Game Analysis Document: 5NaP  
*Learning Outcome 1 (15%)*

## 1. Overview of the Game

**Number of players**

* Single-player only.

**Real-time or turn-based?**

* Real-time: the in-game clock counts down continuously from 00:00 to 12:00.

**Gameplay modes by player count**

* N/A: only one mode exists.

## 2. Rules and Goals

**Basic rules**

1. You sit at a virtual desk in first-person view, interacting with five on-screen monitors to answer quiz questions.
2. Lecturers (monsters) patrol the corridors; if they catch you outside the desk view or if your answers reset, you lose progress.
3. “Graydon” the friendly lecturer updates your map to show other lecturers’ positions.

**Win, end or endless state?**

* **Win state:** Complete all questions correctly before the in-game clock reaches 12:00 (midnight).
* **Lose state:** Time expires, or a lecturer intercepts you outside the safe view area.

**Game goals**

* Primary goal: Achieve a passing grade by answering every question correctly in the allotted time.
* Secondary goal: Avoid detection by lecturers to preserve progress.

**Player-defined goals**

* Players may set personal challenges (e.g. perfect run with no resets).

## 3. Gameplay

**Genre**

* Horror-puzzle hybrid with edutainment elements.

**Core game mechanics**

* **Point-and-click interaction:** Focus on a monitor or environmental object.
* **Screen-edge gaze:** Moving the cursor to the screen edges rotates the view.
* **Timed quiz:** Submit answers before time runs out.
* **Stealth avoidance:** Monitor lecturer positions via the in-game map.

**Player experience**

* **Satisfaction:** Completing questions under pressure yields relief.
* **Learning:** Encourages recall of course material in a tense setting.
* **Efficiency:** Requires quick mouse-driven interactions.
* **Immersion:** Low-poly PS2-style visuals and spooky audio create tension.
* **Motivation:** Fear of losing progress and the time constraint drive engagement.
* **Socialisation:** Solo experience; no multiplayer/social features.

**Difficulty levels**

* No selectable difficulty; only one mode with static question count and timer.
* **Progression:** All questions and timer settings remain constant across sessions.

**Ease of pick-up-and-play**

* **Pros:** Intuitive point-and-click controls; familiar FNaF-style UI.
* **Cons:** Lack of on-screen prompts for rotation controls; side indicators appear clickable but are not buttons, which can confuse first-time players.

## 4. Ethics and Morals

**Player ethical or moral decisions**

* **None:** The game focuses on quiz completion and avoidance; there are no branching moral choices or hero/villain paths.

**Real-world applicability of decisions**

* Players learn time management and the consequences of neglecting preparatory work, parallels real-life study and deadline pressures.

Overall assessment:  
5NaP combines stress-inducing horror elements with an academic quiz framework. Its single-player, real-time challenge effectively motivates rapid decision-making, though clearer UI affordances and adjustable difficulty would improve accessibility. Ethical depth is minimal, but the game’s tension mirrors real-world deadline anxiety.