



"Whiskered odyssey : Traces of memories"

The wildfire Awareness Initiative Game

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Problems



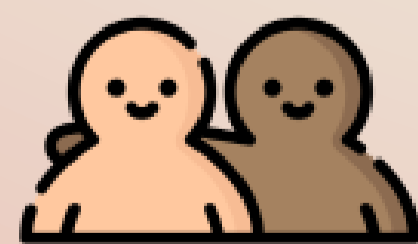
"Wildfires, primarily caused by forest burning and deforestation by humans to expand land for use, have a significant impact on the environment and people's lives. Additionally, they cause wildlife to lose their habitats, with some species even becoming endangered."

Good impacts



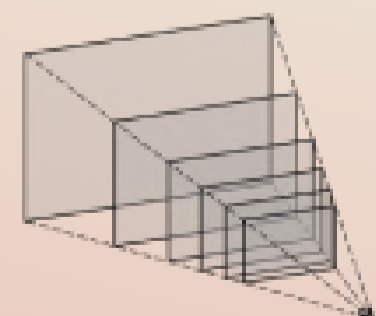
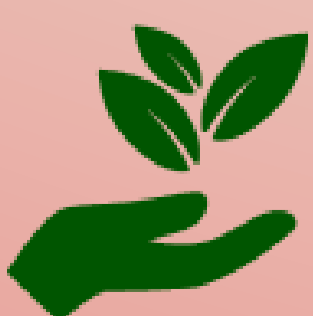
"While playing the game, players will encounter various complex problems. Solving these problems will help improve brain development through step-by-step thinking."

"Enhancing social quality through playing the game with friends, fostering friendships, and promoting greater cooperation and unity in working with others."



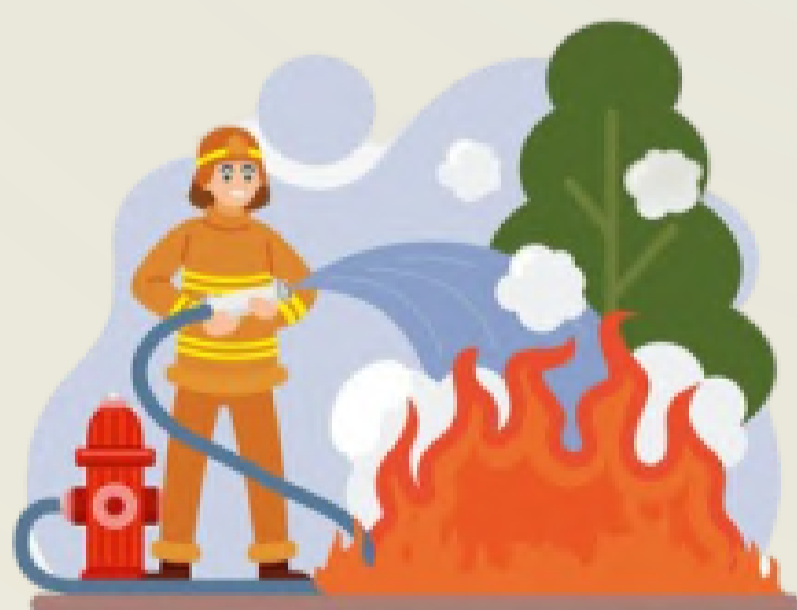
"Promoting the economy of games and entertainment media through inviting friends to play and sharing on social media."

"Reducing environmental issues and wildfire problems by fostering awareness of environmental conservation and wildfire management among people."



WHISKERED ODYSSEY

Objective



"To promote awareness of the impacts of wildfires and the prevention of wildfire-related hazards."

Overview



"Whiskered Odyssey: Traces of Memories is a 3D puzzle, 2-player co-op game that simulates a fantasy story. In the game, players take on the role of a cat who has lost its memories."

"And wakes up in the middle of a forest that has been ravaged by a wildfire. The cat must embark on a journey to reclaim its lost memories, solving various puzzles along the way with the help of its brother, who has become a spirit due to the fire. Players will solve puzzles to progress through levels, eventually facing a boss level where a dragon, controlled by humans, is the mastermind behind the forest fires. Players must defeat the boss and restore peace to the forest."

Technique

"The use of Multiplaning techniques in game cinematics, which enhances 2D animations by adding depth and dimension."

"Lighting and lighting effects within the game to clearly convey the atmosphere of each location."

"Using Scriptable Objects can help reduce the size of the project and make data management easier."

Creativity & Uniqueness



"The game includes wildfire extinguishing missions at various levels, where players, while enjoying the tasks, are subconsciously instilled with awareness of the impacts of wildfires and the importance of preventing wildfire-related hazards."

"It is a wildfire simulation game with a storyline that incorporates fantasy elements, enhancing the player's enjoyment and engagement with the game."



"The game uses Multiplaning techniques, a cinematic method rarely seen in the gaming market and on social media, to create a unique and dynamic visual experience."

Development



"Unity: Used for game development). It is a popular and widely used game engine."

"Adobe After Effects: Used for creating videos or motion graphics, and in this case, it is used for making game cinematics."



"Blender: Used for creating 3D models of characters or objects, which are essential components within the game."

"Visual Studio Code: Used with Unity to write programming scripts for the functionality of objects within the game using C#."

