

# CYBERLAND

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INCREASING CYBERBULLYING AWARENESS &  
PREVENTION SKILLS

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# OVERVIEW

## PROBLEM

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59% of all teens in the U.S. have reported being bullied or harassed online

No good resources to help

## GOAL

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Increase student awareness about cyberbullying.

Teach students' prevention skills to cope with cyberbullying perpetration behaviors.

Make content engaging through gamification.



# GODOT

Game engine

## PLATFORM

iOS & Android

GScript

# SYSTEM ARCHITECTURE

## Game Interface

Game Scenes

Menu System

## Game Engine

Sprites

Scenes

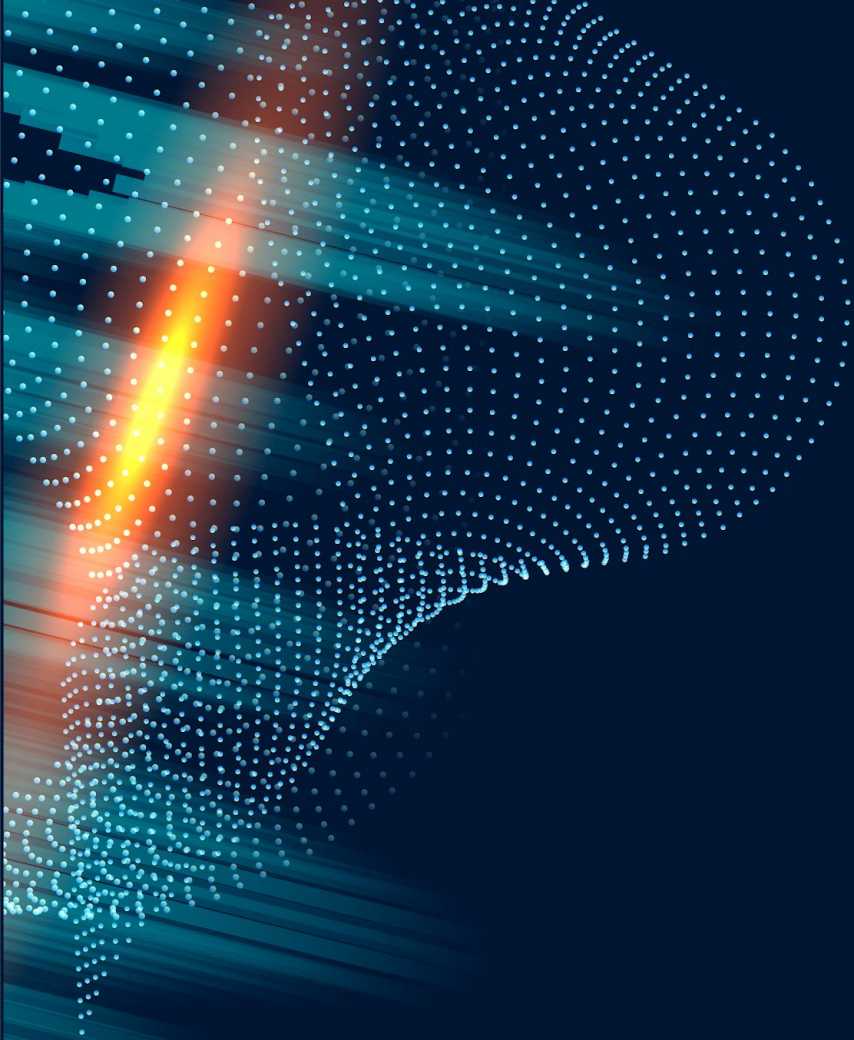
Nodes

## Game Logic

Scripts

## Game Asset

JSON, PNG,  
MP4, etc.



**DEMO**

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# CHALLENGES

## **Dependency on External Team:**

Development was tied to another team, introducing challenges related to resource availability, collaboration, and workflow.

## **Mid-Semester Platform Change:**

This unexpected shift required us to adapt quickly, affecting timelines and introducing additional challenges.



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# LESSONS LEARNED



## WHAT WE EXPECTED

Web Framework  
&  
Learning Curve



## WHAT WORKED WELL

Godot  
Community  
&  
Documentation



## CHANGES FOR NEXT TIME

Project  
Organization

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# CONCLUSION

Set the foundations  
for the game

Easy for future  
developers to pick  
up where we left off

Enjoyed working  
with client &  
learning about  
game development

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# THANK YOU!



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