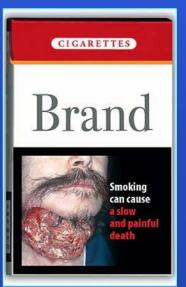# Game Engines for Health Education

Background

- Health care is major component of government expenditure

- Most people do not pay attention to their health until they are sick

- By using a game engine we hope to make health education more enjoyable and interesting

Project Goals

- Learn about health education and carefully design a game which promotes a healthy lifestyle
- Learn how to use a game engine
- Learn how to use modelling and animation tools
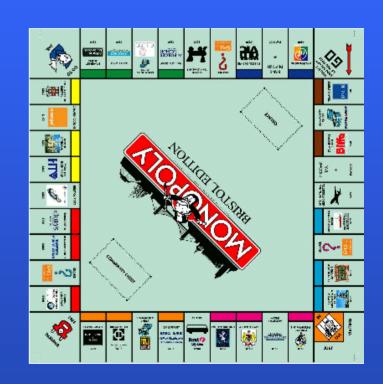- Develop a prototype

Kiwi Monopoly

Background

- Monopoly is one of the most successful board games in history
- We want to develop a monopoly game with a Kiwi theme (graphics and game play)
- Use 3D models and animations to make it more interesting

Project Goals

- Learn about the game monopoly and carefully design an animated 3D version with interesting game play
- Choose a suitable graphics API/game engine and learn how to use it
- Learn how to use modelling and animation tools
- Develop a prototype

Virtual Roboraptor

- **Background**
  - "Roboraptor" was one of the most successful toys last year
  - It combines advanced robotics, sensors and artificial intelligence
  - In this project you will create a 3D model of "roboraptor" which behaves similar to the real toy

http://www.roboraptoronline.com

Project Goals

- Learn about "Roboraptor" and its design and capabilities
- Choose suitable tools to model and animate your virtual Roboraptor
- Render and animate your model using OpenGL and develop a suitable behavioural model from scratch or using existing tools
- Design a prototype with an interesting "game play"