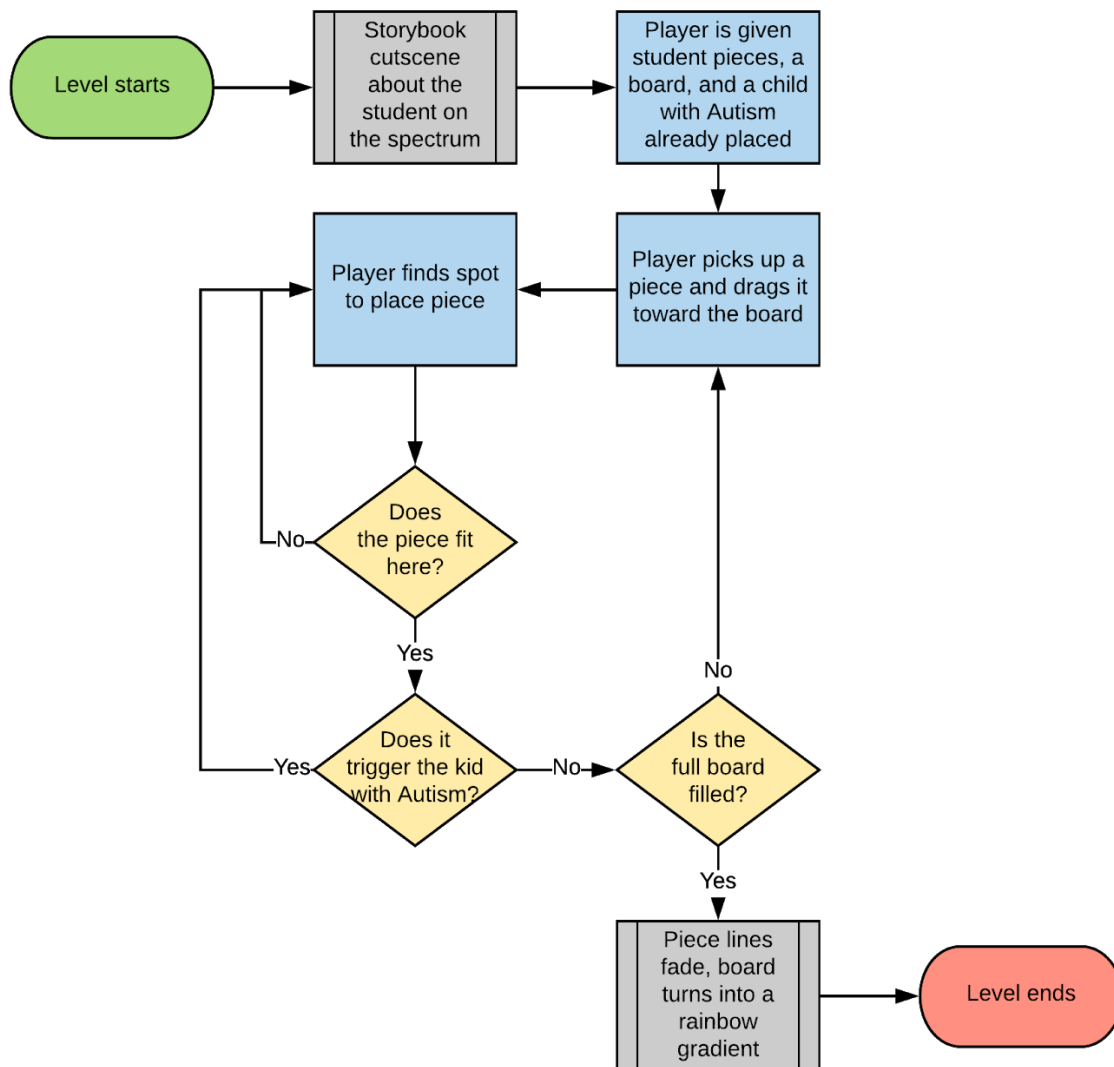


Everybody Fits In

Game Flow and Supplements and Tim Carbone

Game Flow

EVERYBODY FITS IN GAME FLOW



Puzzle Design

As the game is meant as a supplementary tool used in schools, the game is planned to only have ten (10) levels. Puzzles include the following types of piece:

- Squares
- Rectangles
- L-shaped blocks

Puzzles are comprised of a shaped board and various shaped student pieces. Each board will have at least one student piece anchored to the board, and the other pieces will comprise the rest of the board. The board's pieces are chosen by cutting the board up into a combination of the listed pieces and testing the difficulty based on how many pieces have been cut out. In addition, difficulty can be raised by having a child on the spectrum that cannot sit next to a certain student, such as a child sensitive to loud sounds not wanting to sit next to a loud child. In these levels, a designer can make a piece that is already not next to the anchored piece into one of those loud pieces.

Difficulty Progression

Difficulty throughout the ten levels of the game will be comprised mainly of making the levels larger, contain more pieces, and have the anchored pieces in harder places to navigate around. Level 1 is very simple and only allows players to place pieces around the center anchored piece, while a later level would have more open spaces around the anchored pieces. In addition, later levels include strangely-shaped boards, forcing the player to think more about where the pieces need to be.