Web-Based Game Design and Prototype
Explore the Virtual World of NTU

Objective:
Design and prototype a mobile game application that revolves around the NTU campus with assessing the effectiveness of gamification.

Technology used:  
• Unity 3D
• Android SDK

Game Features:
- Character Selection
- Interactive Interface
- Quiz System

Conclusion:
This project explores different methods to assess the effectiveness of gamification on a mobile game using challenge, feedback loops, and uncertainty. This provides continuous engagement and opens a new way of exploring around the NTU campus.

Student: Ng Ming Chuan | Supervisor: Professor Seah Hock Soon