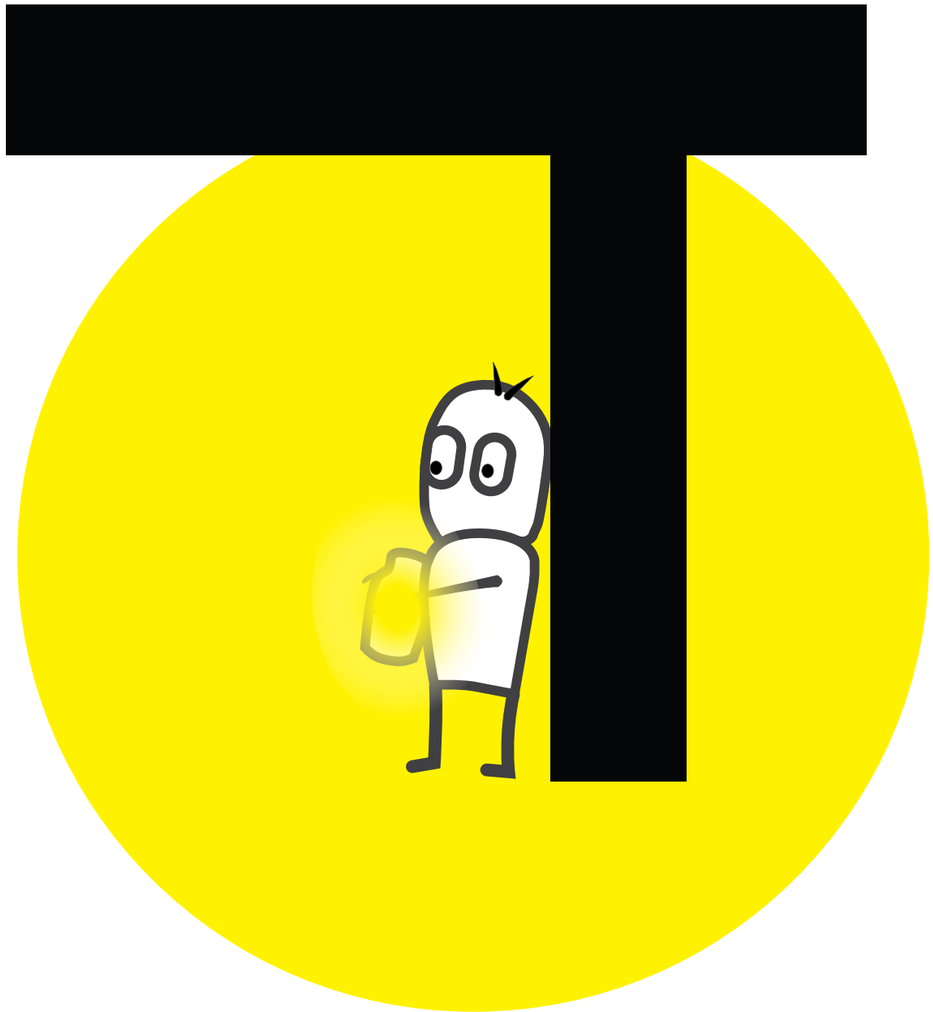


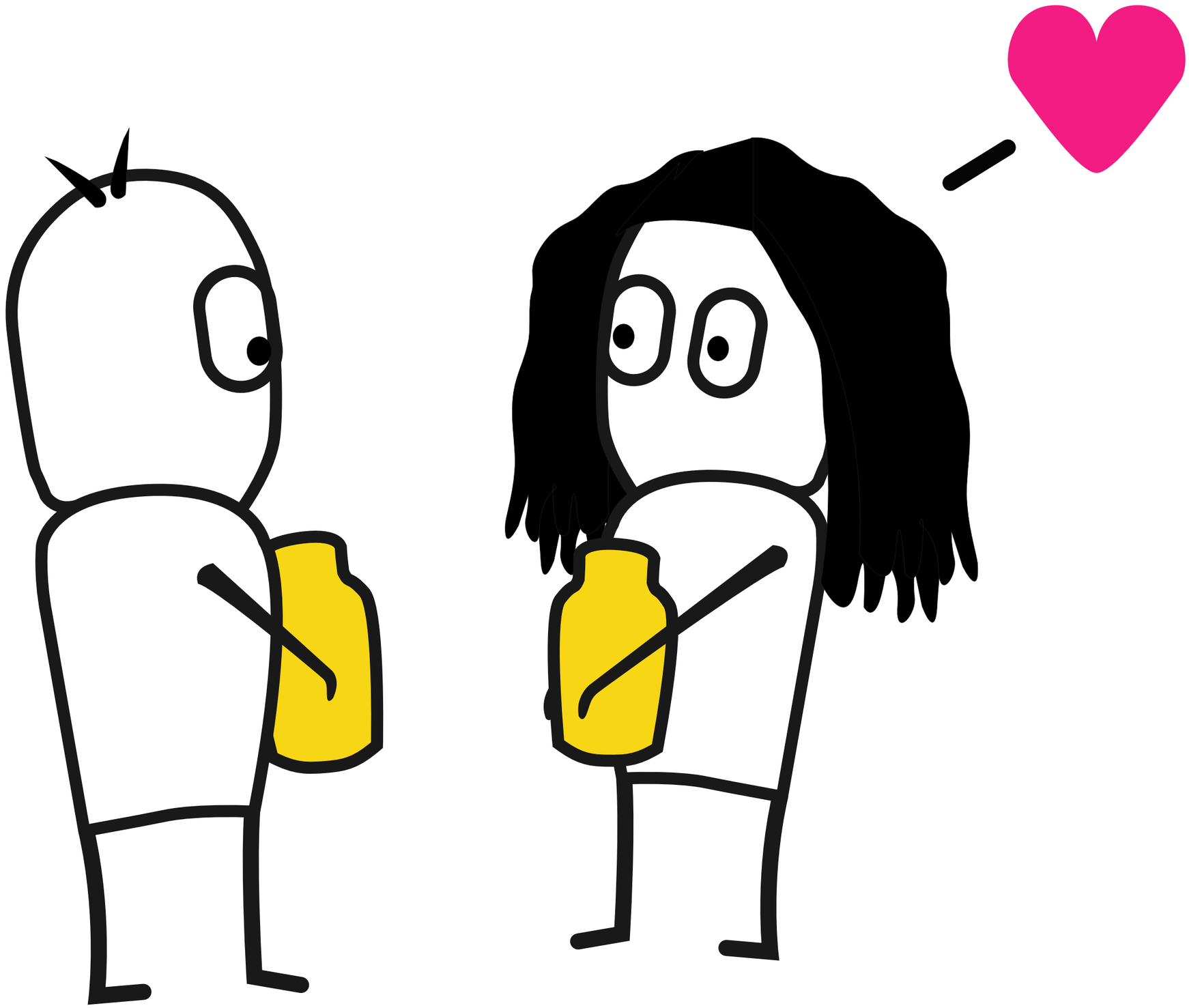


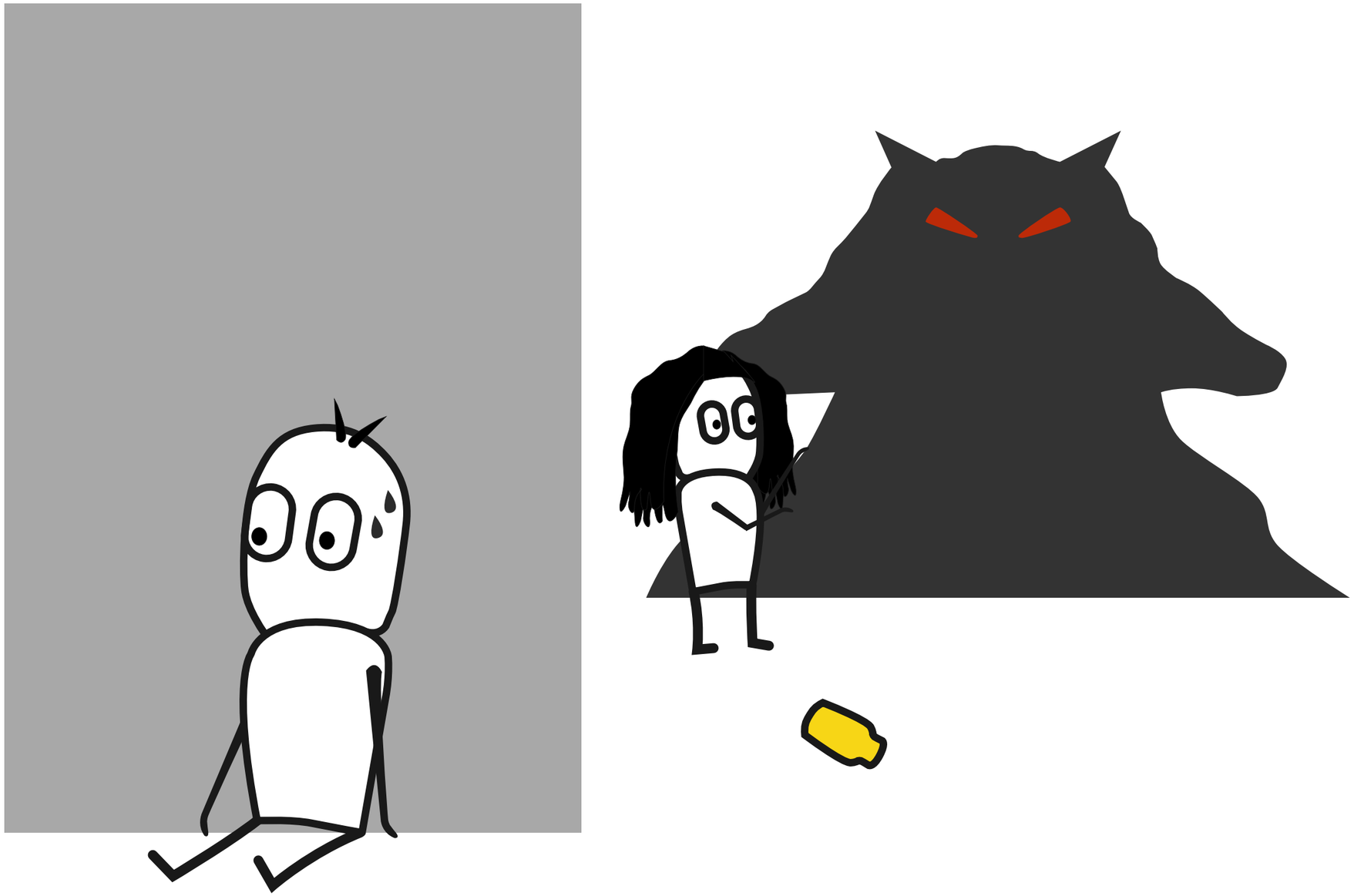


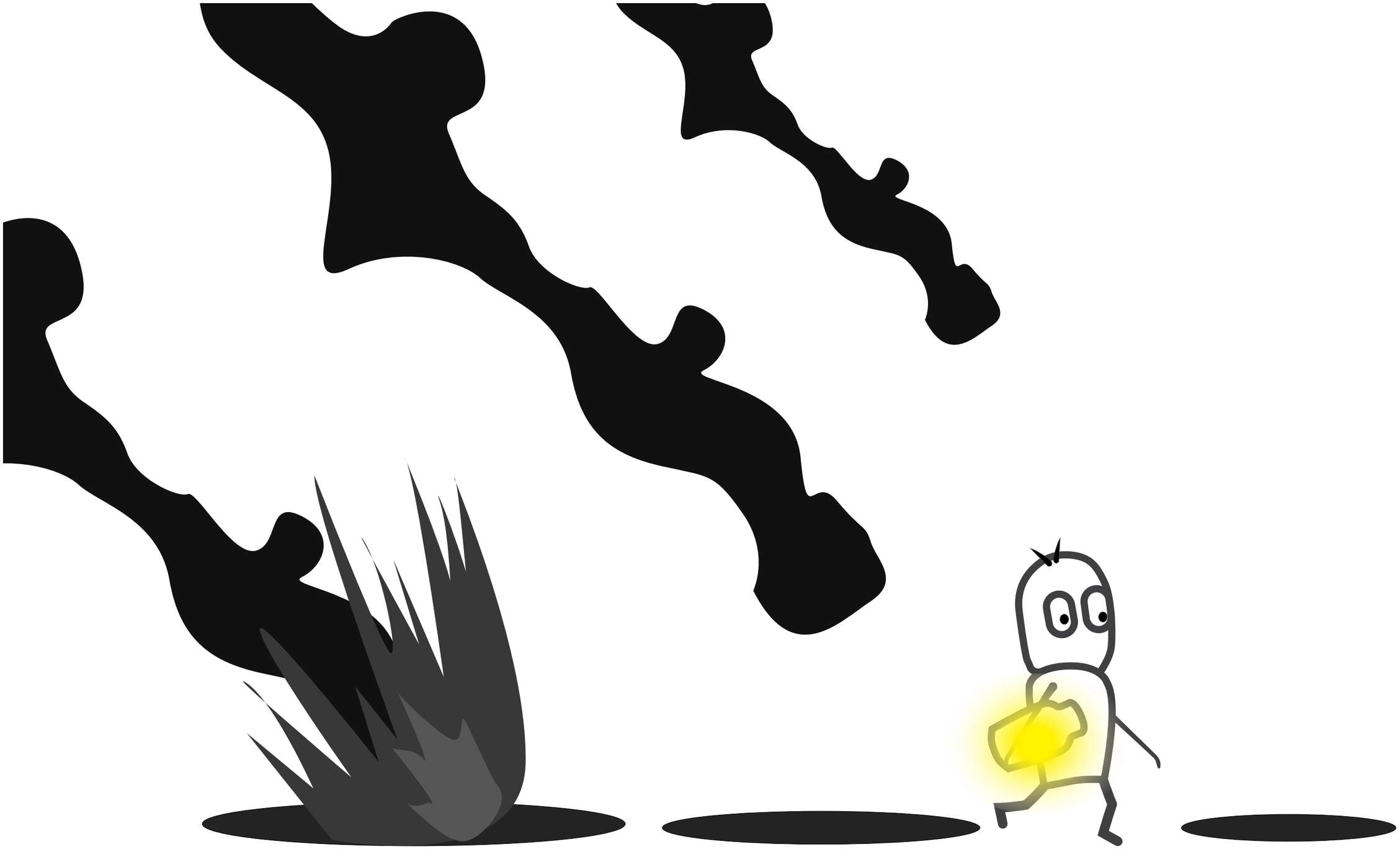

SAY NO TO LIGHT
SAY NO TO LIGHT
SAY NO TO LIGHT
SAY NO TO LIGHT
TO LIGHT
why do
we miss
them
when they
are gone?

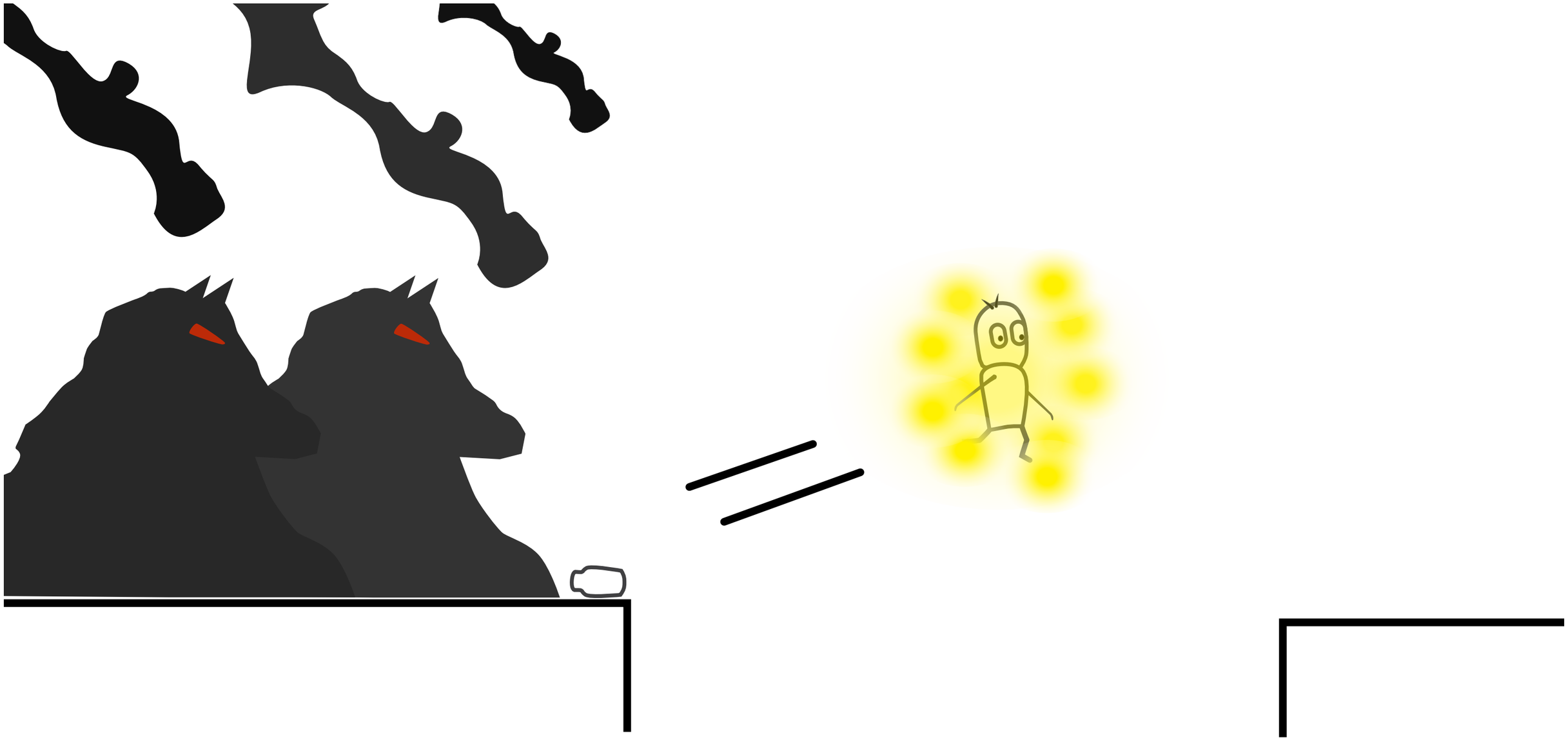


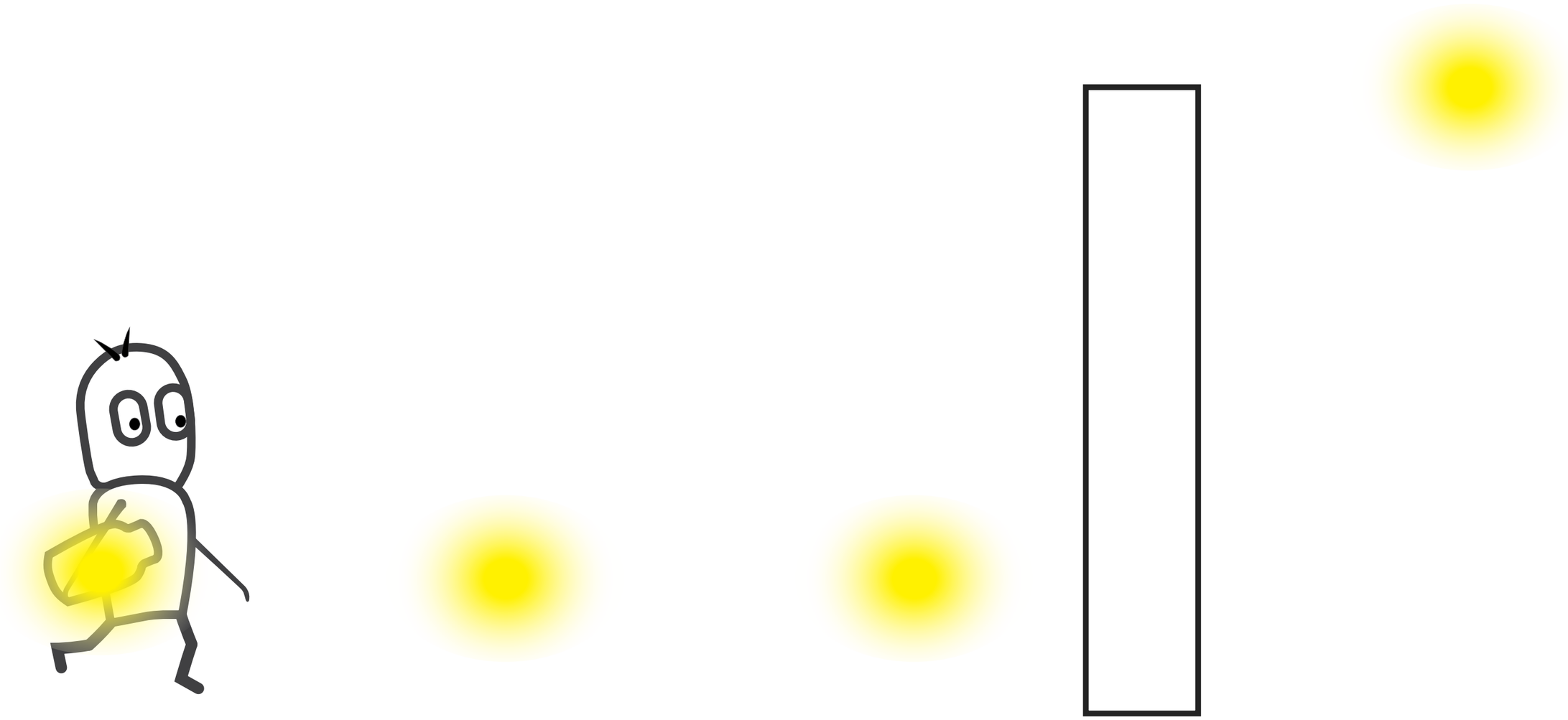


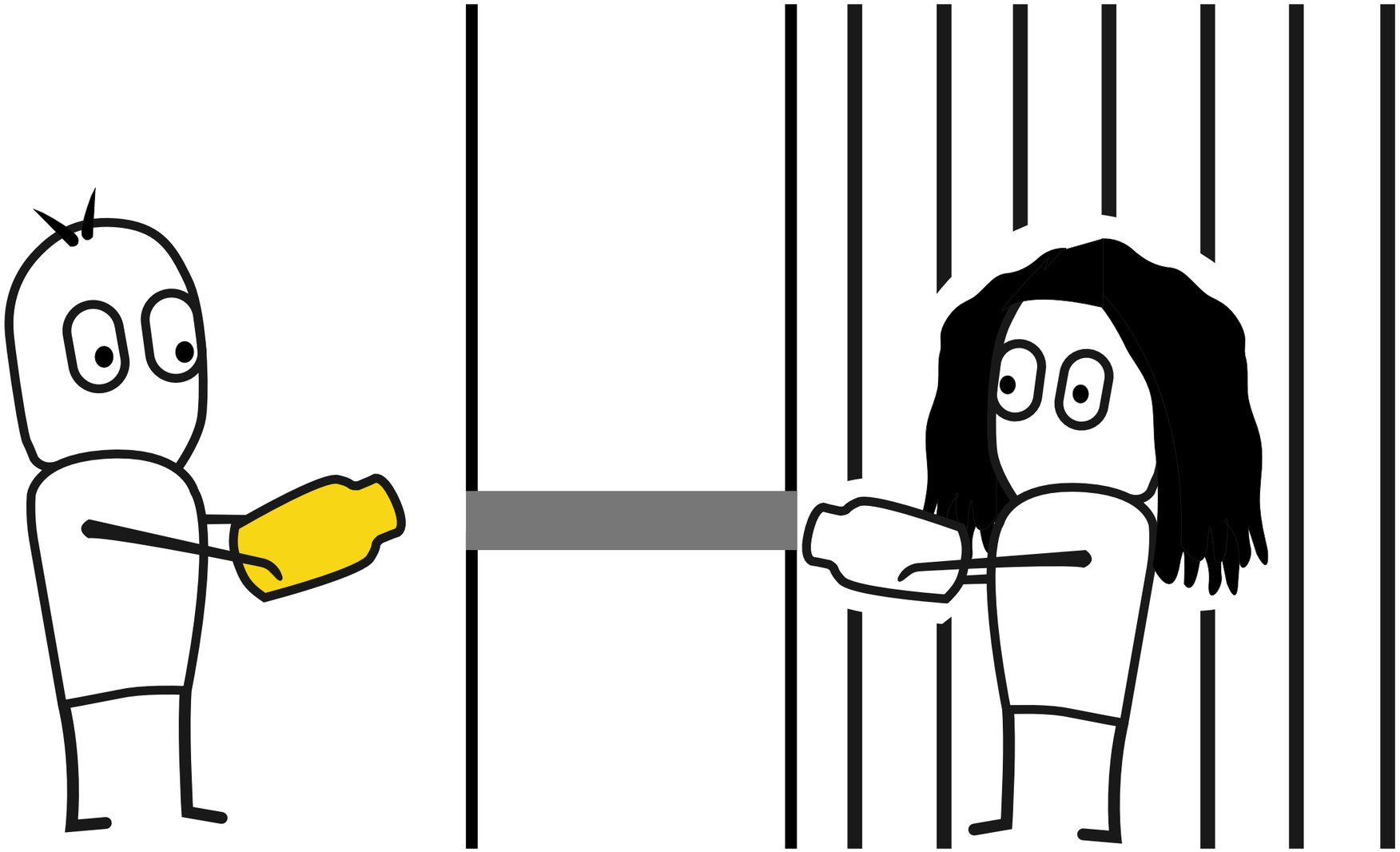


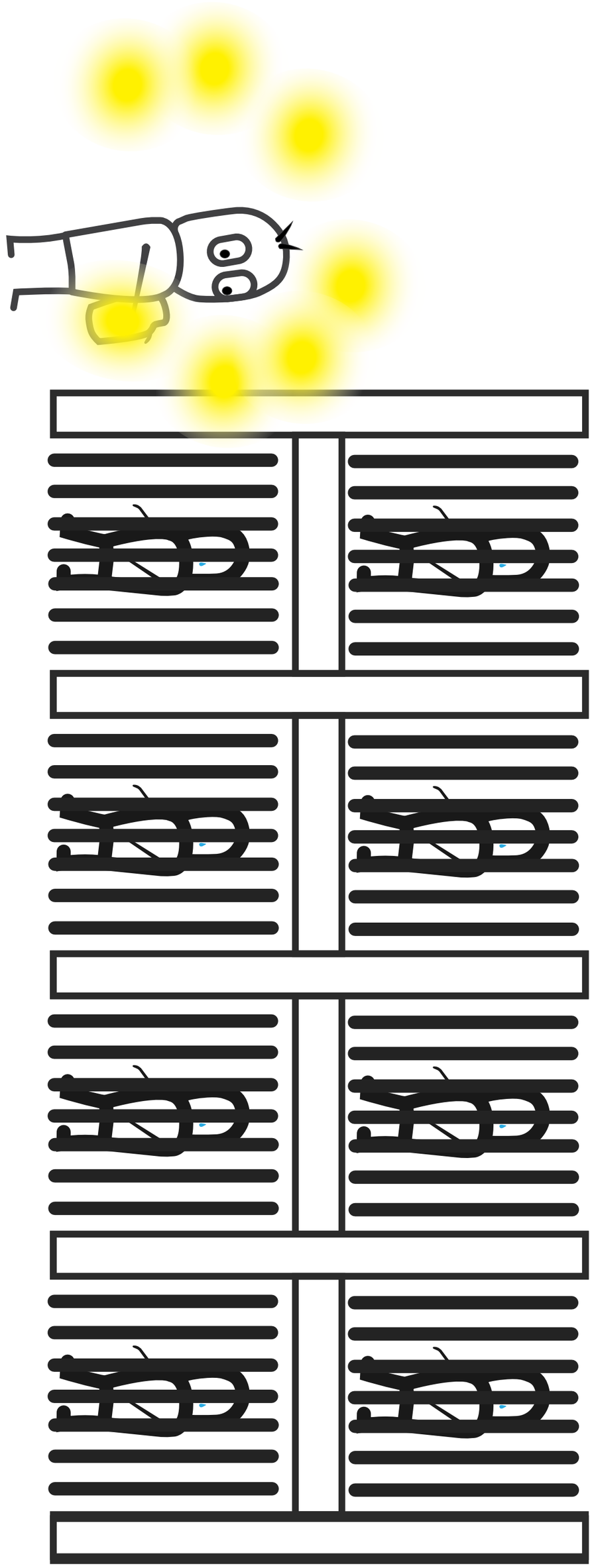


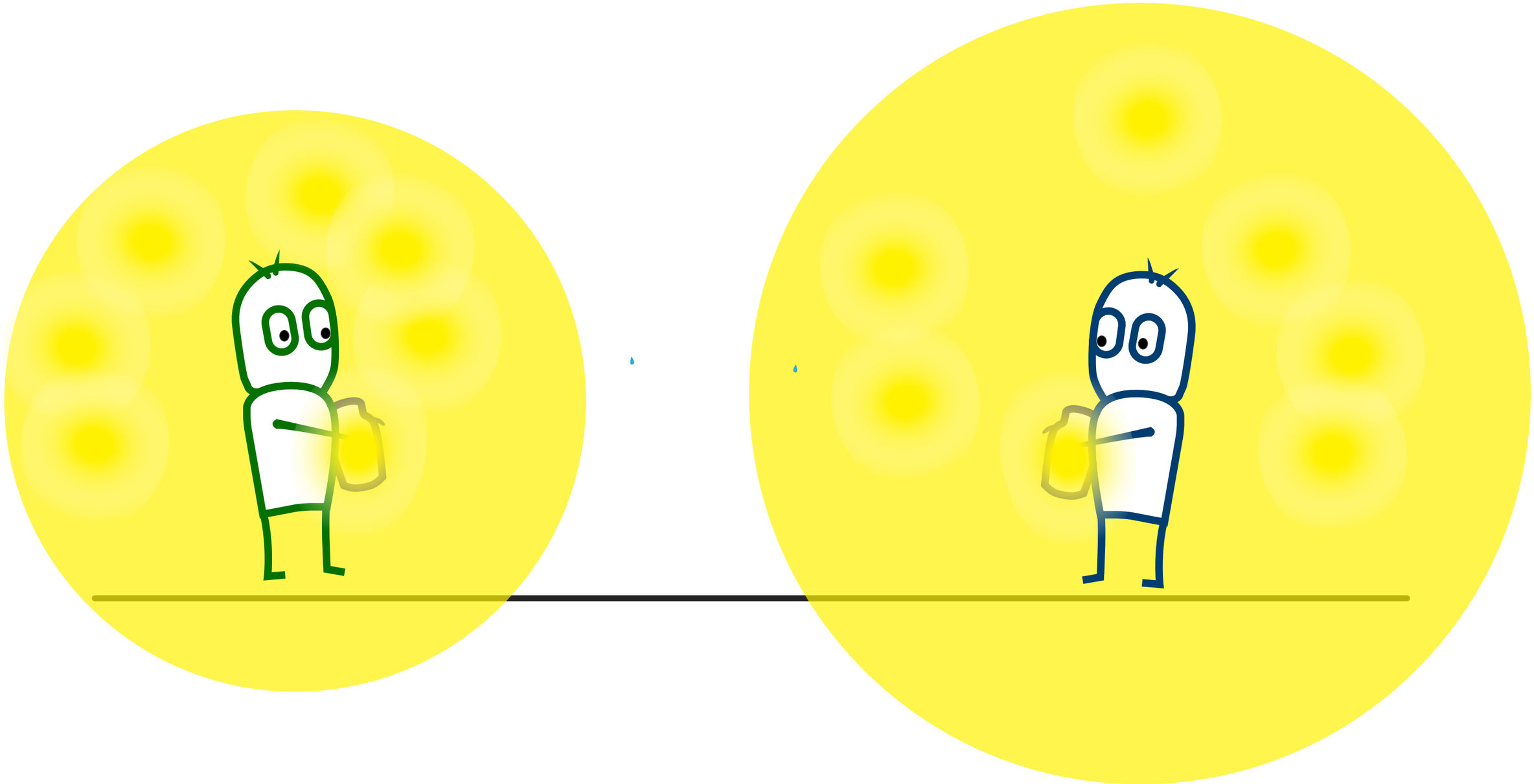




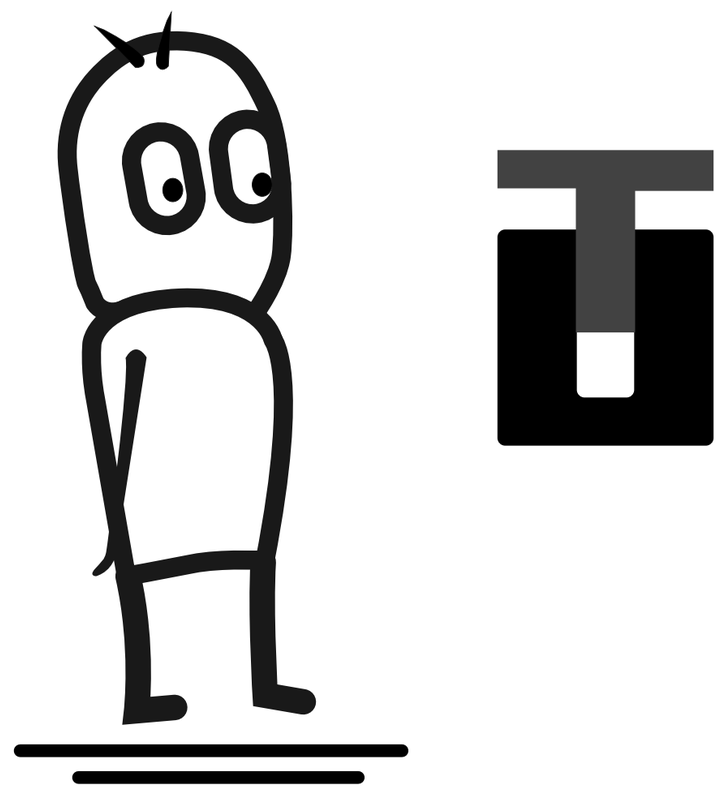




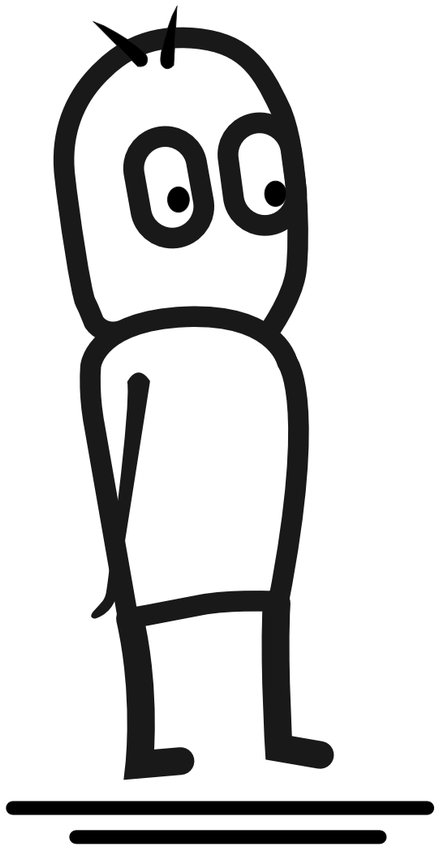


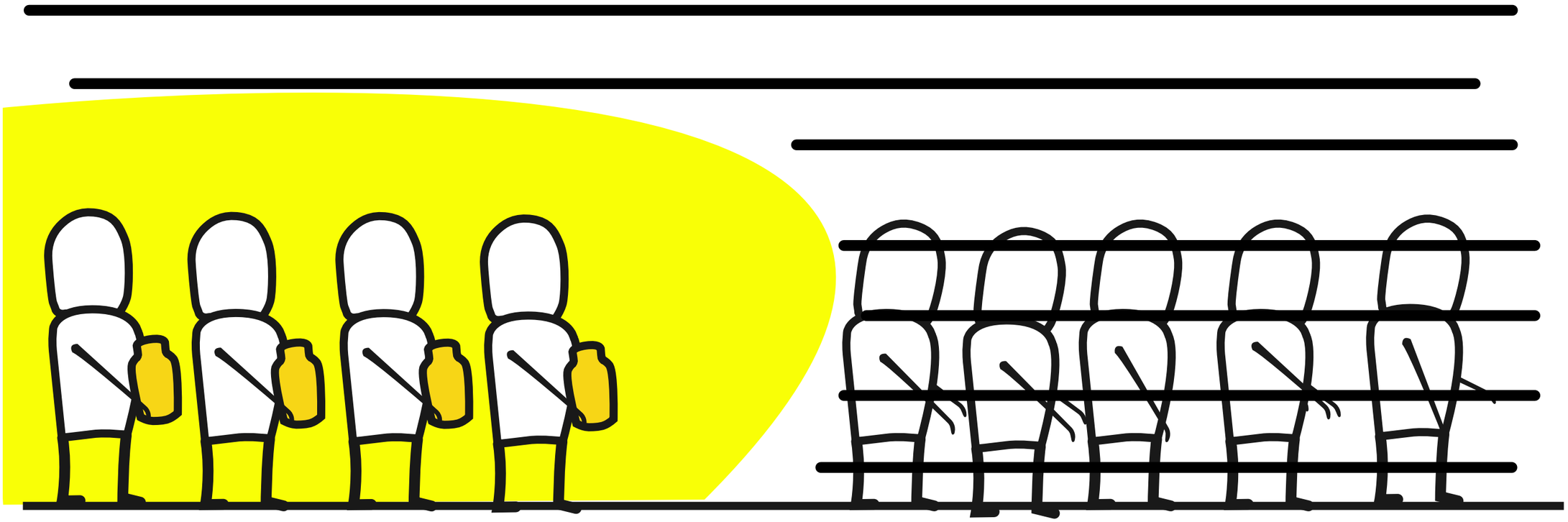


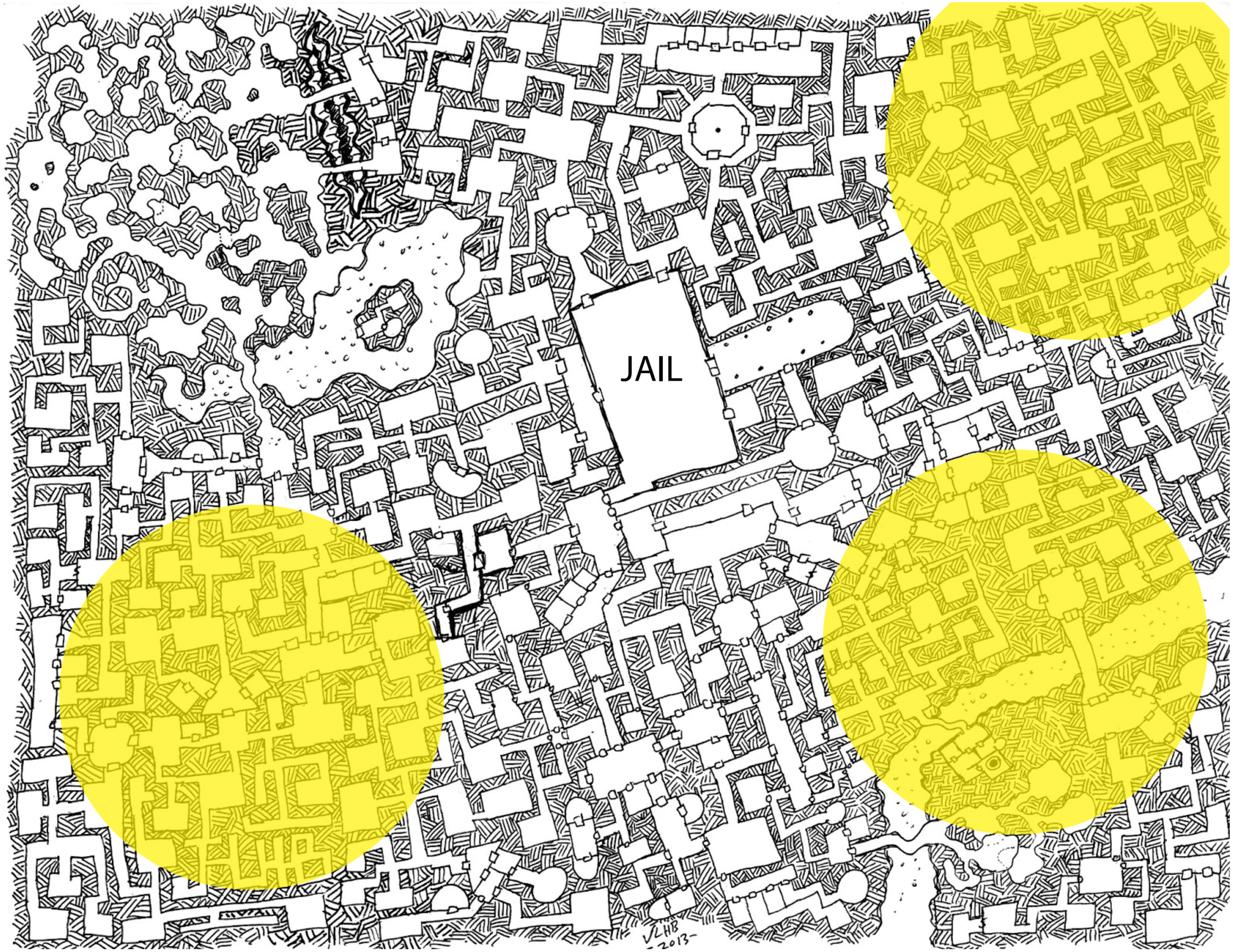
Press E to switch

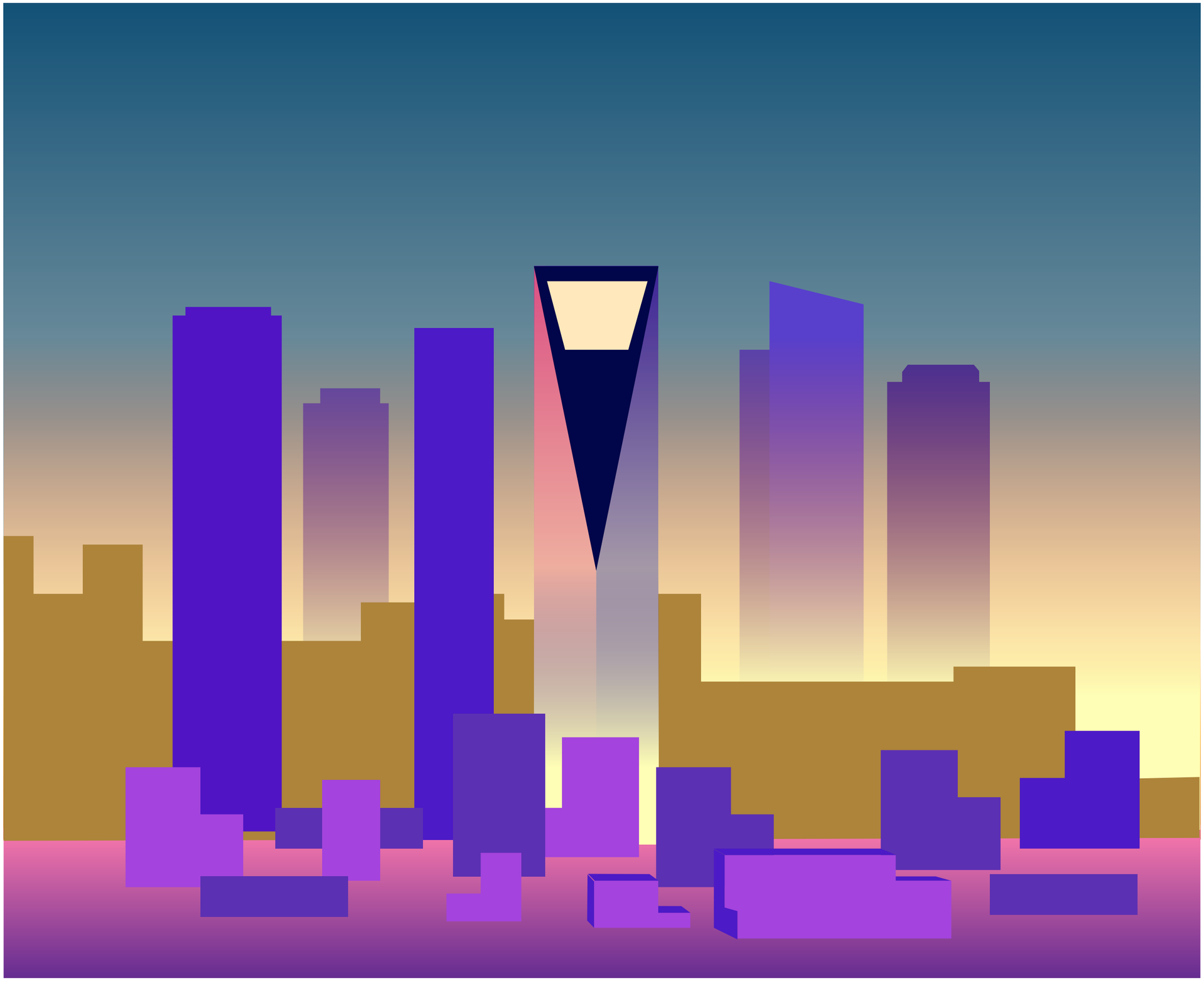


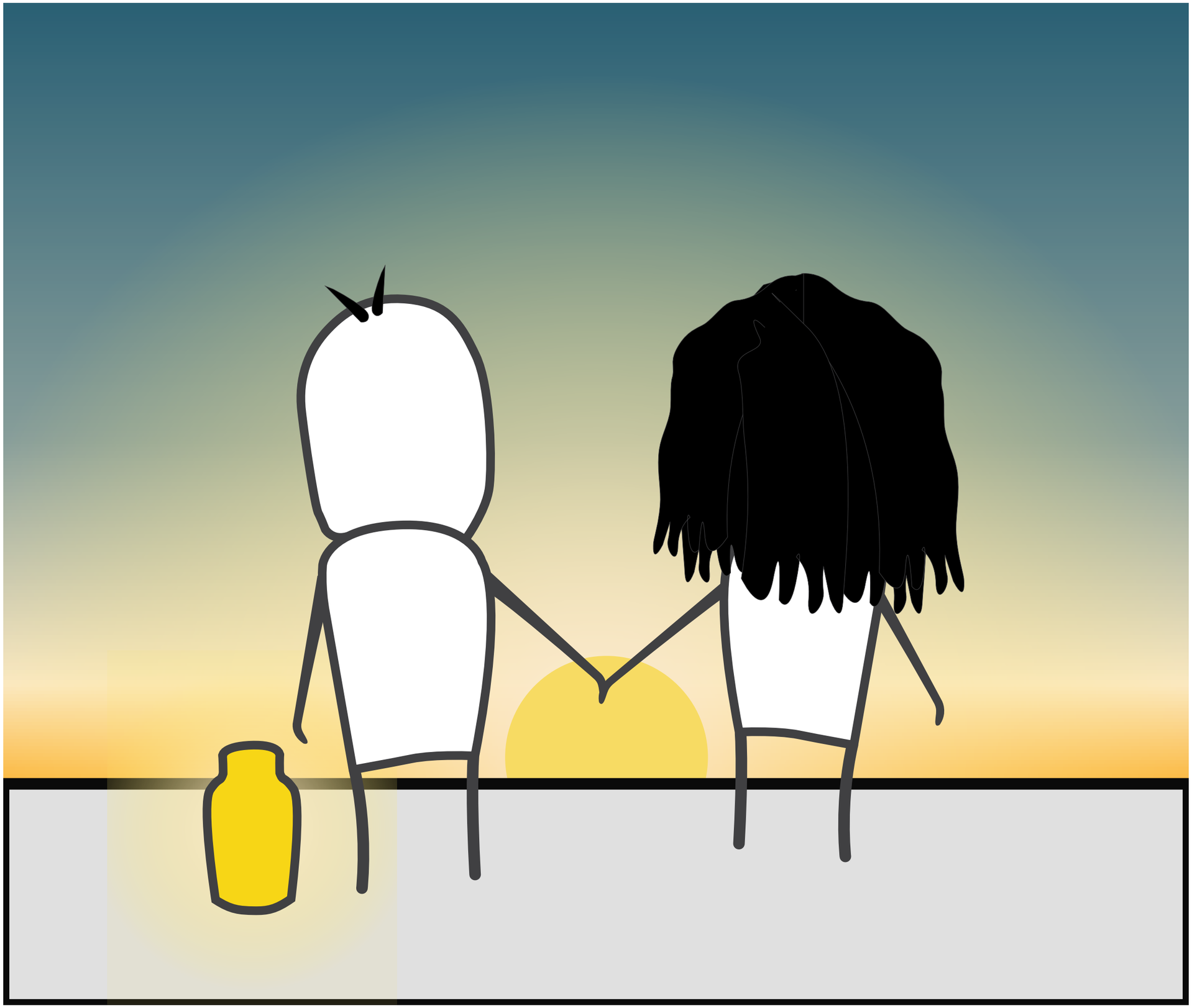
In Egypt, thousands over people got arrested and jailed with no process at all, many of them are innocent.

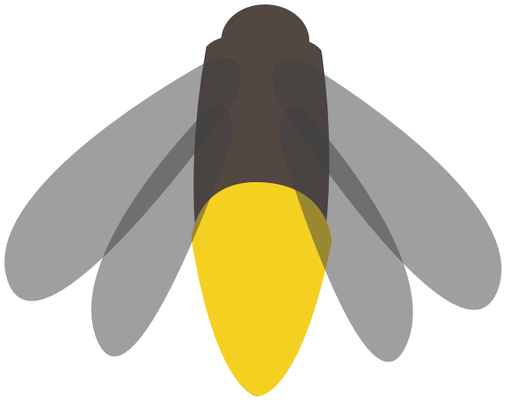


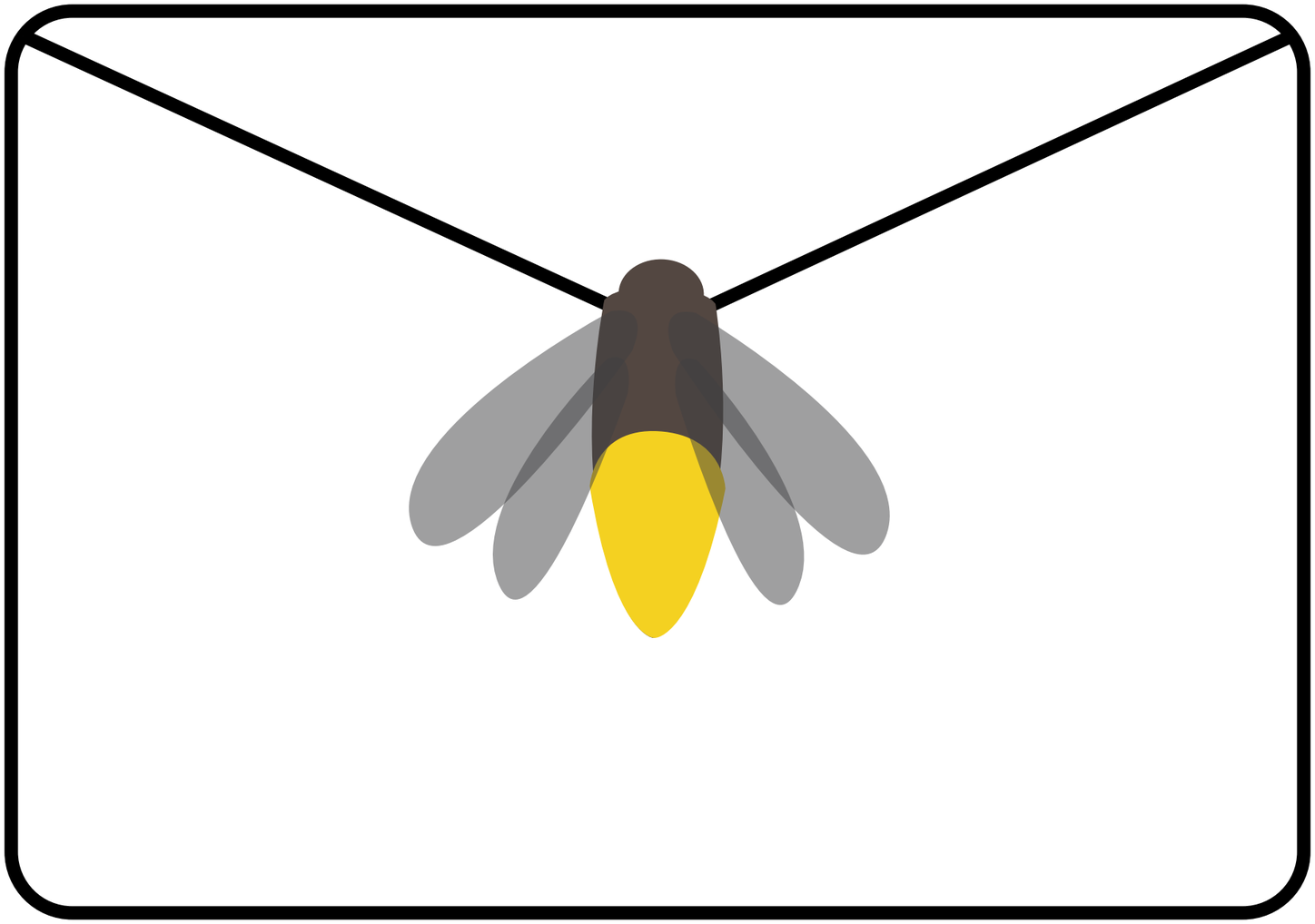



JAIL

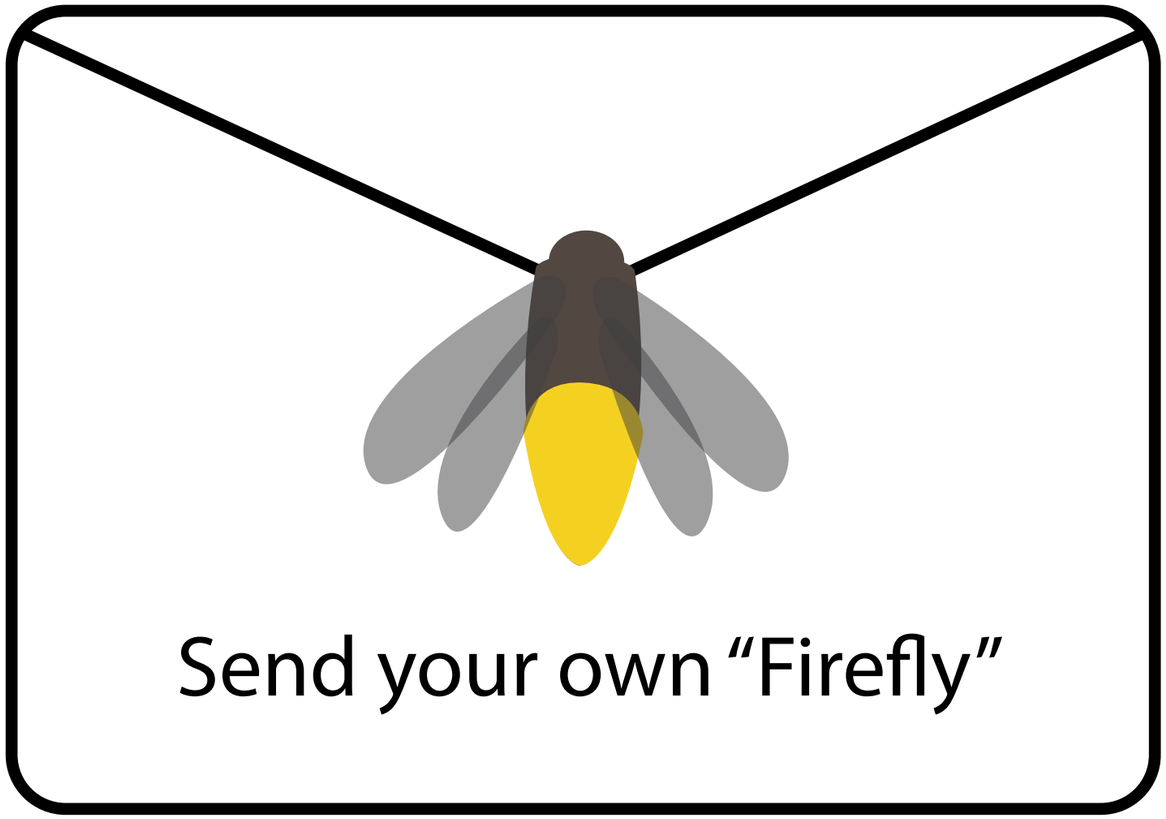








Till this day innocent get oppressed, totured and murdered
Make a difference by sending one letter of hope



More fireflies, is more power

Share

GAME OF METAPHORES

DARK CITY = OPPRESSED COUNTRY
“CLOUDTHORITY” = OPRESSERS
FIREFLIES = LETTERS BUT ALSO HOPE AND HUMANRIGHTS
THE PLAYER IS SOMEONE WHO FIGHTS FOR HOPE AND HUMANRIGHTS
PEOPLE IN JAIL = PEOPLE WHERE AMNESTY DOES ITS ACTION FOR

STYLE / INSPIRATION

EVALUATION

IS UNCONSCIOUSLY TRYING TO REACH YOU
STRONG INVOLVEMENT
ATMOSPHERE

PRODUCTION

WHAT'S NEXT?

CHOOSE ONE DIRECTION WHERE WE WILL FOCUS ON.
START WORKING ON A THE PROTOTYPE