

Fruits and Vegetables (FV) Educational Videogame idea

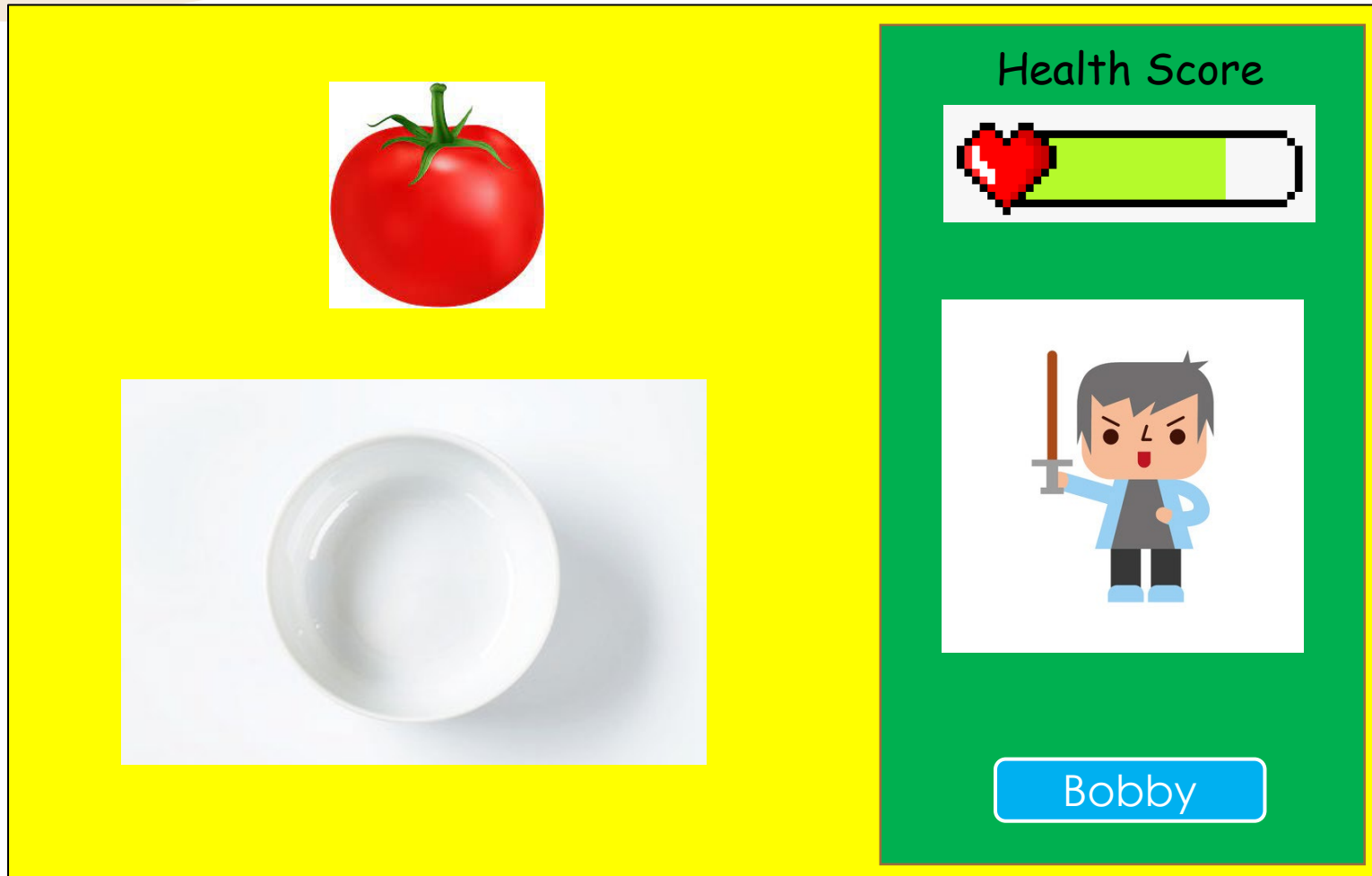
Storyline

- There is a disease attacking a school/children's hospital/tbd
- Players must help themselves and others to stay healthy by
 - Choosing, preparing, and eating healthy food, which contains mainly fruits and vegetables
 - Avoiding junk food and unhealthy snacks
- The goals are to collect as many healthy food trophies (badges) in the game as possible, accumulate points, and become a healthy warrior.

Game design and functions

- Player can customize his/her avatar and give it a name (clothing, gender, other features as possible)
- Have a leaderboard that shows number and name of collected trophies
- Trophies are earned by accomplishing certain tasks
 - Prepare snacks (Pass Level 1-3 = Snack Knight Trophy)
 - Make 4 salads = Salad King trophy, etc

Level 0: Familiarize players with the game function and design



Goals:

- Make players understand how to play the game
- Grab the snack and add it to the bowl

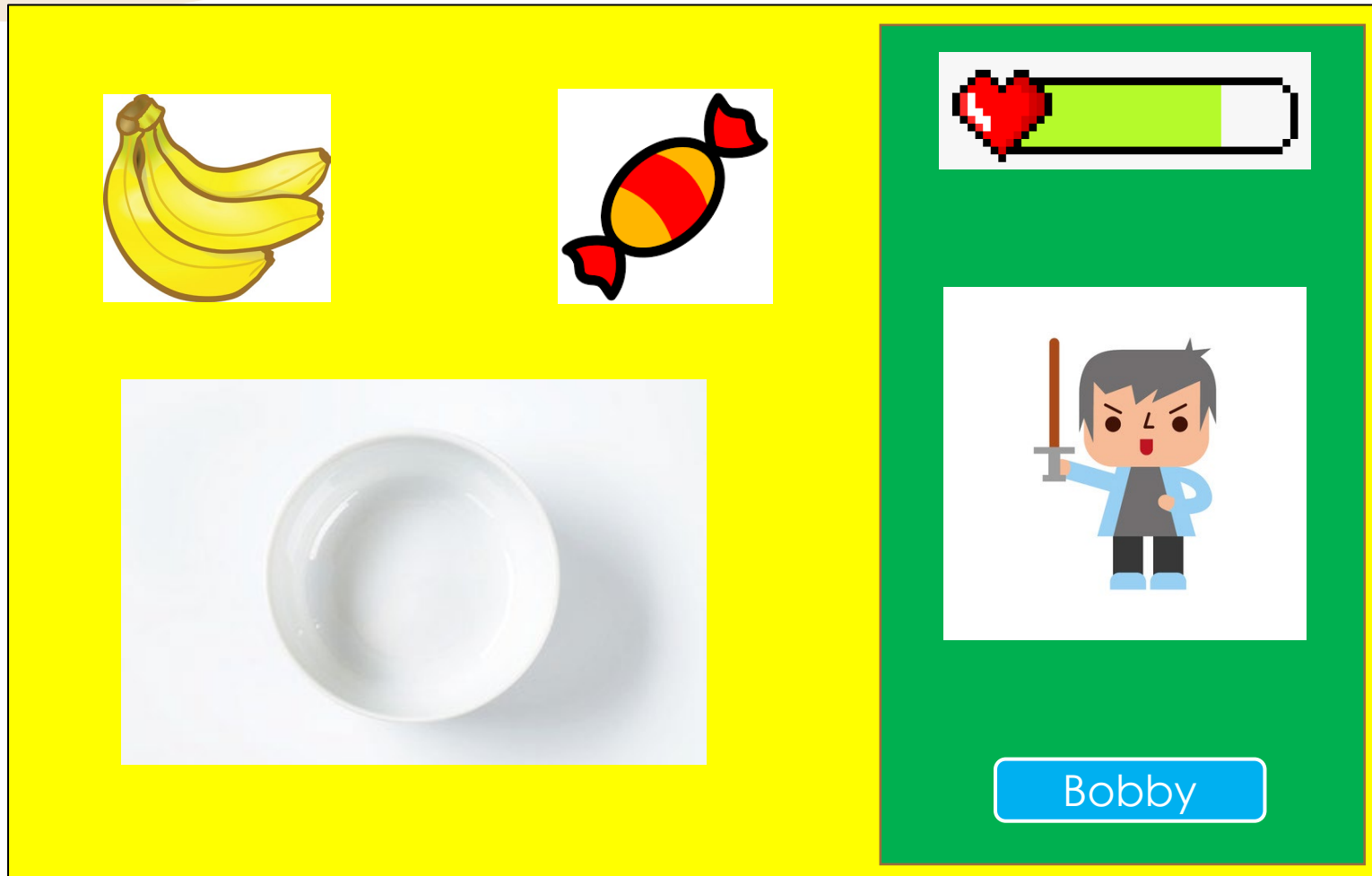
Interactivity:

- Once grab the snack, players have to chop/cut/dice FV before adding it to the bowl

Visuals:

- Snack cup that can add one portion of the healthy snack
- Health score goes up once healthy snack is added
- The health score graphic has a numeric component so that players see how much points each food gains or loses for them

Level 1-3: Familiarize players with the game function and design (choose 1 serving of FV)



Goals:

- Easy levels only have 1 healthy and 1 unhealthy option

Interactivity:

- Once grab the snack, players have to chop/cut/dice FV before adding it to the bowl

Visuals:

- Snack cup that can add one portion of the healthy snack
- Participants choose which snack to put in

Level 4-6: Choose multiple servings of FV

The image shows a game interface for Level 4-6. On the left, a yellow tray contains six snack options: a bag of Lay's Classic potato chips, an orange, a carrot, a hamburger, a pink donut with sprinkles, and a head of broccoli. Below these is a large orange tray with a fork and five compartments. On the right, a green panel shows a red heart icon with a green progress bar, a character named Bobby holding a sword, and a blue button labeled 'Bobby'.

Goals:

- Choose multiple servings of FV and avoid unhealthy options

Visuals:

- Snack tray that can add 2-3 portions of the healthy snacks
- Participants choose which snack to put in

Unlock a trophy screen



Bobby



Congratulations, Bobby!
You have earned the
“Snack Knight” trophy!

Goals:

- Show players that they unlock a trophy

Level 7-8: Prepare salad bowl

The image shows a game interface for 'Level 7-8: Prepare salad bowl'. The interface is divided into a yellow area on the left and a green area on the right. The yellow area contains icons for ingredients: a carrot, broccoli, a chocolate-glazed donut, lettuce, a bag of M&M's Peanut M&M's, and two tomatoes. At the bottom of the yellow area is a large wooden salad bowl and a wooden spoon and fork. The green area contains a health bar at the top, a character icon of Bobby holding a wooden stick, and a blue button labeled 'Bobby' at the bottom.

Goals:

- Choose salad ingredients to make a healthy salad bowl

Unlock a trophy screen



Bobby



Congratulations, Bobby!
You have earned the
“Salad King” trophy!

Goals:

- Show players that they unlock a trophy

Leaderboard screen



Goals:

- Show where players stand compared to their peers. Motivate them to keep playing the game