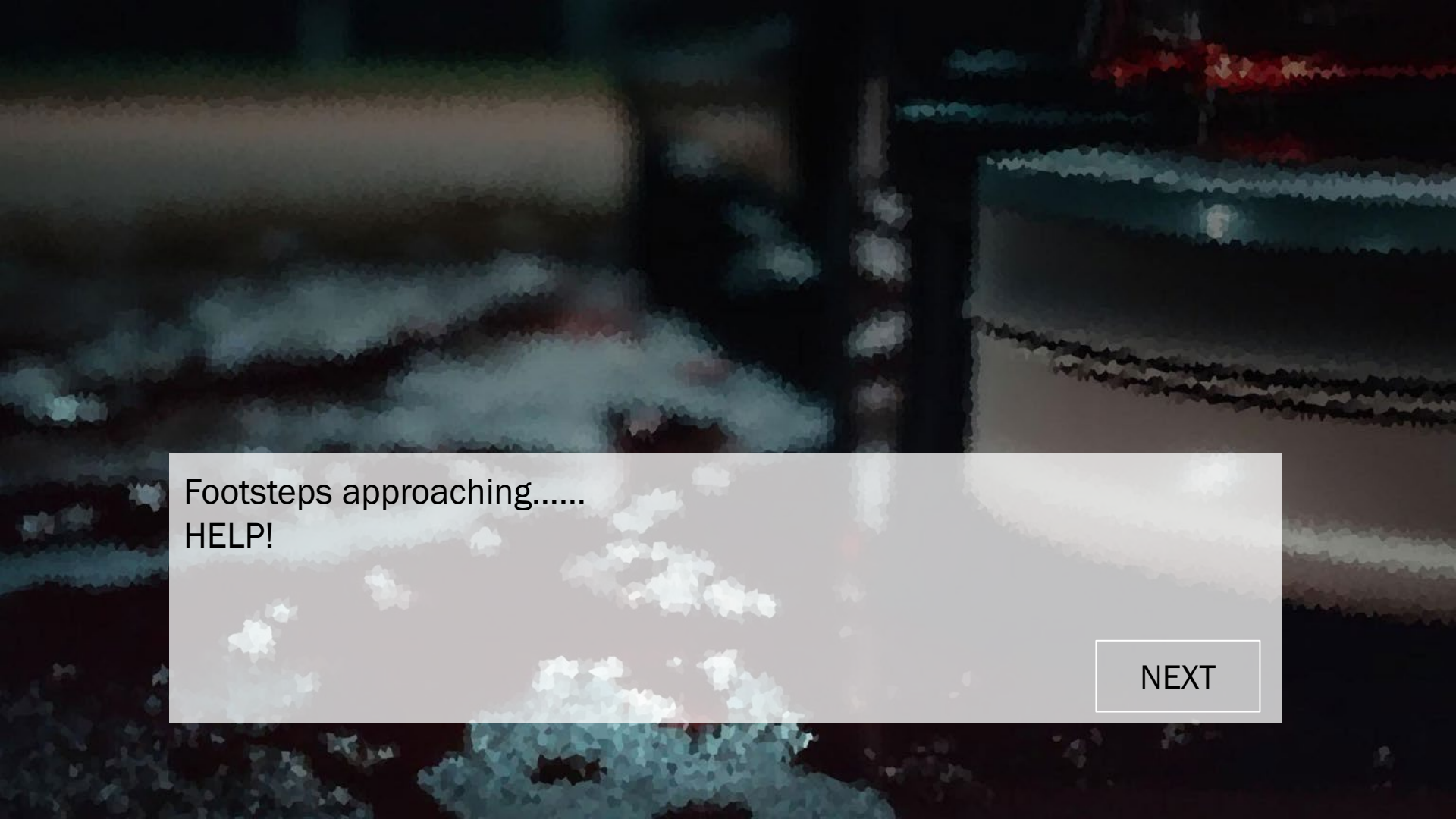Baammm....

Lying on the floor.
Bleeding.
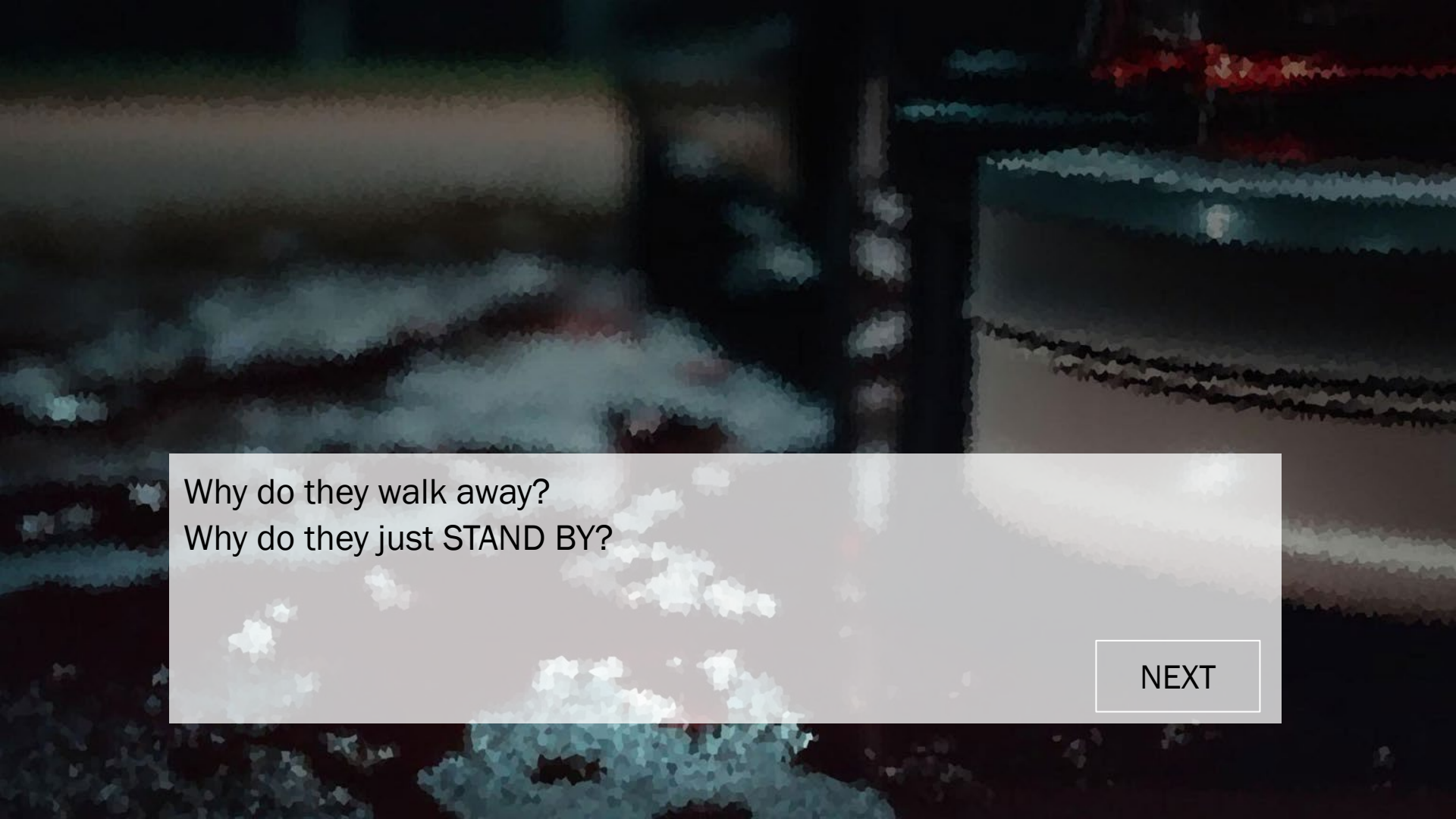Unable to feel the legs. Do they still exist?

NEXT

Footsteps approaching......
HELP!

NEXT

Why do they walk away?
Why do they just STAND BY?

NEXT

BYSTANDER INFLUENCER

Team Mebmers
Haochuan Zhong
Xinyan Gao
Tianle Liu
Jasmine Tan
Jialin Zeng

Bystander Effect

A social psychological phenomenon:
People are less likely to help in emergencies when others are around.

The MORE people, the LESS willingness.

BYSTANDER INFLUENCER

NEW GAME

Lying on the floor.
Bleeding.
Unable to feel the legs. Do they still exist?

Footsteps approaching......
HELP!

END 1

END 2

END 3

IF(Positive Choices) ? (Negative Choices)

END OF
JUSTICE SEEKER

2 people come up to you.
They called the ambulance!

NEXT

END OF
JUSTICE SEEKER

The world begins to spin...
And you know you will survive.

END 2   END 3

END OF BYSTANDER

Footsteps come and go.

Eyes glance through.

Spotlights gazing upon. Gazing upon.

Passers. All Passers.

NEXT

END OF
BYSTANDER

The world begins to spin...

END 1   END 3

END OF INFLUENCER

Footsteps come and go.

Eyes glance through.

Spotlights gazing upon. Gazing upon.

Passers. All Passers.

NEXT

END OF INFLUENCER

The world begins to spin...

Flashing before the first event in your life as an influencer.

You were a **BYSTANDER** of that car accident.

END 1   END 2

Game Demo

3 endings	Choices →monetary system
8 events	Based on true social events

Sexualism	Language	Self Image
Disability	Accident	Crime
Nationality	environment	

Team Assignment & Timeline

Team Members	Tasks
Haochuan Zhong	Code UI design
Xinyan Gao	Frame design Art design
Tianle Liu	Gameplay design Overall management
Jialin Zeng	Script editor Slide editor
Jasmine Tan	Script editor Slide editor

Tasks	Team Members	11.7	11.8		11.9
		3(h)	3	3	3
Brainstorm	ALL	■			
Code	Haochuan Zhong		■	■	■
Script	Jasmine Tan		■	■	
	Tianle Liu		■	■	
	Jialin Zeng		■	■	
	Xinyan Gao		■	■	
Frame	Xinyan Gao		■	■	
UI	Haochuan Zhong			■	
Slides	ALL				■

Target Audience

EVERYONE!

We are all bystanders

Message of Game

We can choose to be
active bystanders...

...because we may need help from others one day too