

*Extinct In My Lifetime*

**Game Prototype by Lindsey Avery**

# Extinct In My Lifetime

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### *Abstract*

The following is the Thesis Proposal Abstract for the chosen thesis concept: "Extinct In My Lifetime" It is an educational, "serious" game which, like all "serious" games, is designed for a purpose other than pure entertainment. The game is designed to educate the user about animal extinction causes and possible solutions.

### *KEY POINTS*

- ◇ My chosen thesis concept is called "Extinct in my Lifetime". It will focus on informing people of some of the animals that will most likely be extinct within their lifetime, and the causes of such extinction, as well as possible solutions. The target audience could be anyone, not only environmentalists, as this information is about circumstances that affect us all; the information is delivered in such a way that all will understand how extinction occurs. Through playing the game, the user will be entertained, and at the same time, they will be involved in finding, and trying various possible solutions to stop animals from becoming extinct. The animals in the game are actually animals currently on the endangered list, and all causes of extinction, as well as environments are based on reality. I think it has the possibility to make a small difference.

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## *Autobiography*

First, let me say that I am an Agnostic. I'm 35 and I've been working with one medium or other since I graduated highschool in 1995. Many things happened that year: I realized that I was bisexual; I started having health problems that eventually escalated; and I met certain professors that would change my career choices for years to come. It was due to them that decided I would put my skills towards teaching college students - I could never be as bad as the one professor, but hopefully I could be as effective as the other.

While I was going for my BFA, I found I could never stand to pick just one medium, so I have called myself a mixed media artist. Over the years I have changed my major six times, and learned to love working with anything from oil paint and acrylics to photography and Photoshop to java and php to copper and bleach. I find I'm often more satisfied with the final product if it is made with mixed media, but it is not a rule for me.

In 2005 I graduated with my first MFA in painting - and began to climb my way into higher education. That year many things happened: we had a house fire, a major car accident, and I learned to feel "at home" even when I was sleeping on other people's couches. All this and more taught me to persevere which I think is of major importance for an artist. Though I am a professor now, I still am and will forever be a student.

The subjects of my artwork are as varied and difficult to explain as my media are because most of the world knows little about things such as: chaos theory, the Qabbalah, the Quran, the Torah, Rosicrucian writings, the Golden Dawn, Native American stories, the Shinto religion, Taoism, the Sumerians, the Vedas, and Voodoo - it goes on. These beliefs or theories, though varied, are based on some similarities. Basically, the divine spark that everyone has, the soul, where they differ is coming to terms with morality, mortality, and where they came from - I mean that in more than one way. This discussion is the unending subject of my artwork over the years.

I research creation myths of some of the oldest cultures in the world as reference material for my artwork because creation myths are the vague memories of mankind's creation. Most creation myths have a religious spin to them, but with the knowledge that old stories turn into myths and rulers become gods over time, you can try to isolate the true history within the myth. Creation myths can also provide a great deal of insight into nature and the planet's natural cycle; remembering past mistakes is the only way to further evolve individually and as a species.





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### *Project Abstract*

The following is the Thesis Proposal Abstract for the chosen thesis concept: "Extinct In My Lifetime"

#### *KEY POINTS*

- ◇ Concept:  
Extinct In My Lifetime
  
- ◇ Purpose:  
My chosen thesis concept is called "Extinct in my Lifetime". It will focus on the animals that are currently on the endangered list (Red List) that will most likely be extinct within my generation's lifetime.
  
- ◇ Target Audience  
The target audience could be anyone, as this information is about circumstances that affect us all.
  
- ◇ Form  
"Serious" game.
  
- ◇ Function  
Allowing users to learn about various endangered animals, the causes leading to their possible extinction, and possible solutions to save these animals - all of which will be based on reality: current endangered animals, and the actual causes leading to their extinction, as well as true-to-life potential solutions.
  
- ◇ Style  
Modern / Color scheme will include blue, green, and complimentary colors.
  
- ◇ Technology  
Flash, Actionscript 3, Java, and/or appropriate game design and animation programs.



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*QUESTIONS*

- ◇ What is the hook?  
The hook will be that anyone can enjoy learning about real life environmental problems, how they affect several animals, as well as potential solutions that are used, and the pros and cons of each solution.
- ◇ What is new and innovative about it?  
That it will be user friendly, as well as easy to understand for users who are most likely not involved in the environmental sciences, but who still want to know what is happening to the environment.
- ◇ What argument(s) and/or statement(s) are you making, and/or what useful function will the Thesis Project serve?  
The thesis project will be informing people of the facts while keeping their interest in the game, and potentially inspiring people to become involved with helping the affected animals.
- ◇ Who is your specific target audience?  
The target audience could be anyone, as this information is about circumstances that affect us all.
- ◇ Are you enthusiastic about the Thesis Project?  
I am very enthusiastic about this project. It is an area of interest to me that I would like to know more about, and I think it has the possibility to make a small difference.
- ◇ How will this Thesis Project serve you in your professional career?  
This project may serve me in the educational field in terms of lectures, publications, and the like, as well as in the game design field when seeking employment as a designer; however it may also serve me in fields outside of those in which I am currently involved and beyond my current foresight.

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### *Statement of Interest*

#### *"EXTINCT IN MY LIFETIME"*

- ◇ I chose this project due to my combined interests in the environmental sciences, as well as my desire to help improve the environment for the future generations - including my own children.
- ◇ This project may serve me in the educational field in terms of lectures, publications, and the like, as well as in the game design field when seeking employment. It may also serve me in fields outside of those in which I am currently involved and beyond my current foresight.
- ◇ Though I hold multiple degrees in various art fields, I have many interests that I also pursue, these include: the previously mentioned environmental sciences, as well as anthropology, and game design. My interest in these areas is so strong that I had considered working towards a degree in those sciences instead of my current field. With my intended thesis project, I can combine my interests in various sciences, the environment, and making a difference with my interest in art.



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### *Target Audience & Personas*

The general demographic characteristics of the target audience, and three personas or descriptions of representative users.

- **Name: Christopher Lucente**

- **Age: 35**

- **Gender: Male**

- **Primary motivation for engaging in the user interface:**

This user is a student majoring in Anthropology and Resource Management. A major interest is the environment and environmental hazards as well as their effect on animal and plant life in specific locations. One hobby includes computer gaming and Xbox console gaming. This user may be interested in this project due to the information on endangered animals it provides, as well as the gaming delivery method.

- **Name: Gary Sass**

- **Age: 50**

- **Gender: Male**

- **Primary motivation for engaging in the user interface:**

This user is a martial arts instructor, running his own dojo, knife maker, and pharmacist. He has strong interests in many Japanese beliefs and customs including a strong connection to nature. This user may be interested in this project due to the information on endangered animals it provides as well as information on the causes of their endangerment.

- **Name: Renee Boyd**

- **Age: 48**

- **Gender: Female**

- **Primary motivation for engaging in the user interface:**

This user is a Web Designer/Developer and an entrepreneur. Some of her interests also include domesticated animals as well as wild life and caring for them. This user may be interested in this project due to the information on endangered animals as well as due to the user interactive menus, technology used in the game, and the general layout of the project in whole.



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### *Unique Positioning Statement*

#### *EXTINCT IN MY LIFETIME*

- ◇ While the media keeps the general population of the United States aware of the larger or more widespread environmental disasters, the kinds of disasters that individuals would have no ability to fix, most are left out in the cold when it comes to issues which we may have some control over. One such issue would be endangered animals. While there are many reasons why an animal species would be on the "Red List" of endangered animals which are likely to go extinct in our lifetimes, many of these animal species could be helped, or even saved, if the general population were aware of the potential, and entirely plausible, solutions. "Extinct in my Lifetime" is a user-friendly resource for informing and involving those of us who would want to help, but lack the scientific background, or other means, to discover this information by ourselves. Now the information is easily accessible, and discovering the possible solutions is just a click away.

Main Menu

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Quit / Save & Quit

Game Options

Graphic

Audio

Gameplay

Camera

Photo Album

Map Options:  
1. Actual Location  
2. User Created Location

Actual Location Menu

Terrain, Vegetation, Weather, Environmental Problems, Economy, & Endangered Animals list are preset per Location to match those in real world.

Choose Season

Choose Endangered Animal (from preset list)

Choose Location:  
1. Country  
2. State / Province  
3. City

User Created Location Menu

Choose Terrain

Choose Economy

Species List:  
Choose Endangered Animal

Weather / Environmental Problems

Choose Vegetation

Nearby Human Habitations:  
1. Urban  
2. Suburban  
3. Rural

Weather List

1. Over-hunting  
2. Climate Change  
3. Ecosystem Change  
4. Lost Resources (food)  
5. Disease (in animals)

Location

Map

Map

Login to Game Website

Game Website

Alerts

Help

Advice & Graphs:  
1. Environment Quality  
2. Climate Change  
3. Ecosystem Change  
4. Resources (food & water)  
5. Animal Health  
6. Hunting / Fishing

Alerts

Help

Login to Game Website

Game Website

Legend

To New View

In Page View

Outgoing Link to External View

Dynamic View

Static View

Saved Game or Saved Settings

Content Window Within a View

Multiple Views

External View / Website

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*User Case Diagrams*

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**User Flow Diagram Icons**



Upload



Download



Administrative  
User



Typical User



Text Entry



Login



Edit



Decision



Web Page



Error



To Next Step



Selection



Comment

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## "Extinct In My Lifetime"

### User Flow Diagram

#### Use Case: Accessing Map

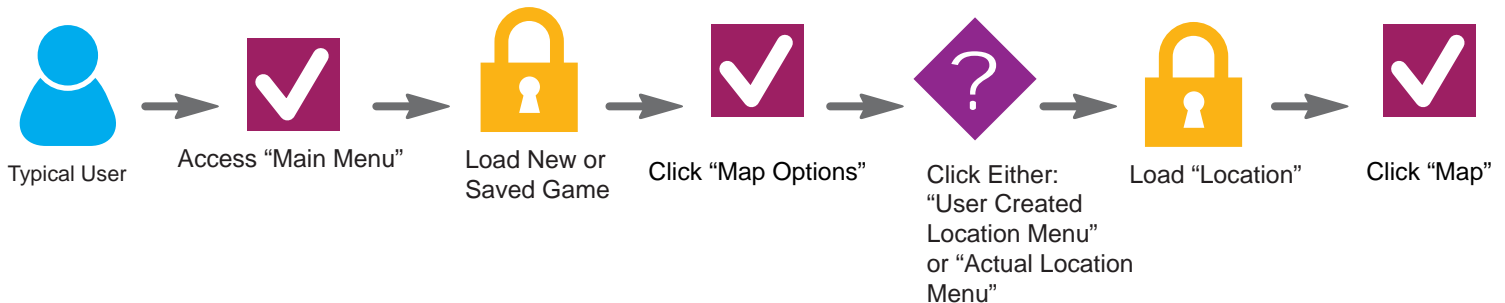
Description: User accesses the Map for main gameplay

Actors: Any User

Additional Use Cases Needed: Accessing "Main Menu"; Accessing "Location"

#### Steps in Task:

1. Access "Main Menu"
2. Load New or Saved Game
3. Click "Map Options"
4. Click Either "User Created Location Menu" or "Actual Location Menu"
5. Load "Location"
6. Click "Map"



# Extinct In My Lifetime Extinct In My Lifetime

"Extinct In My Lifetime"

## User Flow Diagram

### Use Case: Find / View Help

Description: User views the help area for assistance with game

Actors: Any User

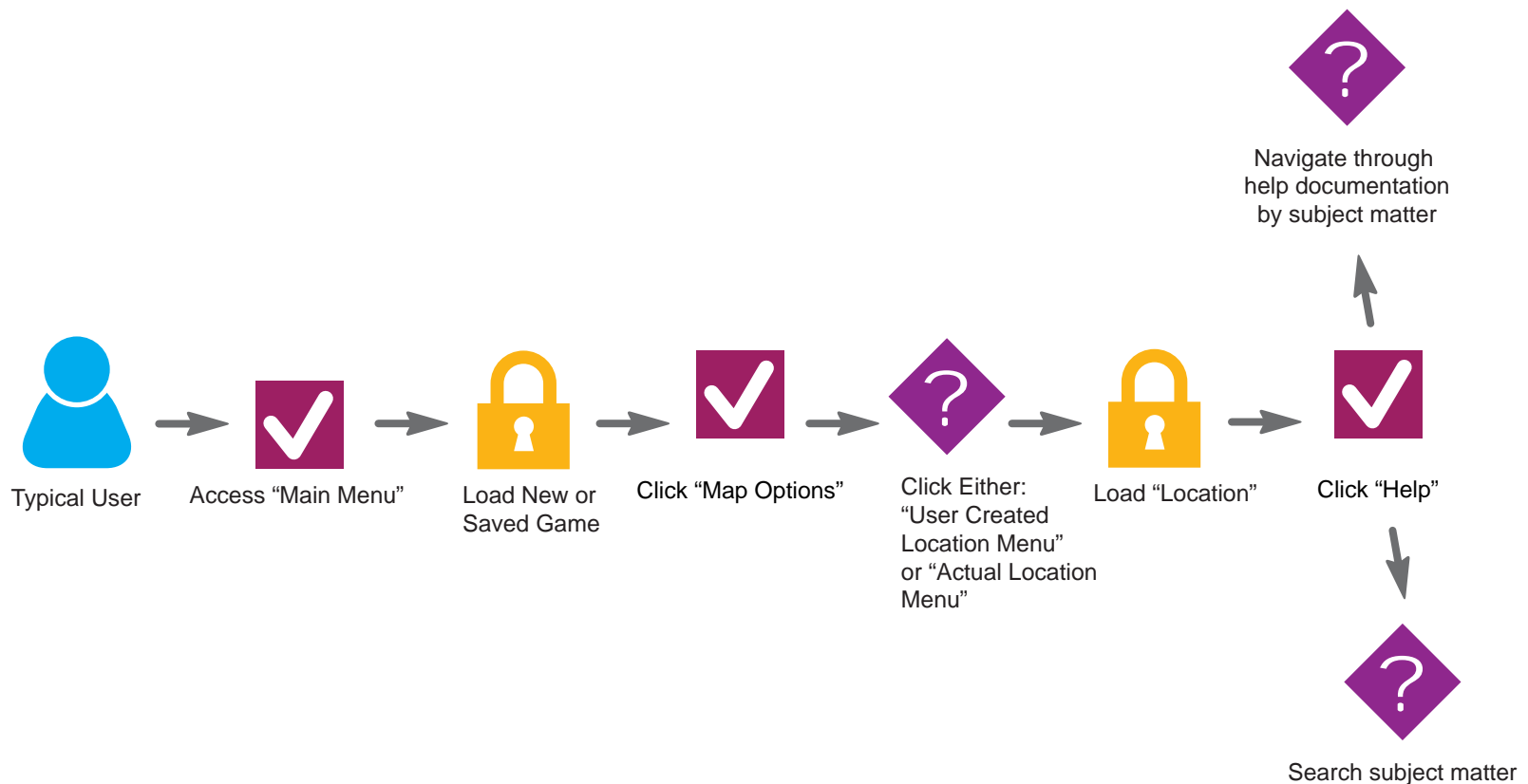
Additional Use Cases Needed: Accessing "Main Menu"; Accessing "Location"

### Steps in Task:

1. Access "Main Menu"
2. Load New or Saved Game
3. Click "Map Options"
4. Click Either "User Created Location Menu" or "Actual Location Menu"
5. Load "Location"
- 6.. Click "Help"

#### Options:

- a. Navigate through help documentation by subject matter
- b. Search subject matter





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## "Extinct In My Lifetime"

### User Flow Diagram

#### Use Case: Accessing Advice and Graphs

Description: User accesses Advice and Graphs for advice during main gameplay

Actors: Any User

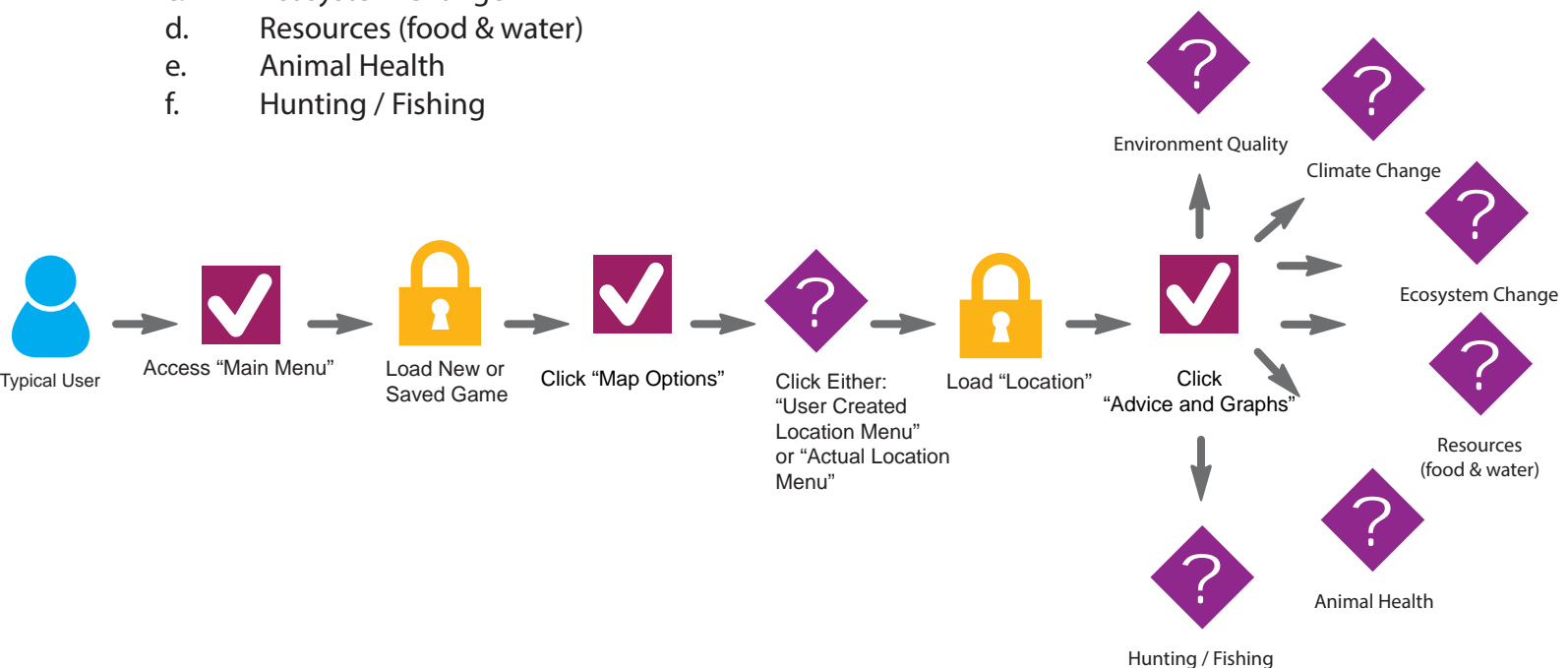
Additional Use Cases Needed: Accessing "Main Menu"; Accessing "Location"

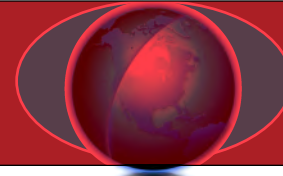
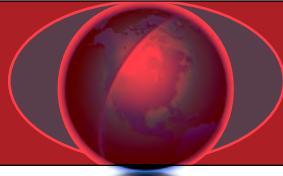
#### Steps in Task:

1. Access "Main Menu"
2. Load New or Saved Game
3. Click "Map Options"
4. Click Either "User Created Location Menu" or "Actual Location Menu"
5. Load "Location"
6. Click "Advice and Graphs"

#### Options:

- a. Environment Quality
- b. Climate Change
- c. Ecosystem Change
- d. Resources (food & water)
- e. Animal Health
- f. Hunting / Fishing





Proof of Concept



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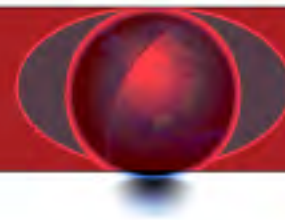


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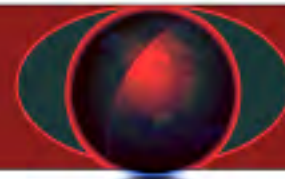
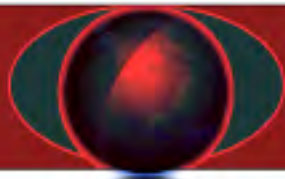
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*Do you want to?*  
**Start a New Game**  
**Load a Game**  
**Save & Quit**  
**Just Quit**

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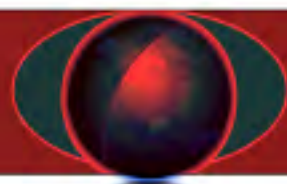
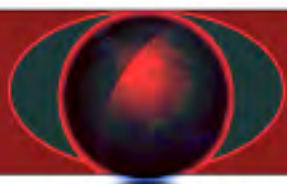
*What type of map would you like to use?*

**Actual Location**

**User-created Location**

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*What options would you like to adjust?*

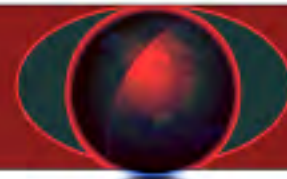
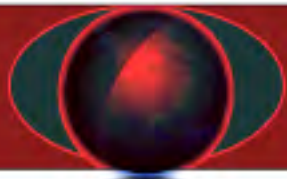
**Graphic**

**Audio**

**Gameplay**

**Camera**

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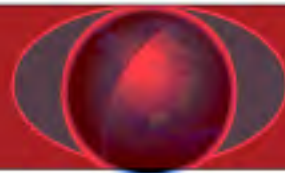
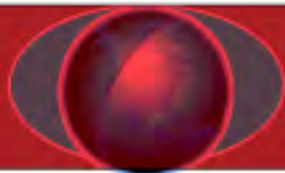


### Graphic Options:

	low	medium	high
Shadow Quality	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Texture Quality	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Detail Quality	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Color Quality	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Resolution	800x600 <input type="radio"/>	1024x768 <input checked="" type="radio"/>	1200x1024 <input type="radio"/>
Windowed Option	Off <input type="radio"/>	On <input checked="" type="radio"/>	

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**Actual Location - USA**







*Which animal do you  
want to save?*

**Bog Turtle**

**Massasauga Rattlesnake**

**Rough Green Snake**

**Southern Leopard Frog**

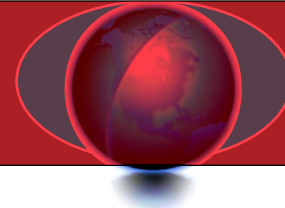
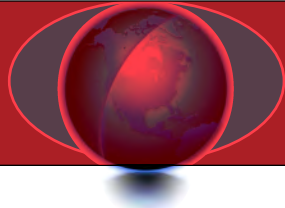


## Actual Location - Pennsylvania



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*Which animal do you  
want to save?*

**Bog Turtle**

**Massasauga Rattlesnake**

**Rough Green Snake**

**Southern Leopard Frog**

## Actual Location - Pennsylvania



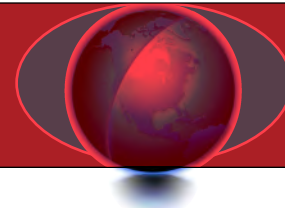
## Southern Leopard Frog

*Lithobates sphenoccephalus utricularius*. Southern Leopard Frogs are large, slender frogs, growing up to five inches long. They are green and brown with large dark spots on their back and sides.

Leopard frogs have light-colored dorsolateral ridges (raised lines on their backs). They also have a light stripe along their jaw.

Southern Leopard Frogs can be found just about anywhere there is shallow water, including lakes, ponds, marshes, and streams.





*Which animal do you  
want to save?*

**Bog Turtle**

**Massasauga Rattlesnake**

**Rough Green Snake**

**Southern Leopard Frog**

## Actual Location - Pennsylvania



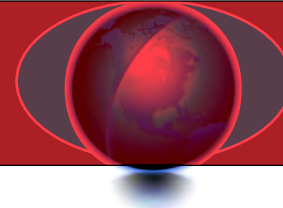
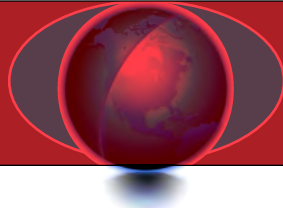
### *Environment*

Leopard frogs are nocturnal, so they are most active at night. During the day, they hide among plants on the shore. If they are startled, they will leap into the water, making a sharp turn underneath the surface. They will come back up hidden among some plants.

The breeding season for Southern Leopard Frogs is March to June. Female frogs will lay egg masses of up to 4,000 eggs in shallow water. Usually they attach to plant stems. After mating, adult frogs will wander away from the water, into woods or fields, hiding among plants or under logs. As Summer ends, frogs return to the water.

Adult Southern Leopard Frogs eat a wide variety of prey, including earthworms, spiders, centipedes, and many types of insects.





*Which animal do you  
want to save?*

**Bog Turtle**

**Massasauga Rattlesnake**

**Rough Green Snake**

**Southern Leopard Frog**

## Actual Location - Pennsylvania



### *Problems*

Southern Leopard Frogs are raised and eaten by humans. When you see "frog legs" on a menu, it is most likely a Southern Leopard Frog. These frogs are also used in large amounts in biology classes for dissecting. Scientists have become concerned about too many frogs being used for this purpose. Southern leopard frogs are susceptible to agrochemicals that are widely used in the rural United States, according to Amphibiaweb.org.

Studies have show that southern leopard frogs are also vulnerable to lung worm parasites. Despite widespread hunting and the loss of habitat in certain areas, southern leopard frogs are abundant and spread to new habitats quickly. The state of Pennsylvania has placed them on its endangered species list, due to the fact that their distribution is limited to the very southeastern corner of the state.



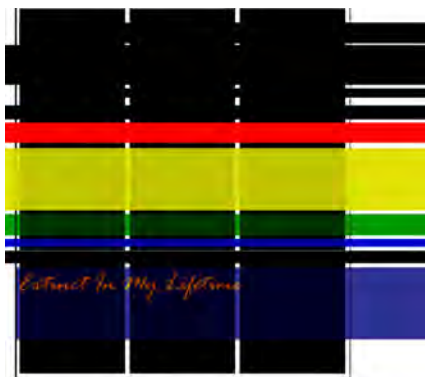
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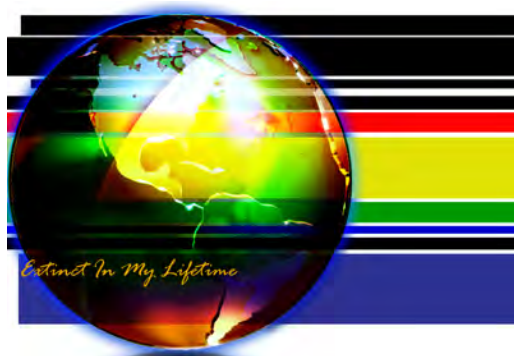
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