Designing Games for Historical Education Milestone  
By Kalpa Anjur

For my project, I have not made any major changes to my goals or implementations. Rather, I have been able to come up with a design that gives me a more specific idea of what I want to have implemented for my game come next semester. As a result, I was able to revise my 15-400 milestones to have more specific details for each level, how many levels I want, and about how long I think it will take to implement them. This included the decision to make the game an investigation-type game where you are placed in certain levels and have to look around for clues, and the fact that levels will take about 2-3 weeks to finish.

As of now, I have mainly accomplished the original goals for this milestone, which were planning out the levels and doing some research into the industrial revolution. The research I have done has mainly led me to some of the issues with factory and food quality during the time, particularly described by the book *The Jungle* by Upton Sinclair. This gives better insight as to the terrible conditions that workers are subject to in meat production, and the low amount of care put into the development of food. Additionally, I read up more on the giant divide between those who were rich and those who didn’t have as much money. The change in living conditions was very large, ranging from one person per room to 17 people per room. This came as a bit of a surprise to me, as I had heard about this during high school, but not realized the true extent to which the bad conditions were occurring at that time. As many of my classes put emphasis on the good things that came out of that era, but not the bad, I want to highlight these conditions more clearly in the game. I also need to make sure to make the game feel less like a lecture and more like a game, such that people take away the lessons without trying to force themselves to learn.

Since it seems like this would be a good place to start for level planning, I thought some good ideas for the three levels would be in a nice house, then in a slum-like residence, and lastly in a meat production location itself. As the quality of each location deteriorates greatly, the player will be forced to expand their horizons of understanding the living conditions of people during the time of the Industrial Revolution. As for what would be in each location to interact with, having letters, diaries, and other forms of written communication is a basic must. In addition, I think in the more crowded areas (later levels), being able to interact with NPC’s/other characters in the room would be beneficial to adding to the mood. Additionally, I want to further illustrate the large gap in living conditions through the other items in the room – for example, what would be a bed in the first room could be a simple mat in the second room, and what would be a full meal in the second room could be an appetizer in the first room. I think having the narrator’s voice change based on the type of person living in the area would be a good idea as well – for example, in the first room the narrator could say “this room is okay, but not the best”, and in the second room the narrator could say “we’re lucky to even have this place to live in.”

To continue this progress into next semester, I will need to do a bit more research and start citing sources to include in the credits for the game. This could include *The Jungle* among other essays that I have read. I also need to open up an actual project using the game development software, Unity, and begin laying out the framework for the level design to make the load a bit lighter next semester. This would include code for interacting with objects, moving around the room (basic mechanics), a dialogue system, and transitioning from level to level (the overall game manager). Also, beginning to write a script would be a good idea after completing the basic framework. Lastly, I need to finish reading through the resources that my advisor gave me in order to better incorporate educational game design techniques into my game and/or capitalize on them to try new combinations.