

# *Everybody Fits In*

Gameplay Sketch by Timothy Carbone

## Intent

*Everybody Fits In* is a 2D puzzle game for PC that has players finding the best way to fit variously-shaped students into the limited space of classrooms. The intent behind the game is to create an informative and engaging game for younger students that teachers can use to teach their classes about children on the Autism spectrum. The game is meant to teach the fact that while it may be harder to work with some people, all humans are the same at heart and fit together to form a unit. The team is hoping to use a style of fun gameplay familiar to younger students as a way to teach them more about Autism.

## Target Audience

The target audience for *Everybody Fits In* is students aged 6-9. The game is built as a tool to be used by teachers to inform their students about Autism at an age where they are beginning to develop social relationships with each other. The game can be used by students who are not on the spectrum to inform them about the condition, and by students who *are* on the spectrum to try and teach them that they aren't as different from other students as they may feel.

## Context/Environment

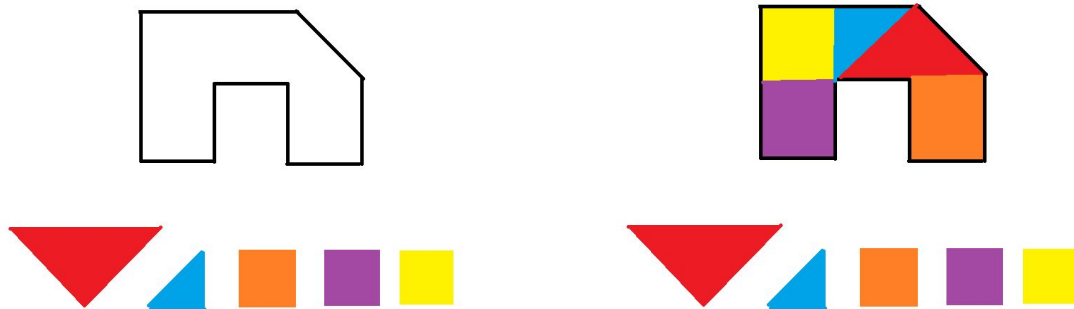
The context and environment of *Everybody Fits In* is an average elementary school. Students in this school are, for some reason, varying shapes and sizes. The children on the Autism spectrum are viewed as different shapes and sizes, while children not on the spectrum are all squares of similar sizes. However, when all of the students are fit perfectly into the room, everyone forgets each other's shapes and sizes and instead sees each other as equals in one large class.

## Gameplay

The player is presented with various rooms in a typical school that have a certain amount of space to hold the students. The player must take the variously-shaped

student pieces given to them and try to fit them all onto the board so that the class perfectly fills the space. Pieces can be clicked and dragged onto the board, as well as rotated. The rooms of the school will be different shapes, and certain rooms may have more elements to them than just the students, such as basketball carts in the gymnasium, that must be used in order to fill the space perfectly. Once the puzzle is completed, all of the lines defining the students' shapes will fade away.

## Example



A player is presented with a classroom that has a specific outlined shape, as well as five student pieces. The player drags the orange, purple, and yellow square students onto the board into places they seem like they'd fit. They try to fit the two pieces into the remaining spots, but the shapes do not fit. The player then rotates the big red triangle and the small blue triangle 180 degrees and places them in the final spots to complete the puzzle. The shapes of the pieces fade away and just leave behind all of the students, together as one group.