COMP 2331

Serious Gaming Fundamentals

Game Design Document

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Concept Overview:

In this game the individual player asks a number of questions, which are in the castle to reach the player to the rooms to go beyond to get the general information (public culture).

Outcome:

The player is able to answer the questions correctly The player is able to answer the questions correctly.

Educational goals:

At the end of the game, learners will be able to:

1. Apply strategic thinking correctly in their lives.

2. Get general information

Developing the player's trust

3. Train their minds properly to overcome any obstacle.

4. Develop their skills in decision-making correctly.

5. Prepare them appropriately to defeat the enemy (in the game).

Affective:

1. Act strategically to win the game and defeat the enemy.

2. Ability to reach the final stage before the end of time

Character Description:

In our game, there is a specific personality. The "personal" key will actually be

Hero, where the user chooses to start the game. The player will interact with

The game moves from place to place to start defending his base and achieving the goal.

Description of the game environment

There will be one main facade of the castle, and at first we will find the monster and answer the question correctly to enter the castle. The interface includes time and result to make the game fun to encourage players to play, as the player will search for the rooms to save the princess .

Play game description:

When you click on "play game" or green flag and launch the game, the player is Put in the "entrance castle" game site. The game instructions will ask the questions so that he can answer the questions to get into the quagmire, The player will be responsible for his move within the game as he moves within the game to reach the goal to save the princess.

Reward structure:

The reward structure in our game will be focused on the Achieve the goal and winning. This means that the player will play the game in order to rescue the princess and get the prize and interspersed with questions that test his information . For further implementation we could add some obstacle and rewards to rescue the princess and get the prize.

look and feel:

The environment will be primary colors and provide a somewhat normal aspect within the game. We use music when we begin the game . There'll be one main interface that is the castle and first we find the monster and answer the question correctly to enter the castle . The interface includes time and score to make game interest to Encouraging players play the game, There won't be much of a noise in the interface ; it will remain moving .

technical description:

this section describes the technical aspects of the game. Will the game require the player to download software to play , it required to create the game development software , The game will be developed using Alice 3,It accessed by client downloads and then not requires Internet .

Project Timeline:

This is the projected development schedule for this project , starting on 10/ 5/2019 and submitting on 17/5/2019. All phases will require 3 weeks to Programming, Work has been divided among team members to ensure that it is completed on time .