

The Green Forest Project

Ashraf Qutaishat MSc Computing for Business



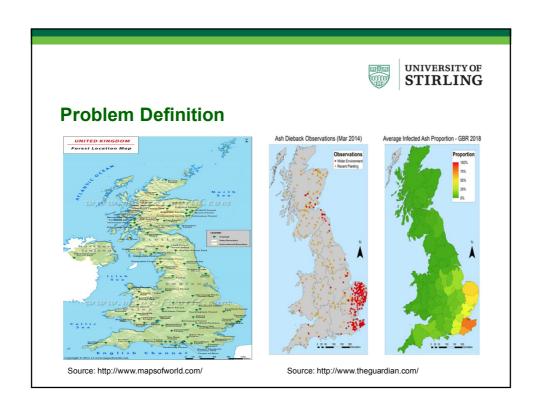
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Problem Definition

- Percentage of trees and forests in the UK.
- Percentage of the same species.
- Increase the general public awareness.
- The audience.





Scope of the Project

- Engage the general public in RAPID Trade project.
- Make the general public aware about plant infections.
- Provide the general public with knowledge.
- At the same time entertain the user of the software.



Objectives

- Develop a web-based game.
- Accessible from different platforms (laptops, mobiles, etc.).
- Accessible social media such as Facebook or web URL.
- Communicate knowledge to player.
- · Reasonable in length.



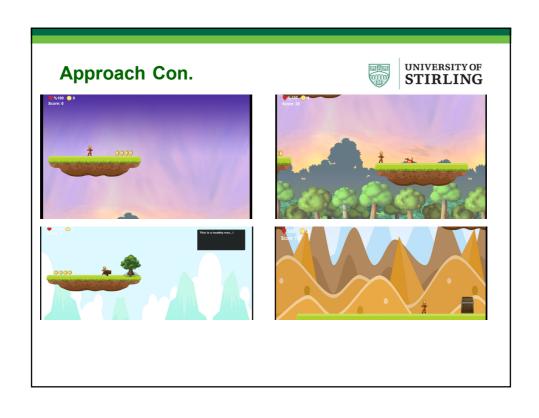
Constrains

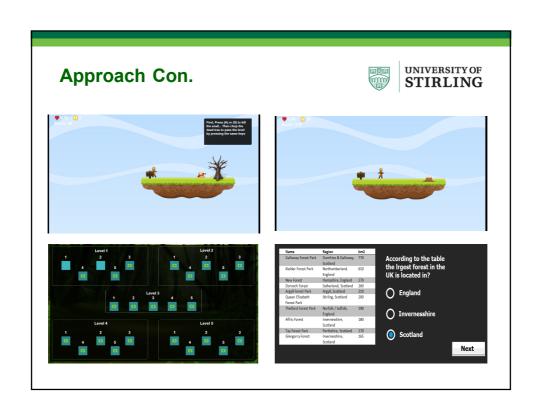
- Time.
- Animation.

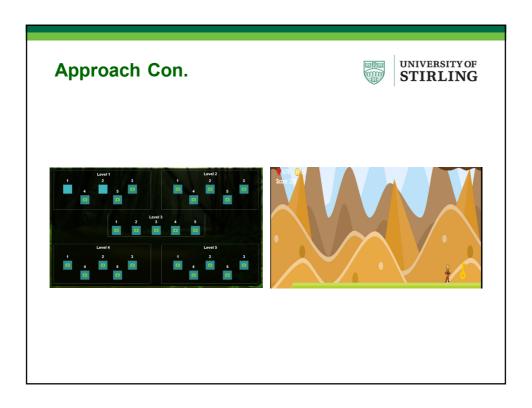


Approach to the problem

- · Develop main levels.
- Develop sub levels.
- Include tutorials, and hints.
- · Include media.
- · Small quizzes.









Future developments

- Include more Assets.
- · Extend world wide.



References

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