SUPER WEIGHT GAIN RPG

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GOALS

- Teach the underweight how to gain and maintain weight in a health manner
- Teach the health consequences of being underweight

TARGET USERS

- **Underweight adults (18+) seeking to gain and maintain a healthy weight**

- **NOT meant to help treat psychological conditions such as anorexia or bulimia**

TARGET PLATFORM

- **Mobile devices**
  - iOS
  - Android
- **Works well with quick play cycles**

OBJECTIVES

- **Teach behaviors that promote healthy weight gain and maintenance**
- **Enforce benefits of reaching one's ideal weight**
- **Teach drawbacks / dangers of being underweight**
- **Inform users of available resources for weight gain education**

USER INTERFACE & EXPERIENCE

- **Touch screen**
- **Navigate by tapping icons, buildings, etc.**
- **Tap on NPCs to interact with them**
  - Some lead to activities
   - Contain unique actions such as dragging items, etc.
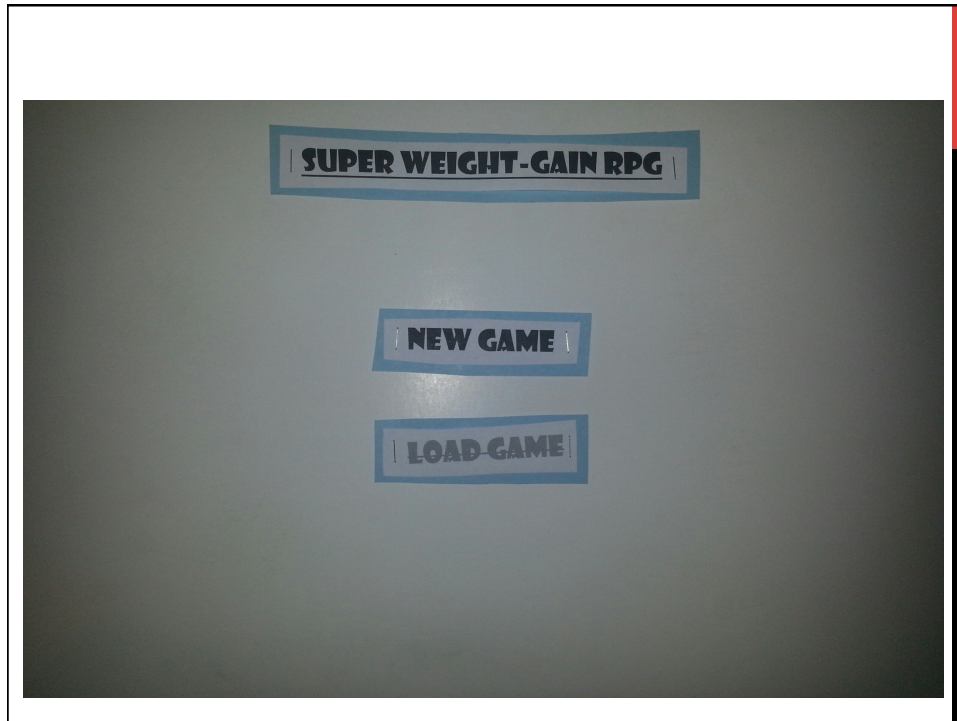
NARRATIVE

- **Players pick gender, appearance, and clothing for their character, Casey.**
- **Casey wants to gain 20 lbs and maintain it +/- 5 lbs.**
- **Casey is new in town, and is shown around by their friend, Jordan.**
  - Acts as tutorial
- **Throughout given day, the player goes through a routine. Possible special events can occur each day.**
 - First week has many special events to teach the player the system.
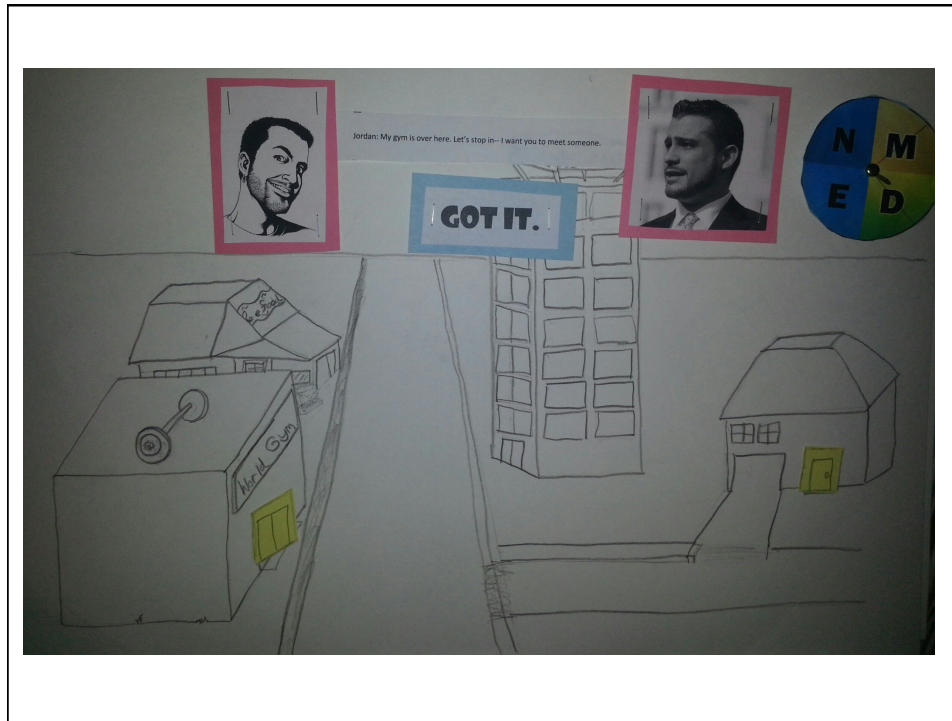
GAMEPLAY

- **Player gains / loses weight and muscle through their actions in game**
- **Goal is to gain 30 lbs in two months, then keep it +/- 5 lbs for two months afterwards.**
- **Consists of mini-games that help reinforce healthy eating and proper exercise**
  - Examples: Split It Up, Smart Choice, Work It Out!
- **2-15 minute long play sessions.**
  - Reinforced by mobile platform
- **Special events may occur each day, reflecting the potential deviations from daily routines in real life.**
  - Examples: Missed breakfast, Packed gym, ect
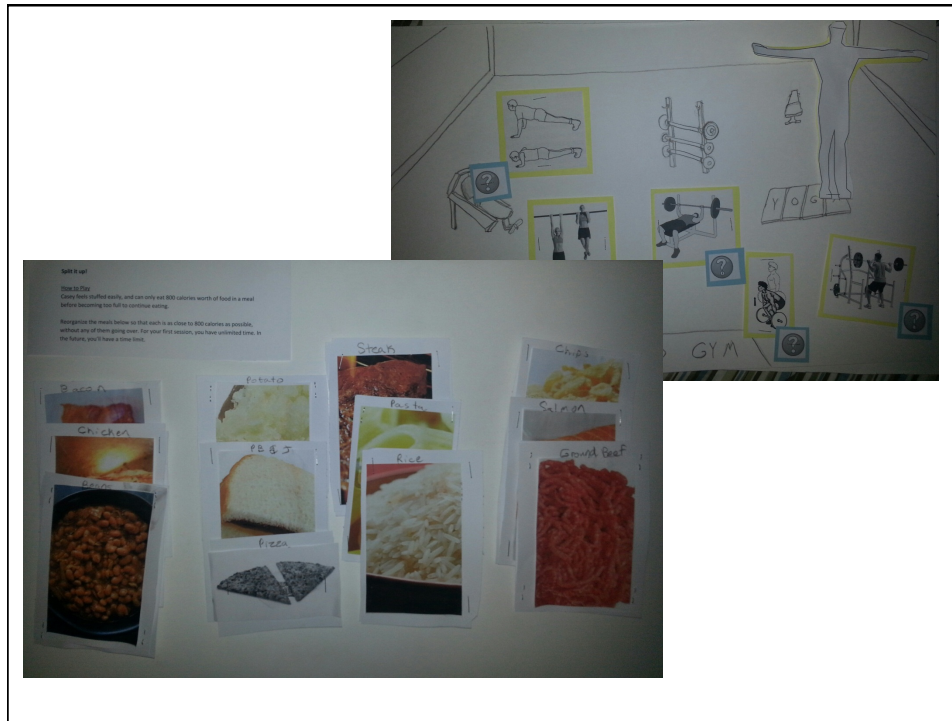
PAPER PROTOTYPE COMPONENTS

- **Various backgrounds for different scenes**
  - City
  - Work
  - House
  - Restaurant
- **Nutrition Labels coupled with photos of food**
- **Person Outline**
- **Exercise Icons**
- **Menu / UI Items**
  - Clock
  - Choose Character
- **Dialog**
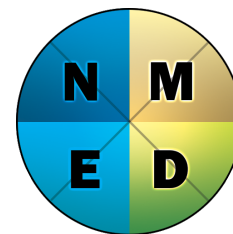
ASSESSMENT

- **Pre-test and post-test**
  - Pre-test administered before playing game
  - Post-test administered four months after gameplay has begun
  - Goal is to assess knowledge of healthy weight gain techniques in addition to actual healthy weight gain
- **Control Group(s)**
  - Underweight with no weight-gain goals and no game
  - Underweight with weight-gain goals and no game
- **Experimental Group**
  - Weight gain goals with game

QUESTIONS?