

INTRO/ABSTRACT

Donation For Dummies is a VR game designed to help people feel more relaxed and informed when donating blood. It consists of a theater room where a video plays explaining the process as well as what to do before and after donating. For people wanting a distraction, we have an arcade where players can enjoy minesweeper, matching, or solitaire. For those wishing to relax, we have an art gallery where players can virtually walk around and look at various pieces of art. The more relaxed player that do not wish to move around the game world can instead choose to enjoy the scenery from our meditation deck overlooking a valley. Anyone looking to become more informed about the process can make their way to the information center.

Process

We started out the project making our game design document and making the template on how we want to game to play. Once the template was down, we started working on parts of the game individually and using unity version control to merge our work. While working we would maintain a weekly meeting to update everyone on the progress and talk about things that needed to be done that week. This process continued throughout the entire project.

Goals

The main goal of our project is to develop a game for people that have anxiety or stress about blood donation and make them more relaxed about the process. We want to lower stress levels about blood donation and inform people about the process.

The presentation gives you a better understanding on how the game is structured. We explain what we put in the game to help reduce a person's stress about blood donation.



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