

## Development of a serious game to promote healthy living

Max Loveday

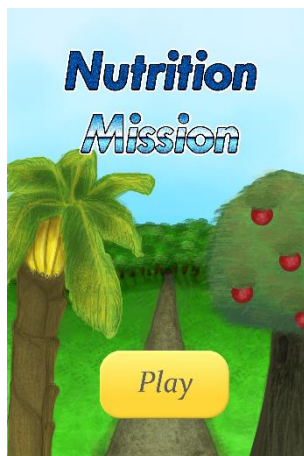
BSc in Computer Science

### ABSTRACT

For years there has been an effort to promote healthy living to children. The aim of this project was to develop a serious game aimed at children that educates the user about nutrition and fitness, and encourages them to live a healthier lifestyle.

The design of the game was focused around providing an educational role-playing game that uses competitive elements such as minigames, and quizzes, to provide a fun, engaging experience for the player, while an overall healthy living theme reinforces positive practices.

Assets such as the graphics and music were custom created to have creative freedom over the design, so that it could be tailored to the target audience. The application was developed using Java in Android Studio, with Shared Preferences used to save user data, and JavaFX used for animation.



**Figure 3.** The title screen for the game



**Figure 4.** The icon used for 'Home', scaled for use on different screen densities

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