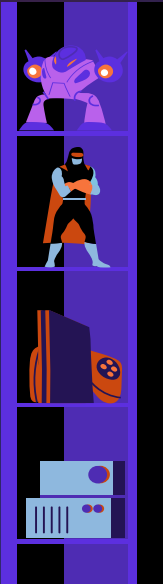


# Fortnite & Union SDG #2 – Zero Hunger

Solving Real World Problems with Game Technology

○ FUSION X &



# Our Sponsor



**Steven Isaacs**  
Education Program Manager  
Epic Games

# Our Team

[Download team resume!](#)



**Mele Jiaaning**  
Product Manager



**Shaun Xu**  
Game Developer



**Kayla Ren**  
UX/Visual Designer



**Tingyu He**  
Content Creator



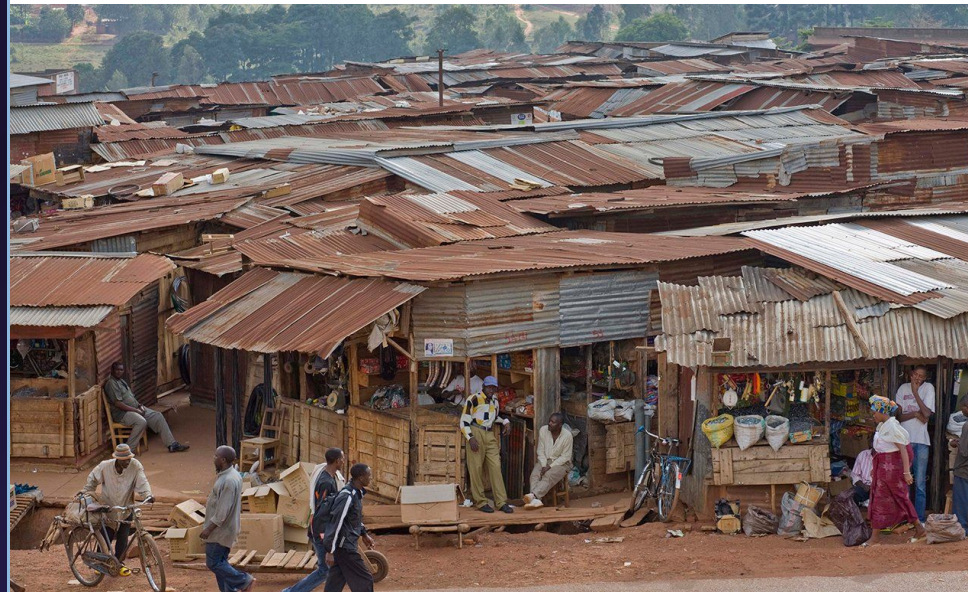
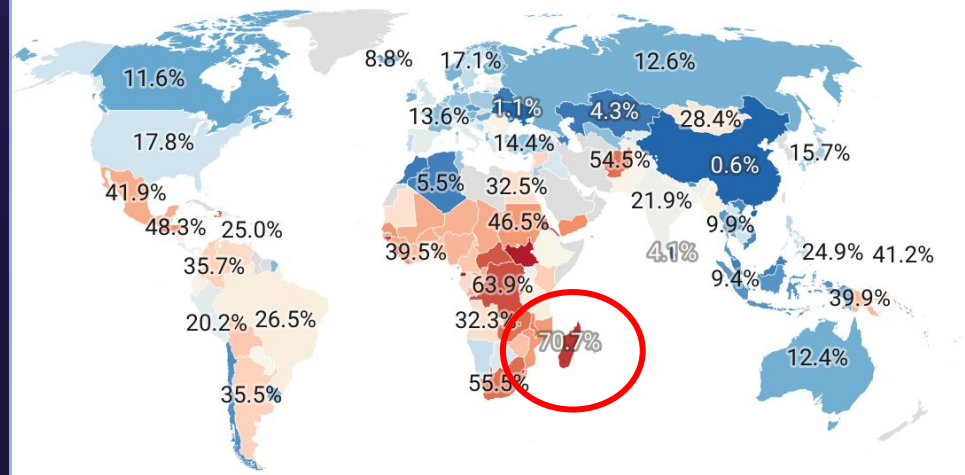
# Problem

In 72 countries with World Food Programme operations and where data is available:

- **309 million** people are facing acute levels of food insecurity
- **45 million** children under 5 are suffering from wasting

## Reasons

- Climate Change
- Disasters & Emergencies
- Dirty Water & Unsafe Sanitation
- Inequity
- Conflict
- Poverty





# Opportunity

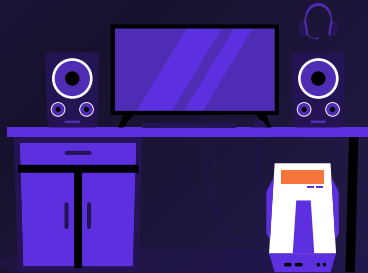


Utilizing **Fortnite** to simulate the real environment, creating an immersive game experience



Custom island with interactive games:

- Fishing
- Farming
- Exploring



## Target Audience



- Students
- General public

## Goals



- Raise awareness
- Understand hunger problem
- Encourage actions in real world

# Action Taking



## Phase I. Ideation (Dec-Mar) ✓

Game Design Doc ✓

- Research
- Design Goal
- Sketch
- Game Mechanism



## Phase II. Design (Mar-May) 🧑💻

- Assets ✓
- Island Visual 🧑💻
- Game mechanism coding 🧑💻



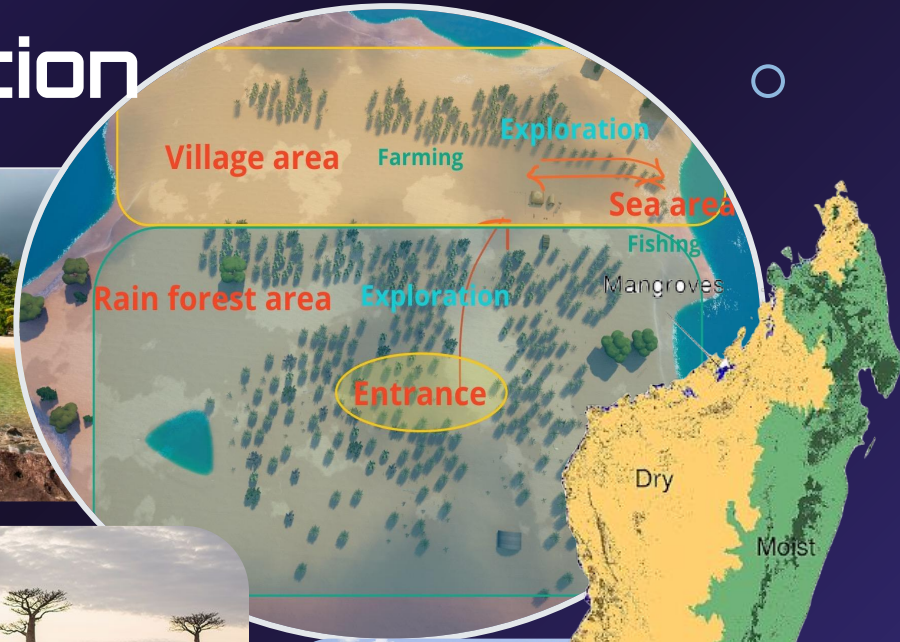
## Phase III. Launch (May) 📅

- Testing
- Game Launch  
(Expect Mid-May)
- Final documentations

# Island Visual Creation

## Rainforest Area

Understand **causes of hunger and poverty** and **ecological environments** of tropical regions.



## Village Area

Address **local hunger problems**.

Understand causes of hunger and poverty.





# Island Visual - Rainforest



Rainforest



Rainforest - Entrance

## Educational Cue

Entrance and exploration with environment

Isolated geography 🌐 | Deforested areas 🪵 | cut down trees 🌳

Click for Demo Video [↑](#)

# Island Visual Creation - Village



Village



Village - Market

## Educational Cue

Immerse in a poverty environment and complete tasks to **address local hunger issues** - Farming 🌾 | Fishing 🐟

Exploration with assets and environment - Natural Hazards 🌪️ | Poor infrastructure 🏠

[Click for Demo Video](#) ↑



# Island Visual Creation



Fishing Area 1



Fishing Area 2



Farming Area



Fishing Area 3



# Main Mechanism

## Farming

1. Limited time for players to farm
2. Seed can't survive for a long time
3. Player needs to get water from ocean and use water purifier to cleanse water.
4. Players need to harvest in time to get points.





× × × × ×  
× × × × ×  
× × × × ×  
× × × × ×  
× × × × ×

# Main Mechanism: Fishing

1. Three locations to fish
2. Each locations is limited to catch 6 fishes before player starting to lose points
3. Get points from each fish to fulfill progress bar





x x x x x  
x x x x x  
x x x x x  
x x x x x  
x x x x x

# Other Mechanisms

## Interactions

- Market (Pick up seeds and fishing rod)
- With various assets (educate users about zero hunger causes/Introduce them to various species)

## Opening & Ending

- Open animation that introduces the island
- Pop-up window indicating task completion and how to take actions in real world



# Project Benefit: Educational Benefits



## *Educational Impact*

Players will be exposed to facts about hunger and poverty issues.

## *Interactive learning by Playing*

They will have immersive experiences in a problem-solving environment by completing both farming and fishing tasks.



## *Gamification of Education*

This project is all about the gamification of education. Game components like progression bars and interactive tasks would maintain the engagement and guide students while learning



# Project Benefit: Contributions to SDG #2



## *Realistic Challenges*

We simulate the real appearance of this region, and also incorporate real-world challenges.

## *Action-Taking*

We inspire the audience to overcome challenges by thinking and taking practical steps.



## *Empathy & Awareness*

Hopefully, this project helps raise the public awareness of SDG #2.







Thank You!



Fusion X