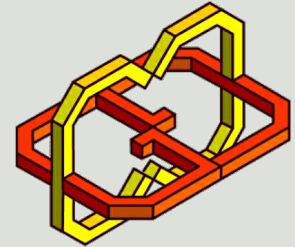




Villicity

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[GIP | CGGC]

Project Idea

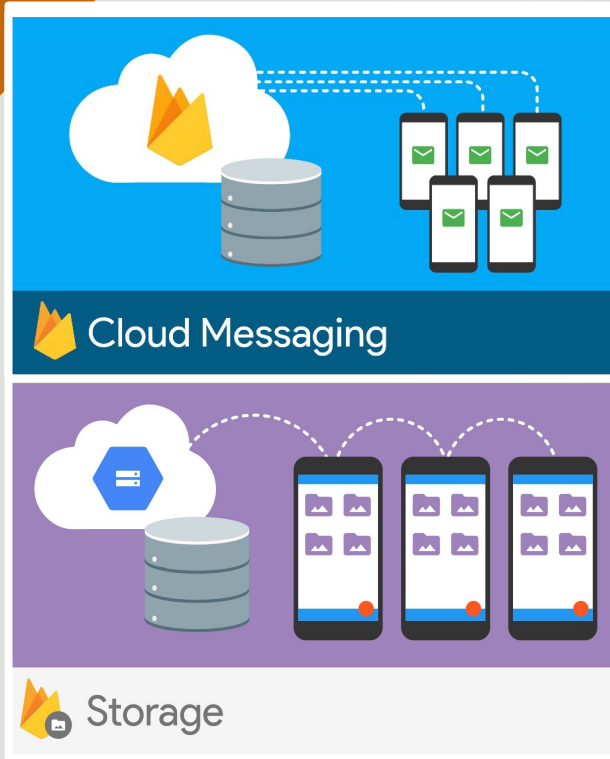


It is widely recognized that in celiac disease, to learn and adhere to the gluten free diet is essential for ensuring a good quality of life.

It is important that the education process adopt strategies to motivate and make the learning effective, particularly for children and adolescent. In this context, new technologies can help make the learning process more engaging.

The main idea is to use a game approach in order to make the learning and training process more engaging and intuitive.

Server Side

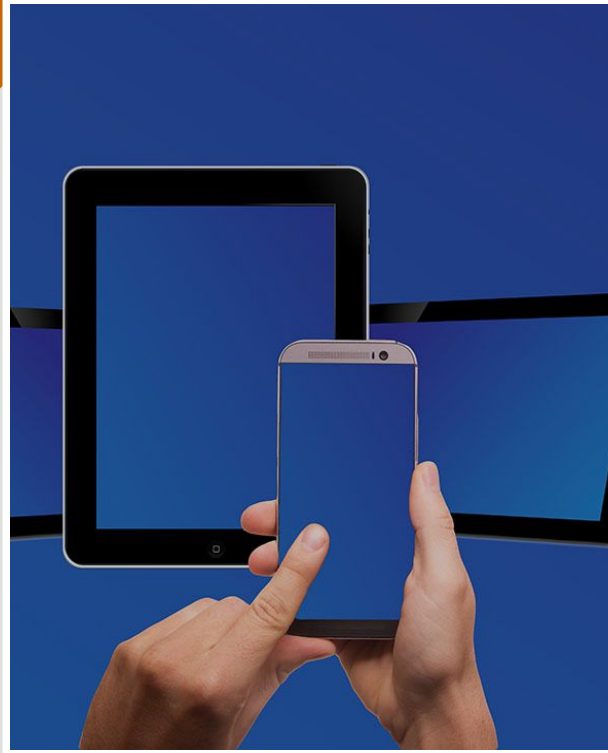


Firestore Realtime Database & Storage

Firestore provides a realtime database and backend as a service. The service provides application developers an API that allows application data to be synchronized across clients and stored on Firestore's cloud.

User & Admin Script Manager

In our app we had a special script for managing the Database- to create Users and Admins with some difference in their game options. In addition we wrote different separate scripts to support: login, leaders board, save user data and more..



Mobile Platform

Mobile Device Input

On mobile devices, the Input class offers access to touchscreen, accelerometer and geographical/location input.

Access to keyboard on mobile devices is provided via the iOS/Android keyboard.

Multi-Touch Screen

Android devices don't have a unified limit on how many fingers they track.

Instead, it varies from device to device and can be anything from two-touch on older devices to five fingers on some newer devices.



Login Screen

On game start - we load all server data locally to the game and store it in a dictionary contains key(username) and value(password).

After the user insert the username and password and click the login button we check if the dictionary in the specified username location match the provided password.

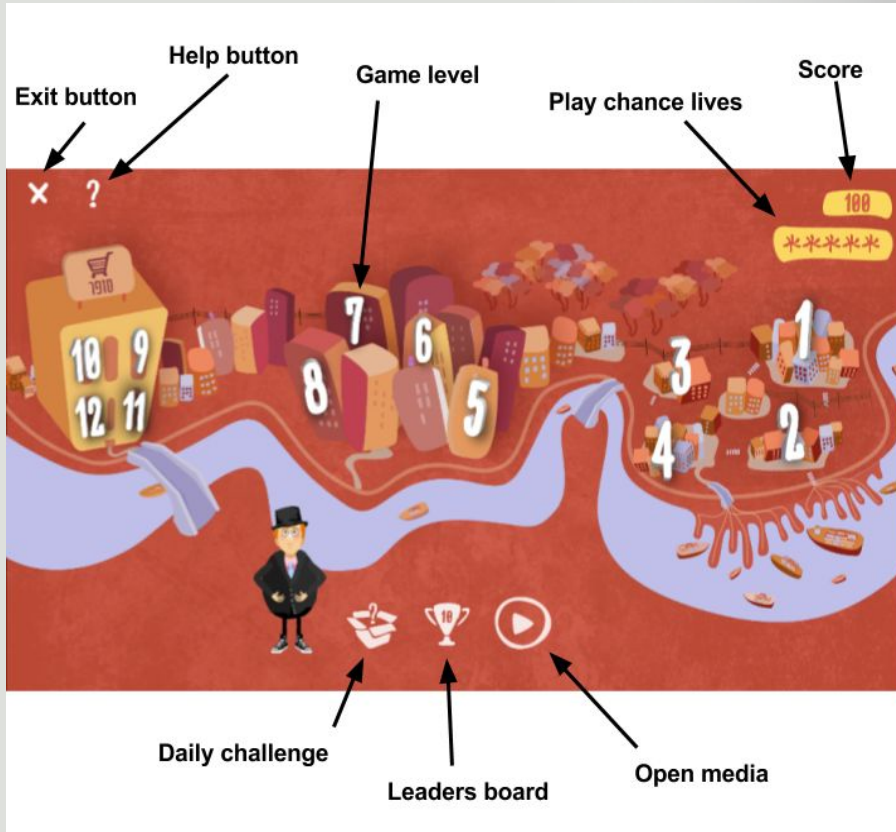
If it match we load all current user data and continue to the main screen of the game.

Otherwise we throw an "Access Denied" message.

All user important data of his last save are loading to the game including, his maximum game level, score and more...

Different level of privilege are granted to Admin or simple User, which is also recognize while the first login screen process.

Main Menu



The main menu screen is the screen you always see between the games and can lead you to any screen you want.

It consist of 12 levels which is 3 different games and 4 levels in every game.

In the top right corner we have the score you gain from all the games and your daily challenges.

Beneath the score you have your “play chance lives” each time you enter a game you lose one life chance and it takes 30 minutes to gain one life back, when your at 0 life chance you’ll have to wait to play again until you’ll have at least one life.

A warning pop-up will show up when you’ll try to play again.

<input type="text" value="Enter text..."/>	ארוחת בוקר
<input type="text" value="Enter text..."/>	10 ארוחת
<input type="text" value="Enter text..."/>	ארוחת צהריים
<input type="text" value="Enter text..."/>	4 ארוחת
<input type="text" value="Enter text..."/>	ארוחת ערב
<input type="text" value="Enter text..."/>	אחר

שלח

Daily Challenge

On the bottom of the screen the first button from left (with the question mark sign) will open a pop-up which describe that you will get 100 points for the day you filling you daily challenge.

You'll need to fill for the more 6 meals you had at the current day and send it which is then stored at the log file in our Server Storage.

The daily challenge will open every day from 16:00 o'clock that you'll be able to fill at least 4 fields of the challenge. Afterwards you'll always have the option to make a correction at you submission but of course you'll get you 100 points only once.

טבלת מובילים

0 user100

0 user105

0 user101

0 user106

0 user102

0 user107

0 user103

0 user108

0 user104

0 user109

Leaders Board

The “cup” button will open the leaders board for you and will show the leading top 10 players in the game comparing their score it's iterating once on our realtime database server and getting the top scoring player.

After that on every score change we checking the option of the player to get into the leaders board and fill it in if he scored more that at least the 10th player on the board.

By creating more competitive experience we motive the children to learn more in a short period of time and also make them to realize that their are not alone in this story.



חיל דמיון
מאמץ

Game 1

100

משחק 1

עליך לאסוף סמלים המייצגים שאין גלוטן במוצר,
ולא לאסוף סמלים לפיהם יש גלוטן במוצר:



גלוטן

בלי גלוטן

התזוזה במשחק היא על ידי הזזה

ימינה/שמאלה/למעלה/למטה על גבי המסך.

משחק 3

משחק 2

משחק 1



Game 1

The goal of the game is to collect icons on the road that represent gluten-free food.

There are a collection of real world icons which the children might see on every product.

You'll need to recognize in short timer whether the icon is gluten or gluten-free.



Game 2



100

משחק 2

עליך לאסוף מוצרים ללא גלוטן'
ולתת למוצרים עם גלוטן ליפול על הרצפה.
התזוזה במשחק היא על ידי לחיצה על
החיצים הממוקמים בשולי המסך.

משחק 3

משחק 2

משחק 1



Game 2

Game goal is to collect falling from the sky food that most likely is a gluten free product.

For example - most likely an apple don't have gluten in it but a cake probably does.

You'll need to catch the food with your basket.



Game 3



100

X

משחק 3

עליך לפצל את המוצרים בקופה לשני סלים- עם גלוטן ובלי גלוטן.
לחיצה כל המוצר תפתח את טבלת האלרגנים במידה והיא קיימת.
לחיצה נוספת תסגור את הטבלה.

התזווה במשחק היא על ידי גרידה של המוצר לסל הנכון.

מוצרים עליהם רשום "מכיל פחות מ-PPM20" - נחשבים ללא גלוטן

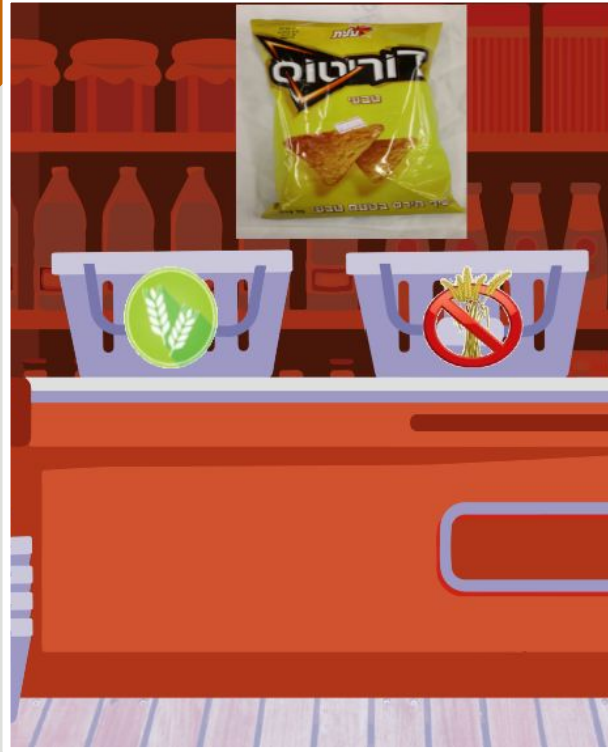
מוצרים עליהם רשום "עלול להכיל גלוטן" - נחשבים גלוטן

מוצרים עליהם לא רשום דבר - נחשבים גלוטן

משחק 3

משחק 2

משחק 1



Game 3

Game goal is to sort a real life supermarket product to a basket of gluten products or gluten free products.

Also you have at any time the option to open the product components to have a better understanding and if you look right you'll always get the right answer to any product.

The game design to be as much realistic as it could possibly be to prepare the kids to the real life shopping experience and to be able draw conclusion from the components they see.

Thank you for your time:)

For more information
please visit our
[webpage!](#)



Final Video

