Globaid

Goodwill by playing

Team Globaid	28.01.2010
Jani Metsä	jani.metsa@tut.fi
Eero Salonen	eero.j.salonen@tut.fi
Juha Simola	juha.simola@tut.fi
Juha-Pekka Sarin	juha-pekka.sarin@tut.fi

Introduction

This document describes Globaid application as our solution for fighting against hunger and poverty. Globaid is a web application where user may donate real money for goodwill projects and at the same time play a stimulating multiplayer game. In the game each buyable item has a price in real life that when bought, donates to the selected charity target. This document describes the project, related problem definition, the solution's system architecture, and connection to the Imagine Cup theme. Development ideas and future visions are also discussed.

Problem Definition

The problem which our team is trying to address is about increasing donations to poor places on earth. Usually donations collected by individual organizations by variety of different techniques making it difficult to decide what and where to donate. Our game combines charity targets into one addictive and interesting game, thus making it fun and easy to donate into a number of carefully selected goodwill targets. People in industrial countries have a lot of free time and are spend increasing amount of money in games and buying virtual goods, such as game items. With this game we combine the gaming experience with virtual goods bought using real money to the ability to help people for example in poor countries and victims of catastrophes.

Technologies and Software Tools

Globaid is implemented using Microsoft SilverLight toolkit 3.0 and ASP.NET 3.5. The application was developed using Microsoft Visual Studio 2008 and Microsoft Expression Blend 3.

System Architecture

The basic structure of the system consists of a Silverlight application inside an ASP.NET webpage. Users log in to the application via login page (login.aspx) and log out is performed via log out button, which are used for user management. Furthermore, the Silverlight application uses PayPal service to enable users to purchase game currency, which is used to buy items in the game.

The SilverLigthApplication view is divided into game area and vertical Accordion menu. The game area is where player maintains own game data and places bought items into. This area consists of a background landscape that is divided to tiles. The menu lists player status information, currently buy-able items (a tent or a well, for instance), charity targets, list of top players at the moment, and a placeholder for sponsored items. Any item bought in the game can be dragged into any tile on the landscape. At the bottom of the page an information panel shows news about the latest catastrophe and donation target.

The application uses database connection to store player data, obtain information about the donation targets, read latest news information, and to maintain buyable items. The game also saves its state, player information and game items into the database. Buing game money can be done in a dialog opened by pushing the "Buy Game Money" button. A simplified view of the game architecture is illustrated in Illustration 1. Illustration 2 represents an example of the game view as a screenshot.
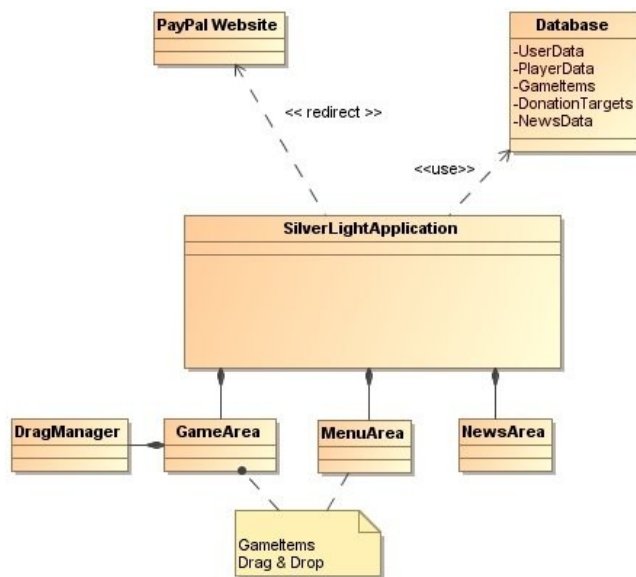
Illustration 1: Basic architecture of the Globaid application

Illustration 2: An example screenshot of the game view.