



Disaster Quest

AGENDA

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INSPIRATION - DISASTERS IMPACT



In 2022, there were over 350,000 house fires in the US, resulting in nearly 3,000 deaths.¹ In addition, it is estimated that nearly 20,000 people die in earthquakes every year.²

¹ [Residential fire estimate summaries \(2013-2022\)](#)

² [Our World in Data \(Earthquake\)](#)

INSPIRATION - DISASTER EDUCATION



Preventative disaster education is essential in curbing the number of residential fires globally.

INSPIRATION - ACCESSIBILITY



Accessibility was at the heart of our project, so we worked to include more than one language option.



WHAT IS IT?

Engaging and accessible
disaster prevention tool

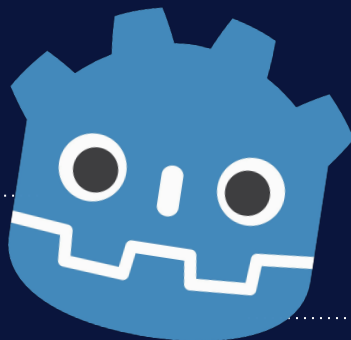
Teaching life-saving risk
prevention knowledge

HOW WE BUILT IT



GODOT

Free, open-source game development software, dedicated 2D editor



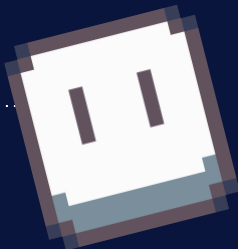
GD SCRIPT

Godot's custom scripting language



ASEPRITE

Animated Sprite Editor and Pixel Art Tool



SOUND EFFECTS

Sourced from copyright-free sources



WHAT'S NEXT?



MORE LEVELS

Expand to include more disaster scenarios



SCENARIO BUILDER

Create more relevant and applicable levels



IMPACTFUL MINIGAMES

Add more intractability through minigames



LANGUAGE SUPPORT

Expand accessibility through improved language support¹

¹[The Most Spoken Languages in California - WorldAtlas](#)



Demo

Thank You

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